

READING CAMP DAY 5

Super You Day!

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

INTRODUCTION AND WELCOME CAMPER'S GUESTS

- Storybrook Village Name Tags for Each Child (same as from previous days) and their guests (PDF – print and cut)
- The Syllabi (PDF – print)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- INSTRUCTORS 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

- All character masks (enough for campers and their guests) (PDF – print)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

INTRODUCE SUPER LETTERS

- Super Letters (PDF – print and cut)
- Dry erase board or chalk board with 6 Hash Marks (model after the Super Duper Computer on the show)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

REVIEW OF LITERACY SKILLS LEARNED IN FIRST FIVE DAYS

- Poster or Chart of LOWER Case Alphabet letters
- Individual letter cards for r, o, p, e (s, u, n, m, a) for each child (PDF – print and cut)
- -un Family word cards (PDF – print and cut)
- WONDER WORDS Basket (can use basket, pail, trashcan...)
- Dry erase board on which to write the two sentences that are being changed

- Cards of words that can be used as substitutes in a sentence: the world, the sun, quicksand (PDF – print and cut)

SUPER WHY STORYBOOK CREATOR COMPUTER GAME

- Computer set to Super Why Storybook Creator 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 (In curriculum)

LITERACY GAME CHOICE #1

Please choose from the following activities based on camper's performance and preference during the week to showcase and practice what they have learned:

- Alpha Pig's Quickity – Lickity Letters
- Alpha Pig's The Alpha Pokey
- Wonder Red's Wonder Wonderific -un Run
- Wonder Red's Word Friend Theatre
- Princess Presto's PRESTO!
- Princess Presto's All Aboard the Letter-Sound Train
- Super Why's Powerful Props

Make sure to refer to the activity demonstration and instructions for the game from the previous days.

Additional print outs of materials may be necessary.

LITERACY GAME CHOICE #2

Please choose from the following activities based on campers' performance and preference during the week. Please pick an activity that showcases and practices a different skill from the first game played on Super You day (for instance, if game one was Alpha Pig's Quickity – Lickity Letters, do not pick Alpha Pig's The Alpha Pokey):

- Alpha Pig's Quickity – Lickity Letters
- Alpha Pig's The Alpha Pokey

- Wonder Red's Wonder Wonderific -un Run
- Wonder Red's Word Friend Theatre
- Princess Presto's PRESTO!
- Princess Presto's All Aboard the Letter-Sound Train
- Super Why's Powerful Props

Make sure to refer to the activity demonstration and instructions for the game from the previous days.

Additional print outs of materials may be necessary.

AROUND THE WORLD ADVENTURE PUZZLE ACTIVITY

- Poster board large enough to fit the entire world map (1 piece per child)
- Foam Letters M-A-P and letters for each child's name (or printable letter squares [PDF – print and cut](#)) – enough for each child
- Colored continent pages ([From previous days coloring activities, PDF – print and cut](#))
- Glue sticks
- Animal pictures or stickers-moose, monkey, panda, camel, kangaroo, penguin([PDF – print and cut](#))
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT ([In curriculum](#))

SUPER LETTERS

- Dry Erase or Black 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](#))

SUPER READERS SNAPSHOT AND COMPUTER TIME

- Polaroid camera and film
- Passport ([PDF – print and cut](#))
- ALPHABET SONG and HIP HIP HOORAY song ([on website](#))
- SUPER WHY Reading Camp Certificate ([PDF – print](#))
- Computer set to Super Why Storybook Creator
- SUPER WHY Costume Character - Please FAX your order to The Mascot Organization LLC at 1-877-MASCOT-5 or EMAIL to pbs@mascot.org (THE MASCOT ORGANIZATION MUST RECEIVE YOUR REQUEST NO LESS THAN 14

**DAYS PRIOR TO EVENT DATE – early reservation is encouraged.) (Please see
costume reservation form for additional details)**

OR

Super Why Character Artwork for standees (on website)