

# **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!

# **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](#))

## **8:30-8:45 INTRODUCTION AND WELCOME CAMPER'S GUESTS**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To make campers feel welcome and comfortable
- To make guests feel welcome and comfortable. To empower campers to show their guests what they have learned over the week.
- To familiarize campers and guests with expectations and to excite campers for the activities of the day.
- To encourage guests to engage in the learning. Guest participation throughout the day is optional.
- To clearly understand the rules of the camp
- To model the kinds of literacy activities that adults and kids can play and learn together in their everyday lives.

### **WHAT YOU NEED**

- Storybrook Village Name Tags for Each Child (same as from previous days) and their guests
- The Syllabi
- A list of rules
- INSTRUCTORS INSTRUCTIONS & SCRIPT

### **SET UP FOR ACTIVITY**

- Arrange children seated in semi-circle with instructor as focus and sit each **guest** behind their camper
- Know the activities of the day to be ready to tell campers and guests
- Find part in INSTRUCTORS INSTRUCTIONS & SCRIPT that applies to this activity.

### **ACTIVITY INSTRUCTIONS**

- 1) Instructor will ask each camper to say their name and introduce their guest.
- 2) Instructor will take out the syllabi and tell campers and guests what they will be doing during Day 5

SCRIPT:

Instructor: Today is SUPER YOU DAY. SUPER YOU with alphabet power, word power, spelling power, the power to read and the power to help!

We will watch the show, each camper and their guest can choose which Super Hero they want to be. And we will play some of the games that we played this week. We'll make a map with your name and your guest's name on it, (**EXPLAIN THE TWO LITERACY ACTIVITIES PICKED FOR THE DAY**), and take a picture with one of the SUPER WHY costume characters to put on your new map. The campers will be the leaders for the day. And guests, you will get a chance to participate too. Let's watch the show and get started.

3) Instructor will review CAMP rules by soliciting them from campers

- a. Raise your hand to speak
- b. Listen while others are sharing.
- c. Follow directions
- d. Have fun!



## **8:45-9:25 SUPER WHY & "AROUND THE WORLD ADVENTURE" VIEWING WITH DISCUSSION**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To familiarize campers and guests with the SUPER WHY Series
- To understand and practice the reading skills introduced in this SUPER WHY episode.

### **WHAT YOU NEED**

- Computer with internet connection
- Around the World Adventure episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET UP FOR ACTIVITY**

- Load the episode page from the website in advance.
- Arrange campers in a semi-circle so that each has a clear view of the computer screen.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this lesson

### **ACTIVITY INSTRUCTIONS**

- 1) Instructor should provide verbal introduction to the show.

Script:

Instructor: We are going to watch an episode of SUPER WHY, that we have been watching all week. SUPER WHY is a literacy show that is on PBS Kids. Your camper has been watching this same episode of SUPER WHY every day this week and they want to show you what they have learned!

Who wants to tell our guests what they are about to watch? Camper(s): It is called SUPER WHY! They jump into the book "The Magical Around the World Adventure."

(GIVE CAMPERS TIME TO ANSWER.)

Instructor: Does anyone else want to add anything about the show? (Pause for responses) OK, let's watch. One more thing campers, if you want to interact with the show to show what you have learned...feel free to answer the characters' questions.

- 2) Watch episode

## **TRANSFORM INTO SUPERHEROES**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To activate camper's and their guest's imagination and make them part of the learning adventure.

### **WHAT YOU NEED**

- Campers and their **GUESTS** will pick which superhero they want to be for the activity.
- UN character masks (enough for campers and their guests)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET-UP FOR ACTIVITY**

- Have campers and **GUESTS** stand in a semi-circle with the instructors in the front.
- Have masks available
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

### **ACTIVITY INSTRUCTIONS**

Follow the script below to help campers/**GUESTS** transform into superheroes just as in the SUPER WHY episode they just watched.

Script:

Instructor: Today is SUPER YOU day!!! In the show that means that you are part of the SUPER READERS team. For us today it means that UN of you can pick which Super Reader you want to be. Someone tell our guests who the different Super Readers are and what powers they have.

Camper(s):

ALPHA PIG with the ALPHABET POWER!  
WONDER READ with WORD POWER!  
PRINCESS PRESTO with SPELLING POWER!  
SUPER WHY with the POWER TO READ!

Instructor: Everyone take a moment and pick which Super Reader you want to be today.

Instructor and assistant help campers put on their props.

Instructor: Now campers, what are we going to do?

Camper(s): TRANSFORM

Instructor: Transform! Okay, Super Readers let's TRANSFORM and change into a SUPER READER.

"Everyone stand up and put your arm in....Put your arm in!"

(Everyone should be standing in a circle with their arm in.)

Super Readers...to the Rescue (everyone raises their arm in unison)!"









