

10:00-10:30 PRESTO!

GOAL: WHAT CAMPERS WILL LEARN

- To reinforce hearing a sound and associating it with the letter that makes that sound
- Identifying animals from around the world.
- Listening for and recognizing sounds in words

WHAT YOU NEED

- Color pictures or photographs of animals from the episode – kangaroo, panda, monkey, camel, seal, penguin, moose printed on square paper.
- Small letter cards including , s, u, n, m, a, p, f, o, g, r, e, b cut – enough for cover every camper’s to get 9 cards
- Wooden dowels
- Foil, ribbon, glitter, sequins
- Stars cut from thick paper or foam
- Scissors
- Tape
- Glue
- Magnetic tape
- Small paper clips
- Completed wand to use as a model
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Pass out wooden dowels/sticks, stars, foil, ribbon, glitter, glue, sequins, scissors and magnetic tape.
- Place small paper clips on each letter square to make them magnetic
- Find part in INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Show campers a completed magic wand. Allow them to be creative and create their own magic wands.
- 2) Once the magic wands are complete, show campers how to stick magnetic tape to the back of the star to make the magic wands magnetic.

- 3) Pass out PRESTO (bingo) cards. Have students look at the animals on their cards and identify them. Discuss the animals and how they relate to the Super Why Around the World Adventure episode.
- 4) Randomly pass out letter squares so all campers will have different amounts of different letters (tell campers to please leave paper clips in place) and help students cover up the picture using letter squares. Go over the letters as you cover up the animals. Instructor says a sound, campers hold up that letter and make its sound.
- 5) Begin the game by pulling out a letter from a hat/container and calling out its sound.
- 6) Campers must take that letter off their PRESTO boards. As in BINGO, the first camper to uncover a row of animals wins! Use magic wands to clear the board.

SKILL LEVEL OPTIONS

Level 1: Letters s, u, n, m, a, p are used. Instructor says the sound and campers find corresponding letter.

Level 2: Letters s, u, n, m, a, p, f, o, g are used. Instructor says a sound and campers find corresponding letter. Campers spell words (sun, fog, and map) using letter cards that they take off their boards.

7) DEMONSTRATE

Script:

Instructor: Today we transformed into Princess Presto! Princess Presto has the power to spell and she uses her magic wand to give her spelling power. We are going to create our own magic wands today and use them to help us spell and sound out letters!

Pass out all materials for magic wand and show them a completed magic wand. Explain what all of the materials will be used for and allow students to be creative. Not all the wands will look the same. Walk around and help as needed.

Once wands are complete, walk around and help students stick magnetic tape to the back of the stars on their wands.

Instructor: Now that we have magic wands, we are ready to play PRESTO! Pass out PRESTO boards with pictures of animals on them.

All of the animals on these boards are animals we met in the Super Why episode. Have a discussion about the animals.

Example: Who has the Kangaroo? Where do Kangaroos live? When did we see a kangaroo in the episode? When possible point out targeted letters and letter sounds in the animal names.

