

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY AND ASSESSMENT

GOALS: WHAT CAMPERS WILL LEARN

- To review what was learned throughout the camp day: Letter Identification of letters **r, o, p, e** (If time and skill level permits add: **m, a, p, s, u, n**) To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

- HIP HIP HOORAY song
- Assessment tool (PDF) (If using assessments)
- Computer set to Alpha Pig Amazing Alphabet Matchup game
- Take-home work sheets
- Continent coloring page – Australia
- Crayons

SET-UP FOR ACTIVITY

- Have LETTER CARDS ready to go
- Have tables set up with Australia continent coloring page and crayons
- Have assessment tool ready to go (If using assessments)
- Have computer set to Alpha Pig Amazing Alphabet Matchup game
- Have take-home sheets ready to go
- Have map of the world on display

ACTIVITY INSTRUCTIONS

- 1) Instructors will review the camper's ability to identify letter sounds (If using assessments)
- 2) **COMPUTER GAME**

While students are being assessed, send 2-3 children at a time to use the Alpha Pig Alpha Bricks computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children next to the computer so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; [Only play this Alpha Pig Amazing Alphabet Matchup game \(Do not click on any other games\), Play together, Take turns, Play until I call you.](#)

3) The remainder of the campers will color the Australia continent coloring pages while the other campers are being assessed or while they are waiting for pickup. These coloring pages will be part of a final project that campers will complete and take home on the last day of camp. Remind the campers what we found on Australia, Kangaroos and that there is water all around the country. Make sure they leave the blanks empty to fill in on the last day!

4) Campers will learn to sing the concluding HIP HIP HOORAY song.

5) Clean up: Collect props and save for Day 5, collect nametags

6) Campers are told that the next day will be **WONDER RED DAY**.

7) Campers are given "Take Home" activities.

A) ALPHA PIG'S LICKETY LASSO LETTERS

B) ALPHA PIG'S RESCUE LETTERS

8) Campers are sent home with their Name Necklaces.