# **REVIEW OF LITERACY SKILLS LEARNED IN FIRST FIVE DAYS**

## **WHAT YOU NEED**

- Poster or Chart of LOWER Case Alphabet letters
- Individual letter cards for **r, o, p, e (s, u, n, m , a)** for each child
- -un Family word cards
- 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

## **ACTIVITY INSTRUCTIONS**

- 1) Show chart of Alphabet and have campers discriminate/identify the letters **r, o, p, e** (**If time and skill level permitted add: s, u, n, m, a**) from the rest of the letters on the Alphabet chart.

Each camper needs to get a turn at pointing to the letters on the board.

Instructor: Ask campers to point to the letter "r" and then "o" and then "p" and then "e". [Lickety Letters!](#)

After they have all successfully pointed to each letter ask them to do it again but this time ask them to find the letters in a different order. (**Also if time and skill level permits add: s, u, n, m, a**).

- 2) Next, hand each camper a pile of letters including **r, o, p, e** (**If time and skill level permitted add: s, u, n, m, a**). Ask the campers to lay the cards out in front of them.

## **DEMONSTRATE:**

Instructor: I am going to say the name of a letter. After I say the letter name look in your pile and find that letter. Then when I say "POOF" everyone hold up the letter that I called out.

Look at the letter that each camper has held up before moving on to the next letter. If any camper has not held up the correct letter, identify the letter they help up and ask

them to look again for the letter that was called out. Be sure after each letter is called that UN of the campers are holding up the letter that was called.

Go through r, o, p, e once in order. Then ask for the letters in a random order. Repeat as many times as campers are still engaged and/or until every time a letter is called out all of the campers are finding the right letter.

- 3) Explain that we know the letter names, and that each letter makes a different sound. Show how we learned how to make letter sounds, and blend those sounds together to read a word.

Script:

Instructor: My WONDER WORDS BASKET is filled with words that belong to the -un family. Look, I am going to put the -un family words up here. Write the word s -un, f-un, and r-un on the dry erase board. Keep the first letter separate from the -un until the whole word is read.

Instructor: Ready to roll? Let's read the words together. Point to the "S". What letter is this? What sound does an "S" make. Campers: S! Ssssss If the campers can't produce the sound model it for them.

Instructor: Now, let's read this part of the word (model) ssss-un. Read it with me!

Campers: ssss-un.

Instructor: Now we are going to push the two parts of the word together and then read them together. Write the s next to the UN so that the word is a seamless "sun."

Instructor: Let's read.....fffff, ffff-un, fun. Now you try. What word is this?

Campers: fffff, ffff-unl, fun.

NOTE: Assess that each camper can do this individually before moving on to the next word.

Instructor: Wonderrific, you are terrific!!!!

*Repeat this procedure for the other words! (run, bun).*

- 4) Talk about the Princess Presto game and ask campers to retell what Princess Presto did during the game and why she did it.

Script:

Instructor: What did Princess Presto do in this game?

Campers: She spelled the word sun to make the fog go away.

Instructor: Yes, she spelled the word sun and the fog cleared so that the Super Readers could see again.

- 5) Hand the children the letter cards **s, u, n** (**If time and skill level permits: r, o, p, m, a**). Have each camper lay them out on the ground.
- 6) Instructor makes a letter sound and then asks the campers to say words that start with that sound.

Instructor: First, who can tell me what word starts with the /r/ sound? Elicit responses from as many campers as possible. rope, rock, roll, ring...r makes the.../r/ sound.

Repeat this several times with all of the letters.

- 7) Instructor makes a letter sound and then says, "POOF!" When the instructor says, "POOF!" the campers have to say the letter that makes that sound. If campers need more support, Instructor should say a word that starts with the sound. If there is time and interest ask the camper(s) to air write the letter after they answer the instructor.

Instructor: Before we can spell, we need to learn the letter sounds. I am going to make a sound. Tell me what letter makes that sound. Remember, to raise your hand and DON'T shout out the answer. Everyone will get a turn. (ex. Instructor makes the sound /s/ and then says, "POOF" the campers will raise their hands and say the letter name s.)

What letter makes the sound /s/? (If they need it: Like in sand, sound, say words that start with that letter, sing.) If a camper says a letter that does not make the sound said by the instructor correct them. Tell them which letter they said and what sound it makes and ask them to find the letter sound that you asked for.

Repeat this several times with all of the letters s, u, n (m, a, p if time and skill level allow).

- 8) Campers will learn to use letter sounds to learn to spell the word **sun**.

Instructor: Now let's spell the word that Princess Presto spells in the show. First, we are going to spell the word **sun**. I am

going to say the letter sound and you should raise your hand. When I call on you, you should tell me what letter makes the sound that I say out loud. After you tell me the letter you should all air write the letter while I write it on the board.

Try to get as many campers to participate in labeling the letter sounds and air writing as possible.