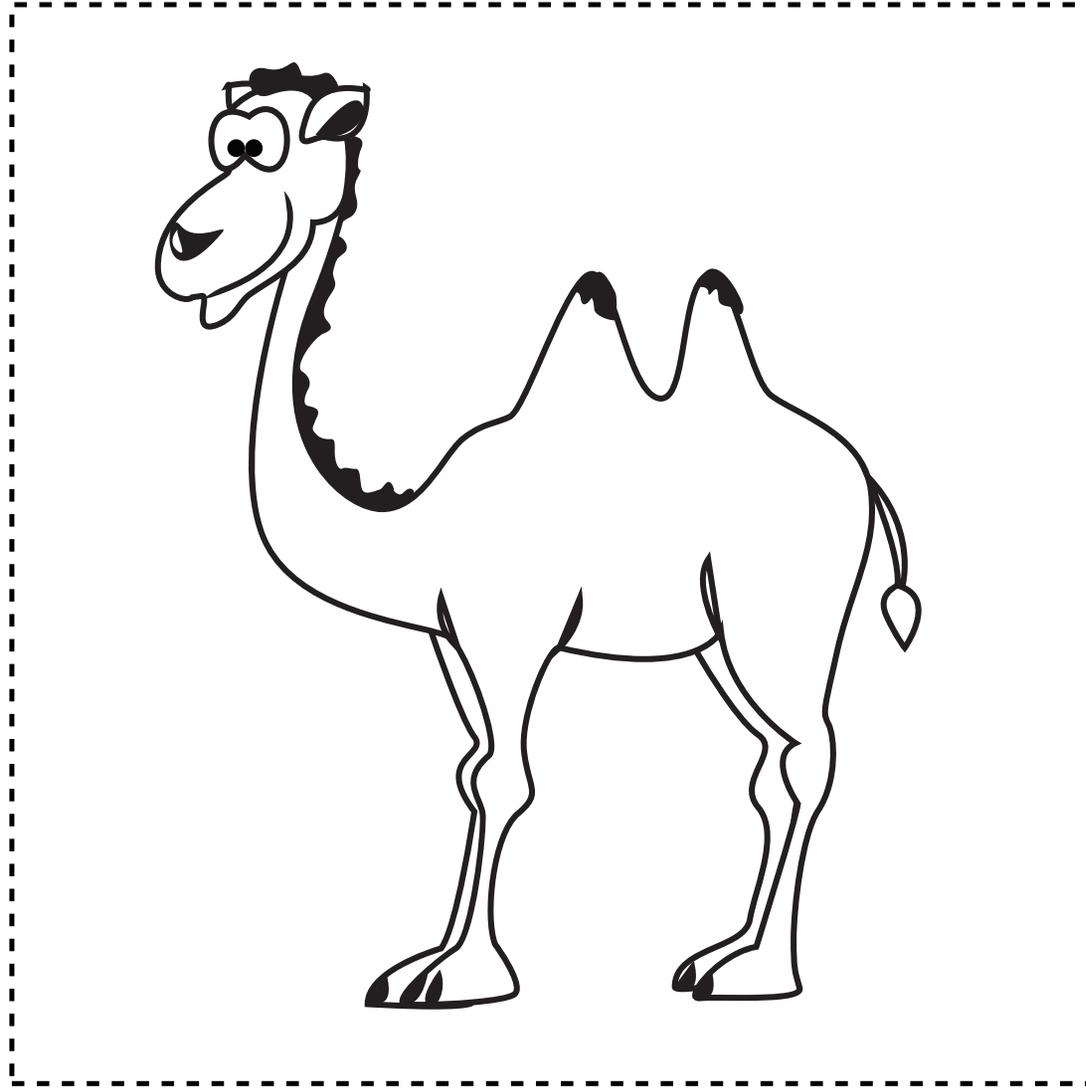
Instructor: Now I am going to pass out your PRESTO letter squares. This is just like letter sound BINGO! You will use them to cover up your animal. Please keep the paper clips on the letter squares.

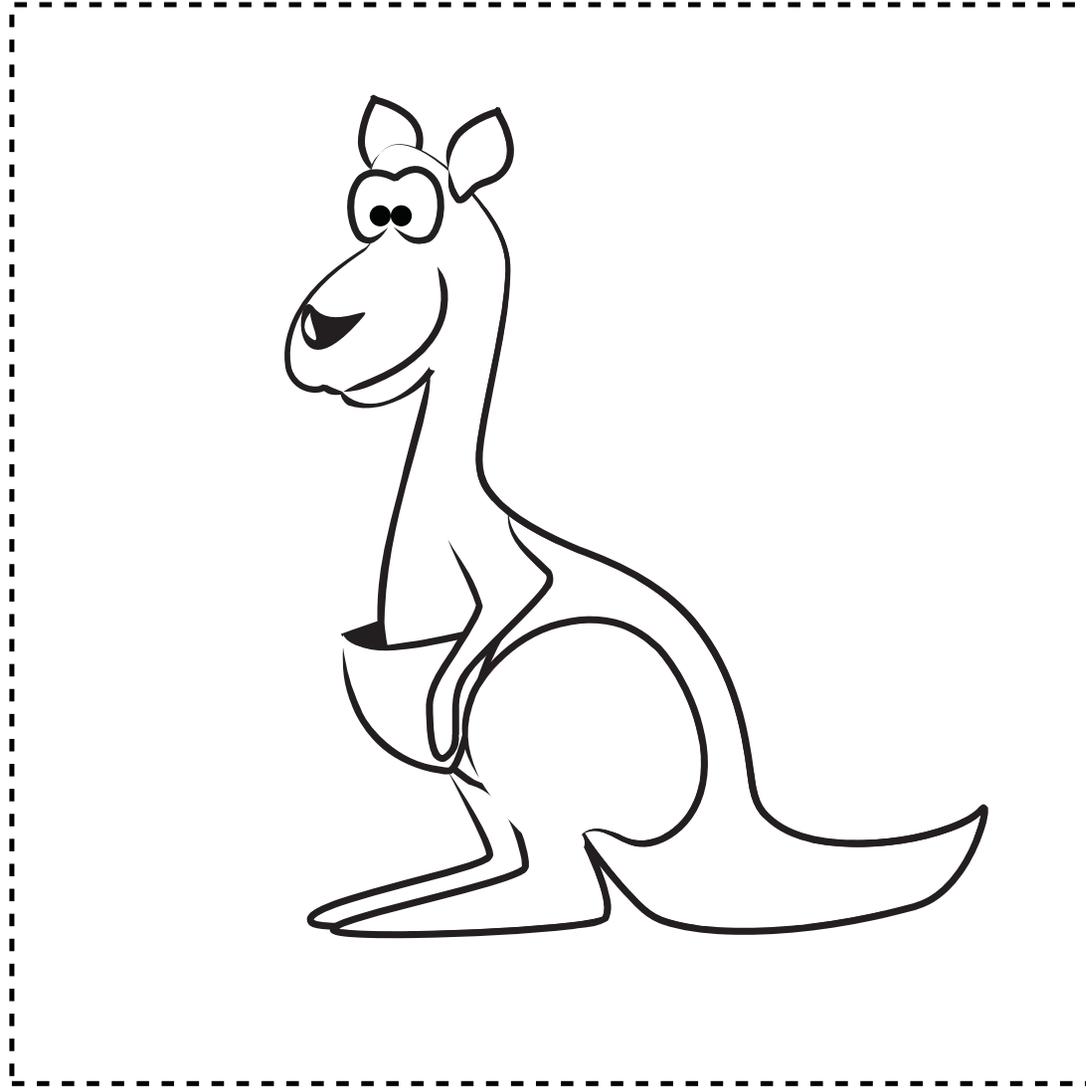
I am going to choose a letter and make its sound. If you have this letter on your card, take it off. You may have more than one of a letter on your board and you can take them all off when you hear their sound.

