

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

### **GOALS: WHAT CAMPERS WILL LEARN**

- To familiarize campers with the SUPER WHY Series
- To understand and practice the reading skills introduced in this SUPER WHY episode.

### **WHAT YOU NEED**

- Computer with internet connection
- Around the World Adventure episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET UP FOR ACTIVITY**

- Load the episode page from the website in advance.
- Arrange campers in a semi-circle so that each has a clear view of the computer screen.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this lesson

### **ACTIVITY INSTRUCTIONS**

- 1) Instructor should provide a verbal introduction to the show.

Script:

Instructor:

We are going to watch AROUND THE WORLD ADVENTURE episode of SUPER WHY one more time before we show it to our guests tomorrow. We have been a different Super Reader each day this week. Who have we been?

Campers:

ALPHA PIG, WONDER RED, PRINCESS PRESTO.

Instructor:

And today is...SUPER WHY DAY! We get to be Super Why all day, so pay close attention when his part comes onto the TV, ok?!

- 2) Watch episode
- 3) After Viewing: Ask questions about the episode to start conversation.

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

- a. What animal does Mr. Wigglesbottom talk to in Africa?
- b. What does the camel say and what does he show Mr. Wigglesbottom?
- c. What does the picture on the Sophie's postcard show?
- d. Does the postcard show Mr. Wigglesbottom and the Super Readers where in the world Sophie is?
- e. What does Mr. Wigglesbottom need so that he can find Sophie?

# TRANSFORM INTO SUPERHEROES

## GOALS: WHAT CAMPERS WILL LEARN

- To activate campers' imaginations and make them part of the learning adventure.

## WHAT YOU NEED

- SUPER WHY Mask
- Scissors
- Hole Puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

## SET-UP FOR ACTIVITY

- Have campers stand in a circle with the instructors leading "arms in."
- Have props cut out and ready for the children to wear
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

## ACTIVITY INSTRUCTIONS

- 1) Follow the script below to help campers transform into "Super Why" just as in the SUPER WHY episode they just watched.

Script:

Instructor: Today is **SUPER WHY DAY!!!** In the show Super Why was one of the Super Readers. What is Super Why's Super Power? (PAUSE for campers to answer question) SUPER WHY with the POWER to READ! Super Why can read and change the words in a sentence to change the meaning of the sentence. We are all going to be Super Why today...with the Power to Read.

- 2) Instructor and assistant help campers put on Super Why masks.

Script continues:

Instructor:

Okay, Super Readers let's TRANSFORM and change into SUPER WHY. Ready? Ready!

"Everyone stand up and put your arm in.....Put *your* arm in!  
(Everyone should be standing in a circle with their arm in.)  
Super Why...to the Rescue (everyone raises their arm in  
unison)!"

- 3) Make sure to collect the props. These will need to be saved for Day 5 when the campers will choose who they want to transform into.

