

READING



CAMPS

**Around the World
Adventure Syllabi**

READING CAMP DAY 1

Alpha Pig—Alphabet Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Alpha Pig's Amazing Alphabet Matchup game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION

Campers are introduced to each other, to the instructor, to the days' and week's activities and to the camp rules to make the campers feel comfortable.

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

Campers watch a full episode to familiarize themselves with the series and the literacy skills it teaches. They transform into Alpha Pigs to activate their imaginations and get ready to play alphabet activities.

9:05-9:15 CLASS COMPUTER TIME

Campers participate in playing the online Alpha Pig's Amazing Alphabet Matchup game as a whole class. With the whole class helping and calling out, each camper gets a turn picking two cards. In this Memory-style game, the kids need to make matches with a letter card and a card that has a word that starts with the same letter. Kids help each other remember where the cards are on the board!

9:15-9:45 NAME NECKLACES

Campers will learn to identify the letters in their names as they create and personalize their very own bead necklaces. Campers will have this necklace to wear home as a keepsake and a way to remember the letters in their names.

9:45-10:00 SNACK

10:00-10:30 QUICKITY – LICKITY LETTERS

Campers learn to identify and discriminate between letters using sensory exploration. Campers will make homemade quicksand (oobleck) and experience tactile sensations as they search for and identify the letters r, o, p, e, s, u, n, and m which will all be hidden in the quicksand.

10:30-11:00 ALPHA – POKEY AND FINDING SUPER LETTERS

Campers turn a classic song into a letter learning, movement activity. Campers will create alphabet sticks for letters r, o, p, e, m, a, s, u, and n to use in the Alpha – Pokey song. During this song campers will practice letter identification and discrimination skills. Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers view & sing the signature Alpha Pig ABC song and view and play the Alpha Pig game to reinforce identification of and discrimination between the letters r, o, p, e, m, a, s, u, n.

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (IF USING ASSESSMENTS)

Review the lessons of the day with the campers. If using assessments, campers are assessed on identification of the letters r, o, p, e, m, a, s, u, n and learn to sing the HIP HIP HOORAY song to celebrate what they have learned that day. Children also begin creating their final project. Today they will color and cut out continent Australia.

READING CAMP DAY 2

Wonder Red—Words Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Wonder Red Rhyme Time Bingo game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

- 8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAY'S MATERIAL**
Campers are re-introduced to each other and to the instructor, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1.
- 8:40-9:05 SUPER WHY & AROUND THE WORLD ADVENTURE VIEWING**
Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Wonder Reds to activate their imaginations and get ready to play rhyming/decoding activities.
- 9:05-9:15 CLASS COMPUTER TIME**
Campers participate in playing the online Wonder Red Rhyme Time Bingo game as a whole class. With the whole class helping and calling out, each camper gets a turn choosing a word that rhymes with the word Wonder Red says. When they rhyme all of the words on the board, a special picture will be revealed!
- 9:15-9:45 FUN WITH MR. SUN**
Each camper will create a sun-man and learn to recognize -un words as they play with their suns. Campers will learn to read -un words as they express themselves creatively. Campers will practice rhyming using -un words.
- 9:45-10:00 SNACK**

10:00-10:30 WORD FRIENDS THEATER

Campers learn about word families. They learn how to use onsets and rimes to create words. They work together to become –un” friends” and then put on an –un word performance for their peers.

10:30-11:00 WONDER RED’S WONDERIFFIC -UN RUN AND FINDING SUPER LETTERS

Red transforms the game “Duck-Duck Goose” into a rhyming fun run where campers get to practice reading – un words. Following the activity, campers will search the room for Super Letters and discuss the Super Story Answer.

11:00 -11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers view & sing the signature Wonder Red Rhyming Song and view & play the Wonder Red game to learn to read/decode (sound out) –un family words.

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT

Campers review and are assessed on ability to sound out –un words and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Today campers will also color one more continent for their final projects, Antarctica

READING CAMP DAY 3

Princess Presto—Spelling Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Princess Presto Golden Crown Spelling Bee game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

Campers are re-introduced to each other and to the instructor, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1 & 2.

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

Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Princess Prestos to activate their imaginations and get ready to play spelling/encoding activities

9:05-9:15 CLASS COMPUTER TIME

Campers participate in playing the online Princess Presto Spectacular Sounds Bingo game as a whole class. With the whole class helping and calling out, each camper gets a turn picking the letter that makes the sound Princess gives.

9:15-9:45 SUN AND SAND

Campers practice the association between letters and sounds while making letters in the sand and creating a beautiful sun catcher to take home and hang in their windows. This will be as stimulating as a "day at the beach" for our young readers as they explore letters through visual and tactile experiences.

9:45-10:00 SNACK

10:00-10:30 PRESTO!

Campers practice letter-sound correspondence as they play Princess Presto's version of BINGO. Campers will have to stay focused as they try to uncover the animal hiding under the letters on their PRESTO! boards.