The camper who clears a row of their letters first yells, PRESTO! and wins the game. He/she must then use hold up their letters and tell us their sounds.

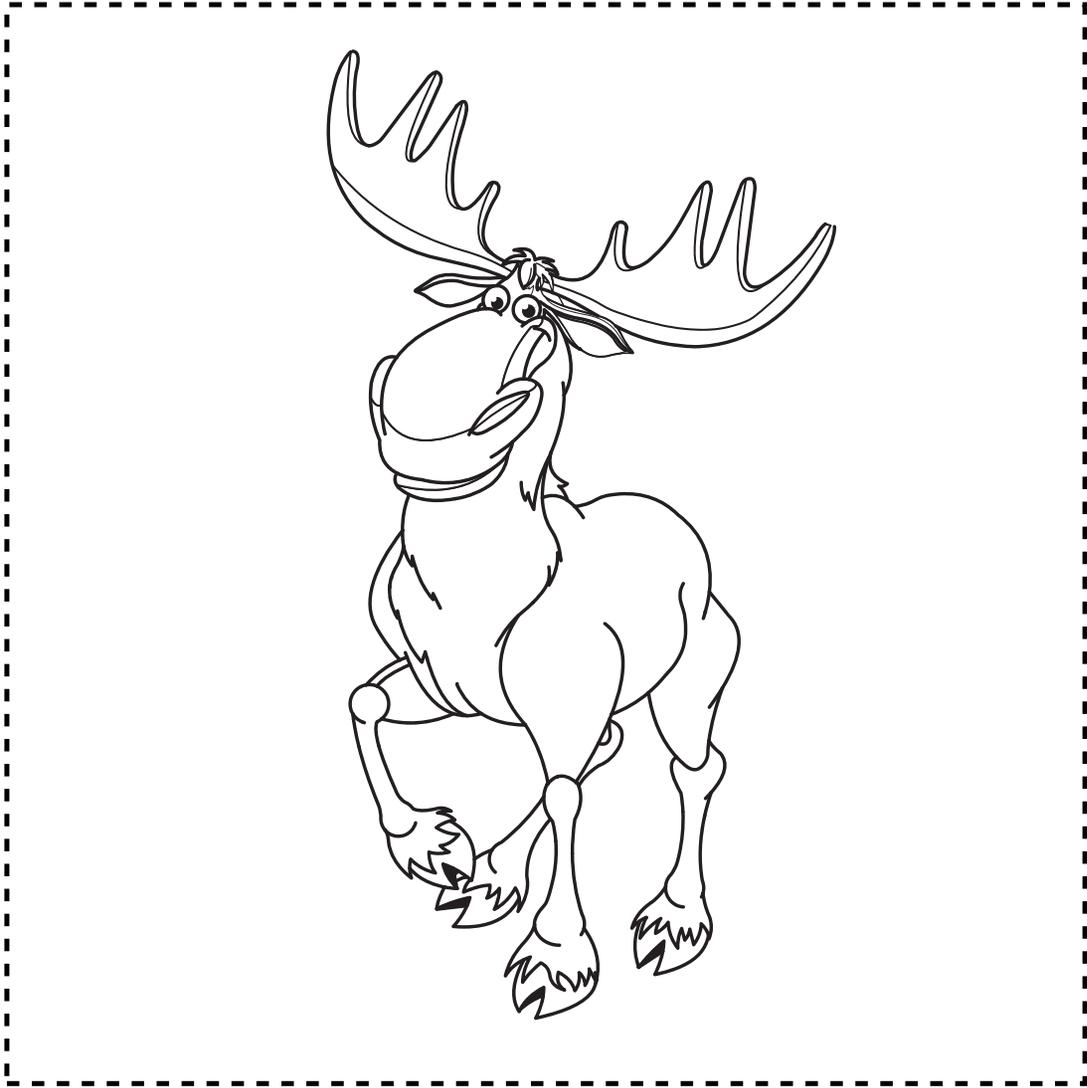
The rest of the class clears off their boards using their wands and the game starts over.

