

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

GOALS: WHAT CAMPERS WILL LEARN

- To make campers feel welcome and comfortable
- To familiarize campers with expectations and to excite campers for the activities of the day including what they are going to learn today (the sounds of the letters **s, u, n** and **if time and skill level permits: m, a, p, f, o, g** and to spell the word sun (and **if time and skill level permits: fog, and map**).
- To clearly understand rules of the camp
- To review what was learned during the Camp Day 1: Letter Identification of letters **r, o, p, e** (**If time and skill level permitted on previous day: s, u, n, m, a**)
- To review what was learned during Camp Day 2: -un Family words.

WHAT YOU NEED

- Storybrook Village Name Tags for each camper (same as from previous day)
- The Syllabi
- A list of rules
- ALPHABET SONG
- Letter Cards to be used for review – **r, o, p, e** (**If time and skill level permitted on the previous day: s, u, n, m, a**)
- -un Family Word Cards
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET UP FOR ACTIVITY

- Arrange children seated into a semi-circle with instructor as focus
- Storybrook Village ID Cards ready to be attached to campers
- Know the activities of the day and be ready to tell campers
- Have LETTER CARDS ready to go
- ALPHABET SONG ready to go
- Have -un Family Word Cards available
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Instructor goes around the circle and has campers re-introduce themselves.
- 2) Instructor takes out the Syllabi and tells campers about Day 3 -

PRINCESS PRESTO DAY (Encoding/Spelling). Camper will learn the sounds of the letters **s, u, n** (If time and skill level permits add: **m, a, p, f, o, g**)

Try to get as many campers to tell you the answers as possible.

Script:

Instructor: Today is PRINCESS PRESTO DAY. What power does PRINCESS PRESTO have?

Campers: SPELLING POWER

Instructor: Oh my peas! PRINCESS PRESTO has SPELLING POWER. Today we are going to practice letter sounds /s/, /u/, /n/ (if time and skill level permits: /m/, /a/, /p/, /f/, /o/, g/) and spell the word sun (and if time and skill level permits: map and fog). We are also going to make sun-catchers, write letters in the sand, have a snack, play PRESTO, and ride a Letter-Sound Train!

- 3) Instructor reviews camp rules by soliciting them from campers
 - a. Raise your hand to speak.
 - b. Listen while others are sharing.
 - c. Follow directions.
 - d. Have fun!
- 4) Campers sing the alphabet song, and use word cards to review letter identification of **r, o, p, e** (If time and skill level permits: **s, u, n, m, a**).
- 5) Campers sing Red's -un word family song (lyrics below) and review -un Family words using word cards.

UN, Sun, Run Wonderrific you're terrific

Bun, Sun, Fun Wonderrific you're terrific

"UN"



Alpha Pig



with Alphabet Power!

Wonder Red...



with Word Power!

Princess Presto...



with Spelling Power!

Super Why...



with the Power to Read!

r

o

p

e

s

u

n

m

d

bun sun

fun run