10:30-11:00 ALL ABOARD THE LETTER-SOUND TRAIN AND FINDING SUPER LETTERS

This movement activity encourages campers to use imaginative play to practice sound production, letter ID, and identifying words that start with s, u, n, m, a, p (and f, o and g if time and skill level permit)

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers learn to identify letters by hearing their sounds and how to spell sun (and map, and fog if time and skill level permit) by watching a Princess Presto clip then identifying the card printed with the sound the instructor makes and by learning the letter sounds in sun (and map and fog if time and skill level permit).

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT

Campers review and are assessed on their ability to hear a letter sound and identify the letter that makes that sound. They will learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Campers will continue to work on their final project. Today they will color North and South America.

READING CAMP DAY 4

Super Why—Reading Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Super Why Right On Reader Matchup game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

Campers are re-introduced to each other and to the instructor, introduced to the day's activities, and provided with a review of the camp rules and the content learned on Day 1, 2 & 3.

8:40-9:05 SUPER WHY & AROUND THE WORLD ADVENTURE EPISODE VIEWING

Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Super Whys to activate their imaginations and get ready to play vocabulary and comprehension activities.

9:05-9:15 CLASS COMPUTER TIME

Campers participate in playing the online Super Why Right On Reader Matchup game as a whole class. With the whole class helping and calling out, each camper gets a turn picking two cards to try to find matching synonyms.

9:15-9:45 POSTCARDS

Campers practice reading and writing skills as they learn about continents and climates. Campers learn how to use words to complete sentences as they create their own postcards. Campers use words and illustrations to express themselves creatively.

9:45-10:00 SNACK

10:00-10:30 WOOFSTER WORDS

Campers work on their word power by creating take-home, picture dictionaries. They will learn new vocabulary and will have to match words with pictures. Campers will also use alphabet knowledge to find letters in words.

10:30-11:00 SUPER WHY'S POWERFUL PROPS

Campers try reading a short story about the episode but there are too many words missing. They have to choose a prop from Super Why's Mystery Box and find its corresponding label from a group of words, and then they have to use their reading power and context clues to figure out which blank space the word goes in. Finally, the campers try to act out the sentence to show the effects different words have on the meaning of a sentence.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers View & Play the clip of SUPER WHY changing the sentence WIGGLESBOTTOM HAS A PICTURE OF SOPHIE to WIGGLESBOTTOM HAS A PICTURE OF THE WORLD learn that words in a sentence can be changed to change the meaning of that sentence and that there is one word written for each word said (one to one correspondence).

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT

Campers review and are assessed on their abilities to read words in a sentence and change some of those words to change the meaning of the sentence and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Campers will work on completing their final project. Today they will color in Europe, Asia and Africa and a coloring page of animals from around the world.

READING CAMP DAY 5

Super You Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Super Why Story Book Creator game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

- 8:30-8:45 INTRODUCTION AND WELCOME CAMPERS' SPECIAL GUESTS**
Campers welcome their guests and prepare to model the literacy activities that they have learned throughout the week. The instructor tells everyone the days' activities and guests are encouraged to participate in the activities with the campers.
- 8:45-9:25 SUPER WHY & AROUND THE WORLD ADVENTURE VIEWING WITH DISCUSSION**
Campers and their guests watch the same full episode of SUPER WHY to familiarize the Guests with the series and for the campers to demonstrate mastery of the SUPER WHY series and the literacy skills it teaches. Campers and their guests transform into the Super Readers to activate their imaginations, talk about finding Super Letters and get ready to play alphabet, rhyming/decoding, spelling/encoding, and vocabulary and comprehension activities.
- 9:25-9:35 CLASS COMPUTER TIME**
Campers participate in playing the online Super Why Story Book Creator game as a whole class. With the whole class helping and calling out, campers take turns picking new words to create their own version of AROUND THE WORLD ADVENTURE story.
- 9:35-10:05 LITERACY GAME CHOICE #1**
Campers show their guests how they play one of their favorite games from the week. Instructor will choose which game to repeat based on favorites of the week.

10:05-10:25 SNACK – CELEBRATION

10:25-10:55 LITERACY GAME CHOICE #2

Campers show their guests how they play one of their favorite games from the week. Instructor will choose which game to repeat based on favorites of the week.

10:55-11:25 AROUND THE WORLD ADVENTURE PUZZLE ACTIVITY

Campers and their guests will get to build a map using all of the continents that were colored throughout the week. The continents will fit together like a puzzle. Once the maps are complete, campers and guests will use what they learned in the episode to put animals in their correct homes on the map.

11:25-12:00 SUPER READERS SNAPSHOT AND COMPUTER TIME

Campers and their guests take a picture with a SUPER WHY costume character, sing the Alphabet Song, the Hip Hip Hooray Song and are given SUPER WHY certificates to celebrate what they have learned in Reading Camp!