

# READING



# CAMPS

## **Materials List**

## **Around the World Adventure**

# READING CAMP DAY 1

## Alpha Pig—Alphabet Day!

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

### INTRODUCTION

- Storybook Village Name Tags filled out for each child (PDF – print and cut)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- Images of each Super Reader (PDF – print)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### SUPER WHY & "AROUND THE WORLD ADVENTURE" VIEWING

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

### TRANSFORM INTO SUPER HEROES

- Alpha Pig Mask (PDF – print and cut)
- Scissors
- Hole puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### ALPHA PIG ALPHA PIG'S AMAZING ALPHABET MATCHUP COMPUTER GAME

- Computer set to Alpha Pig's Amazing Alphabet 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

### NAME NECKLACES

- Lower Case Alphabet beads
- Name Cards (index cards)
- Twine or string
- Tape

- Dry erase or black board
- Non-alphabet beads of various shapes and colors/colored noodles
- Pretend play tool box
- Trays (2 per table)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### QUICKETY LICKETY LETTERS

- 4 pitchers
- Measuring Cup
- 8 cups of water (2 cups in each pitcher)
- 4 cups of Corn Starch (1 cup per group)
- 4 large spoons
- 4 trays/bowls (for letters)
- Tin baking pans or plastic containers
- Food Coloring (optional)
- Plastic lowercase letters r, o, p, e, s, u, n, m, a (enough for every child to get each letter)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### THE ALPHA POKEY

- Markers
- Lowercase letter cards r, o, p, e, m, a, s, u, n - one set for each child in the class (see leveling instructions for which letters to use) (PDF - print)
- Tape (staplers also work on popsicle sticks too)
- Large Popsicle sticks (4, 6 or 9 per child depending on skill level)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND 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.)
- Dry Erase Marker or chalk
- Super Letters (PDF - print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### EXTENDED LEARNING

- Clip of Alpha Pig Game (on website)
- 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)
- Alpha Pig song (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

**WRAP UP, COMPUTER GAME,**  
**COLORING ACTIVITY AND ASSESSMENT**

- Australia Coloring Page (PDF – print)
- Crayons and/or Markers
- Letter cards (PDF – print and cut)
- Hip Hip Hooray song (on website)
- Assessment tool (PDF) (If using assessments) (PDF – print)
- Computer set to Alpha Pig's Amazing Alphabet Matchup
- Take-home work (PDF – print)

# READING CAMP DAY 2

## Wonder Red—Word Family Day!

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

### INTRODUCTION AND REVIEW OF PREVIOUS DAY'S MATERIAL

- Storybrook Village Name Tags for each camper (same as from previous day)
- The Syllabi (In curriculum)
- A 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)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### SUPER WHY & HANSEL AND GRETEL: A HEALTHY 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

- Wonder Red Mask (PDF – print and cut)
- Scissors
- Hole Puncher
- String
- Wonder Red's –UN Word Family Song (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### WONDER RED RHYME N' ROLL COMPUTER GAME

- Computer set Wonder Red Rhyme Time Bingo 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)

### **FUN WITH MR. SUN**

- Scissors (one for each camper)
- Glue Sticks (one per each pair of campers)
- Alphabet stickers (letters b, s, f, r) or stampers
- Markers
- Orange construction with one large circle traced on each paper
- Yellow construction paper cut into triangles (write \_\_un on each triangle so that campers can fill in the first letter) OR PDF Printed for each child (PDF – print and cut)
- Strips of short and long orange/yellow construction paper for legs and arms
- Google eyes
- Sandwich buns and running shoes printed for each child (PDF – print and cut)
- Chalk or dry erase board with sentences written out
- Poster board for -un word chart
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### **WORD FRIEND THEATER**

- Hole Punch
- -un word family words written on whole sheets of paper. These words should be cut into two pieces, one with the onset (b,r,s,f) and the other with the rime (un). Holes should be punched on the top of each half.
- (PDF – print and cut)
- Markers
- Yarn
- Props including play sandwiches, hamburger buns, sunglasses, running shoes
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### **WONDER RED'S WONDERIFFIC -UN RUN**

- -un word chart
- -un word cards, enough so every child has one letter. Distribute the letters evenly. (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.)
- Dry Erase Marker or Chalk
- Super Letters (PDF – print and cut)

- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **EXTENDED LEARNING**

- -un Family word cards (PDF – print and cut)
- WONDER WORDS Basket or trash can
- Dry Erase or Black board
- Dry Erase Marker or Chalk
- Markers
- Wonder Red – Rhyming Song(-un) (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **WRAP UP, COMPUTER GAME, COLORING ACTIVITY AND ASSESSMENT (IF USING ASSESSMENTS)**

- -un Word Cards (PDF – print and cut)
- Antarctica Continent Coloring Page (PDF – print)
- HIP HIP HOORAY song (on website)
- Assessment tool (If using assessments) (PDF – print)
- Computer set to Wonder Red Rhyming Bingo
- Take-home work (PDF – print)

# READING CAMP DAY 3

## Princess Presto—Spelling Day!

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

### INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

- Storybrook Village Name Tags for each camper (same as from previous days)
- 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 permitted on the previous day: 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

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

### PRINCESS PRESTO SPECTACULAR SOUNDS COMPUTER GAME

- Computer set to Princess Presto Spectacular Sounds 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)

### **SUN AND SAND**

- Contact Paper
- Orange or Yellow construction paper with circles traced and cut out of the centers AND triangles to fit around the sun unless using the sun template provided. Template should be traced onto orange and yellow construction paper (PDF – print and cut)
- Yellow and orange tissue paper cut into 1- inch squares
- Yellow and orange colored sand
- Glue sticks
- Letter stickers or felt letters
- Scotch tape for hanging in the windows
- Shallow pan or dish (one per 2 children)
- Princess wands (optional)
- Chalk or dry erase board
- INSTRUCTORS ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### **PRESTO!**

- Pictures or photographs of animals from the episode – kangaroo, panda, monkey, camel, seal, penguin, moose printed on square paper. (PDF – print)
- Small letter cards including , s, u, n, m, a, p, f, o, g, r, e, b cut – enough for cover every camper's to get 9 cards (PDF – print and cut)
- Wooden dowels
- Foil, ribbon, glitter, sequins
- Stars cut from thick paper or foam
- Scissors
- Tape
- Glue
- Magnetic tape
- Small paper clips
- Completed wand to use as a model
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

### **ALL ABOARD THE LETTER-SOUND TRAIN**

- Letter Cards of s, u, n (and if time and skill level permits - m, a, p,) (PDF – print and cut)
- A large space (outdoors or in a gym work best)

- INSTRUCTOR'S ACTIVITY INSTRUCTION AND 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.)
- Dry Erase Markers or chalk
- Super Letters (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **EXTENDED LEARNING**

- View show PRINCESS PRESTO Clip (on website)
- Letter Cards, one set for each child, with the letters:  
s, u, n (and if time and skill level permits – m, a, p, f, o, g)  
(PDF – print and cut)
- DRY ERASE OR BLACK BOARD
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **WRAP UP, COMPUTER GAME COLORING ACTIVITY AND ASSESSMENT (IF USING ASSESSMENTS)**

- Letter Cards for letters s, u, n (and if time and skill level permits – m, a, p, f, o, g) (PDF – print and cut)
- North and South America Continent Coloring Sheets (PDF – print)
- HIP HIP HOORAY song (on website)
- Assessment tool (If using assessments) (PDF – print)
- Computer set to Princess Presto Golden Spelling Crown Game
- Take-home work (PDF – print)

# 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)

# 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](mailto: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)