

9:25-9:35 SUPER WHY STORYBOOK CREATOR 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 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

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 Storybook Creator 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 Storybook Creator.
- 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 all 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 Storybook Creator Game. Let's listen and Super Why will tell us what to

do (Listen to the Game Intro). Let's play with AROUND THE WORLD ADVENTURE book! Ok, does everyone know how to play? What do we have to do? Super Why needs us to pick a word on each page. We'll read the sentence together and then we will all pick a word and change the story. Whoever has the mouse gets to make the final decision of what the word will be.

Class participation Everyone will get a turn to come up and use the mouse to pick a word on the page. But everyone should play along every time. I will call on one of you. You come up and together with the class pick which word you would like to use to tell your own Around the World Adventure Story. Let's see what happens in our story of the Around the World Adventure story!

Call on campers one by one to take a turn using the mouse to pick a word out of the three choices on each page. Have parents and campers read the new sentences together. Repeat the story using different words until everyone has had a chance to play. 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 which word they want to use.

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 Storybook Creator 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. There will be a computer game every day 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.