Have kids take turns calling out the letter sounds to the class.



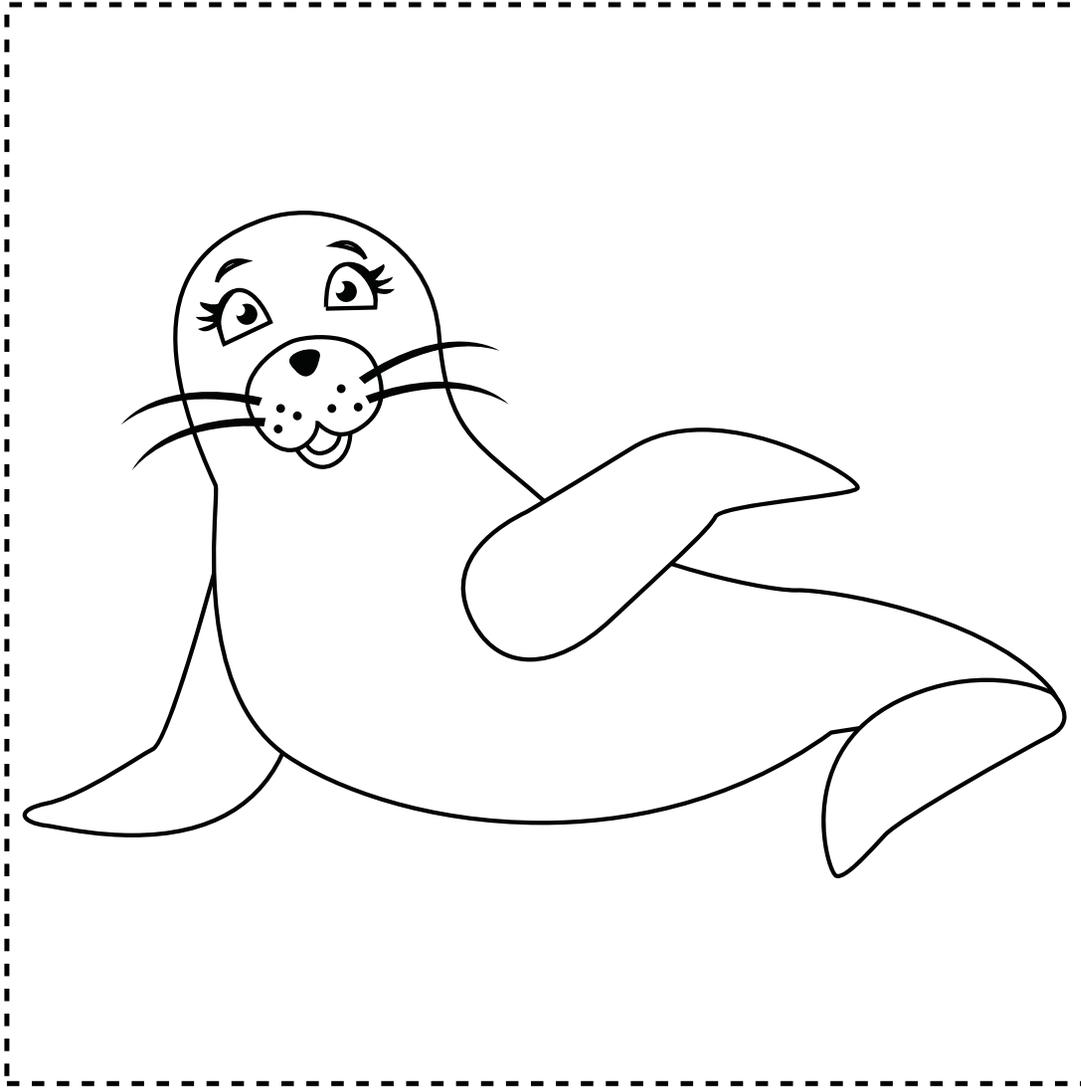












s

u

n

m

a

p

f

o

g

r

e

b