

READING CAMP DAY 4

Super Why—Reading Day!

(All PDFs, songs, and episodes are available on the Reading Camps website.)

INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

- Storybook Village Name Tags for each camper (same as from previous day)
- The Syllabi (In curriculum)
- The list of rules (Brainstorm with campers – see curriculum for ideas)
- ALPHABET SONG (on website)
- Letter Cards to be used for review – r, o, p, e (If time and skill level permits: s, u, n, m, a) (PDF – print and cut)
- –un Family Word Cards (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY & HANSEL AND GRETEL: AROUND THE WORLD ADVENTURE VIEWING

- Around the World Adventure episode (on website)
- Computer to view episode of Around the World Adventure episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TRANSFORM INTO SUPERHEROES

- SUPER WHY Mask (PDF – print and cut)
- Scissors
- Hole Puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY'S RIGHT ON READER MATCHUP COMPUTER GAME

- Computer set to Super Why's Right On Reader Matchup on <http://pbskids.org/superwhy>. This game should be loaded before the day begins
- Mouse
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

POSTCARDS

- Postcard printable (PDF – print and cut)
- Crayons or Marker
- Real postcards to show the campers
- A map
- Word “stickers” including different types of weather (sunny, foggy, rainy, and snowy) different continents (Africa, Asia, South America, and Antarctica) and animals (camel, panda, penguin, and monkey) to use when filling in the blanks on the postcards (PDF – print and cut)
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WOOFSTER WORDS

- Woofster Game Clip
- 8 images of words for picture dictionary – fog, sun, rope, quicksand, map of the world, desert, vine, panda, kangaroo – a set for each child and one set for teacher (PDF – print and cut)
- Cover page for dictionary featuring Woofster and Super Why and a blank line for child’s name (PDF – print and cut)
- Black board, dry erase board, or chart paper
- Stapler
- Black board, dry erase board, or chart paper
- Crayons (not markers, they will bleed through pages)
- A completed dictionary to show students
- A real children’s dictionary (optional)
- INSTRUCTOR’S ACTIVITY AND SCRIPT THAT APPLIES TO THE LESSON (In curriculum)

SUPER WHY’S POWERFUL PROPS

- Printouts of the “Powerful Props” (i.e. quicksand, sun, world, map, seal, etc.) (PDF – print and cut) Enough for each child to get one “prop”. If available, feel free to use actual props instead of the printouts (for instance, cotton balls for fog, wet sand in a bag for quicksand, a stuffed seal...)
- Super Why’s Mystery Box – a shoebox covered in construction paper with question marks drawn all over it and a picture of Super Why glued on it, cut a large hole in the top (large enough for children’s hands and prop to come out of)
 - Picture of Super Why (PDF – print and cut)
 - Glue
 - Construction paper
 - Marker

- Shoe box
 - Scissors
- Chalk or dry erase board
- Word labels: **sun, globe, seal, quicksand, fog, rope, world**(PDF – print and cut)
- Scotch tape
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER LETTERS

- Dry erase or chalk board with NO hash marks written on it (Hash marks will be written on the board as the Super Letters and Super Duper Computer are explained.)
- Super Letters (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

EXTENDED LEARNING

- View SUPER WHY Clip (on website)
- Dry erase or black board on which to write the sentence that is being changed
- Cards of words that can be used as substitutes in a sentence: quicksand, the sun, the world (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WRAP UP, COMPUTER GAME, COLORING ACTIVITY AND ASSESSMENT

- Continent Coloring Sheets – Europe and Asia (PDF – print)
- HIP HIP HOORAY song (on website)
- Assessment tool (If using assessments) (PDF – print)
- Computer set to Super Why's Right On Reader Matchup Game
- Take-home work (PDF – print)