

9:05-9:15 SUPER WHY RIGHT ON READER MATCHUP COMPUTER GAME

GOALS: WHAT CAMPERS WILL LEARN

- To use technology to enhance learning and reinforce comprehension and letter identification skills

WHAT YOU NEED

- Computer set to Super Why Right On Reader Matchup game 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

SET-UP FOR ACTIVITY

- Make sure the computer is placed on a table or chair that is high enough for the children to all see the screen
- Have campers sit in a circle around the computer
- Have computer set up to the Super Why Right On Reader Matchup game
 - To load, go to <http://pbskids.org/superwhy>. Click on **Games** on the Left side of the screen. Scroll through the games and click on Super Why Right On Reader Matchup.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

Demonstrate computer game: Have children sit around the computer so that they can see and interact with the computer as they do with the television screen. If possible, move the computer screen up high enough for UN children to see.

Instructor:

Today you are also going to be able to take turns playing a Super Why computer game! We are going to play it here, right now, together. Then throughout our camp day when I tell you, you will be allowed to go to the computer and play this game in small groups.

Demonstrate the Game This is the Super Why Right On Reader Matchup Game. Let's listen and Super Why will tell us what to

do (Listen to the Game Intro). Ok, does everyone know how to play? What do we have to do? We need to find two cards with words that are synonyms. Who can tell me what a synonym is? [Campers: Words that mean the same thing] That's right! They are words that mean the same thing, like small and little are synonyms or clever and smart are synonyms.

Class participation Everyone will get a turn to come up and use the mouse to pick two cards. But everyone should play along every time. I will call on one of you. You come up and together with the class tell me if the two words are synonyms, if they mean the same thing.

Call on campers one by one to take a turn using the mouse to pick two cards. Make sure that everyone gets a turn to use the mouse. The camper with the mouse should encourage the other campers to help them by calling out if the words are synonyms. Encourage the campers to remember where words already picked were on the board.

After the game is played and before moving on to the next activity, explain the rules for playing during the day, including:

Only play this Super Why Right On Reader Matchup Game (Do not click on any other games), Play together, Take turns, Play until I call you and it is time for the next activity. Remember, a computer game will be available everyday and everyone will have a chance to play. If you haven't had a chance and you want to, be sure to tell me and we will make sure you get a turn.

Throughout the day, allow children who are waiting for the next activity or waiting to be assessed to go play the computer game in groups of 2-3 campers. **DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

TRANSITION INSTRUCTIONS:

INSTRUCTOR: Super Why and all the Super Readers traveled around the world to different continents in their Around the World Adventure. When I call on you, tell me one place the Super

Readers visited during this episode (accept answers such as desert and jungle as well as the actual names of continents).