

READING CAMP DAY 3

Princess Presto—Spelling Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Princess Presto Golden Crown Spelling Bee game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

Campers are re-introduced to each other and to the instructor, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1 & 2.

8:40-9:05 SUPER WHY & AROUND THE WORLD ADVENTURE VIEWING

Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Princess Prestos to activate their imaginations and get ready to play spelling/encoding activities

9:05-9:15 CLASS COMPUTER TIME

Campers participate in playing the online Princess Presto Spectacular Sounds Bingo game as a whole class. With the whole class helping and calling out, each camper gets a turn picking the letter that makes the sound Princess gives.

9:15-9:45 SUN AND SAND

Campers practice the association between letters and sounds while making letters in the sand and creating a beautiful sun catcher to take home and hang in their windows. This will be as stimulating as a "day at the beach" for our young readers as they explore letters through visual and tactile experiences.

9:45-10:00 SNACK

10:00-10:30 PRESTO!

Campers practice letter-sound correspondence as they play

Princess Presto's version of BINGO. Campers will have to stay focused as they try to uncover the animal hiding under the letters on their PRESTO! boards.

10:30-11:00 ALL ABOARD THE LETTER-SOUND TRAIN AND FINDING SUPER LETTERS

This movement activity encourages campers to use imaginative play to practice sound production, letter ID, and identifying words that start with s, u, n, m, a, p (and f, o and g if time and skill level permit)

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers learn to identify letters by hearing their sounds and how to spell sun (and map, and fog if time and skill level permit) by watching a Princess Presto clip then identifying the card printed with the sound the instructor makes and by learning the letter sounds in sun (and map and fog if time and skill level permit).

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

Campers review and are assessed on their ability to hear a letter sound and identify the letter that makes that sound. They will learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Campers will continue to work on their final project. Today they will color North and South America.