

# 11:20-11:40 EXTENDED LEARNING

## GOALS: WHAT CAMPERS WILL LEARN

- To identify a letter by hearing its sound (ex. What letter makes the sound /s/ sound?)

## WHAT YOU NEED

- PRINCESS PRESTO GAME Clip
- Letter Cards, one set for each child, with the letters:  
**s, u, n (and if time and skill level permits – m, a, p, f, o, g)**
- Dry erase board
- Marker
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

## SET-UP FOR ACTIVITY

- Have campers seated in a semi-circle with a clear view of the television.
- Have PRINCESS PRESTO GAME clip ready
- Give each camper LETTER CARDS printed with:  
**s, u, n (and if time and skill level permits – m, a, p, f, o, g)**
- Set up dry erase board and marker
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

## ACTIVITY INSTRUCTIONS

- 1) Show PRINCESS PRESTO clip to campers
- 2) Talk about the Princess Presto game and ask campers to retell what Princess Presto did during the game and why she did it.

Script:

Instructor: [What did Princess Presto do in this game?](#)

Campers: [The Super Readers were caught in a fog and couldn't see anything. She spelled the word sun to make the sun come out. The sun made the fog go away and the Super Readers could see again.](#)

Instructor: [Splendid! She spelled the word sun to make the fog go away.](#)

- 3) Hand the children the letter cards **s, u, n (If time and skill level permits – m, a, p, f, o, g)**. Have each camper lay them out on the ground.

- 4) Instructor makes a letter sound and then asks the campers to say words that start with that sound.

Instructor: First, who can tell me what word starts with the /s/ sound? Elicit responses from as many campers as possible. Sun, snake, sad, seal, sand...s makes the.../s/ sound.

Repeat this several times with all of the letters.

- 5) Instructor makes a letter sound and then says, "POOF!" When the instructor says, "POOF!" the campers have to find the card that makes that sound. If campers need more support, Instructor should say a word that starts with the sound. If there is time and interest ask the camper(s) to air write the letter after they answer the instructor.

Instructor: Before we can spell, we need to learn the letter sounds. I am going to make a sound. Look through your letter cards and find the letter that makes that sound. When I say "Poof!" hold the letter up.

What letter makes the sound /s/? (If they need it: Like in snake and sun, say words that start with that letter, sand.) If a camper picks up a letter that does not make the sound said by the instructor, correct them. Tell them which letter they held up and what sound it makes and ask them to find the letter sound that you asked for.

Repeat this several times with all of the letter cards.

- 6) This same activity should be repeated, without the cards. Campers should say the letter by name. Repeat letters until all campers have had a turn. If there is time and interest ask the camper(s) to air write the letter after they answer the instructor.

Instructor: Now I am going to collect your cards and we are going to try it by just saying the letter name. Remember, to raise your hand and DON'T shout out the answer. Everyone will get a turn. (ex. Instructor makes the sound /s/ and then says, "POOF" the campers will raise their hands and say the letter name "s".)

- 7) Campers will learn to use letter sounds to learn to spell the words **sun**.

Instructor: Now let's spell the word that Princess Presto spells in the show. We are going to spell the word sun. I am going to say the letter sound and you should raise your hand. When I call on you, you should tell me what letter makes the sound that I say out loud. After you tell me the letter you should all air write the letter while I write it on the board.

Try to get as many campers to participate in labeling the letter sounds and air writing as possible.

Instructor: Spectacular Spelling!

(Repeat this whole procedure for the word map and fog if time and skill level permit.)

s

m

f

u

a

o

n

p

g