Instructor: Spectacular Spelling!

- 9) Talk about the Super Why game and ask campers to retell what Super Why did during the game and why he did it.

Instructor: What did Super Why do in this game? Why?

- 10) On the dry erase board, write out the sentence **Wigglesbottom has a picture of Sophie**. Practice reading the sentence aloud pointing to each word as it is said.

Instructor: Let's read this sentence. (Point to each word as you read it.) "Wigglesbottom has a picture of Sophie." We can't find Sophie the seal because a picture of her does not show us where she is our how to get there. What should we do?

Campers: Change the words and turn the picture of Sophie into a picture of something else.

Instructor: Right on Readers! Let's change the word Sophie.

- 11) Post word substitute cards (**quicksand, the sun, the world**) on the side of the dry erase board.

- 12) Ask for a volunteer to point out the word Sophie. Then cover it or erase it.

Instructor: Let's try the changing the picture of Sophie into a picture of the sun. What letter does sun start with?

Campers: S!

Instructor: Which is the word sun? (Hint: It has an -un in it.)

Ask for a volunteer to point to the word sun!

Instructor: SUPER JOB SUPER READERS!

- 13) Have the campers reread the new sentence aloud while pointing to each word as it is read.

Campers: Wigglesbottom has a picture of **the sun**.  
Instructor: Poof. Hold up a picture of the sun. Will this picture of **the sun** help us find Sophie?  
Campers: No!  
Instructor: Why?  
Campers: Because the sun is a big, yellow star that gives off heat and light. It doesn't show us where people or places are! (help campers produce this response if necessary)  
Instructor: What should we do now?  
Campers: Try another word.  
Instructor: Right on readers! Which words should we try?  
Campers: **the world!**

- 14) Erase the words" **the sun**."
- 15) Put up the subset of words again (**quicksand**, **the sun**, **the world**)  
Instructors: Let's try "**the world**." Which words say **the world**?  
Campers: That one!  
Ask for a volunteer to point to **the world**.  
Instructor: SUPER JOB SUPER READERS!
- 16) Put **the world** in the blank space.  
Instructor: Let's read it one more time and see what happens.  
Campers: Wigglesbottom has a picture of the world. (Point to each word as the campers read the sentence.)  
Instructor: Hold up a map of the world and model looking for and finding ice and penguins on it. Did changing the picture of Sophie into a picture of **the world** help Wigglesbottom figure out where Sophie the Seal is?  
Campers: Yes!  
Instructor: Super Job! We changed the sentence and we can...  
Campers: Find Sophie!

bun sun

fun run

the quicksand

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the sun

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the world

## **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.

## **9:35-10:05 LITERACY GAME CHOICE #1**

Please choose from the following activities based on campers' 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
- Super Why's Postcards

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.

**10:05-10:25 SNACK BREAK**

## **10:25-10:55 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
- Super Why's Postcards

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.

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

### **GOALS: WHAT CAMPERS WILL LEARN**

- To use letters in a creative project
- To make a special keepsake so campers and their guests remember reading camp and their literacy work together.

### **WHAT YOU NEED**

- Poster board large enough to fit the entire world map (1 piece per child)
- Foam Letters M-A-P and for each child's name (or printable letter squares)
- Colored continent pages
- Glue sticks
- Animal pictures or stickers-moose, monkey, panda, camel, kangaroo, penguin
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET-UP FOR ACTIVITY**

- Seat campers/guests around the tables
- Make sure glue sticks and foam letters easily accessible to participants
- Pass out continent coloring pages from previous days – be sure they are all cut out so they fit together like a puzzle
- Pass out animal pictures or stickers
- Complete a model map

### **DEMONSTRATION**

Demonstrate to the campers and the guests how to piece their continents together.

Instructor: All week we have been exploring the world with Super Why on an Around the World Adventure. Each day we have colored in part of the world. Today we are going to put all the parts or continents of our world together to make a picture of the world! What's another name for a picture of the world?

Campers: MAP

Instructor: A MAP! You're out of this world! Guests, help your campers cut out each piece of the puzzle. Then put the pieces together just like a puzzle. When you are done, your map should look like this. Hold up a completed map.

While traveling the world in search for Sophie the seal, the Super Readers saw many different animals. Who can remember some of them?

Campers: (Elicit answers) Moose, penguin, camel, kangaroo, monkey, panda

Instructor: Super remembering Super Readers! We are going to add these animals to our maps. Show and discuss where each animal lives using your completed map.

Moose – North America

Monkey – South America

Panda – Asia

Camel – Africa

Kangaroo – Australia

Penguin – Antarctica

When all of your animals are on your map, you can use felt letters to label your map with super letters m-a-p! Put these letters at the top of your map. You should also find the letters in your name and place them at the bottom of your map. We want to make sure we all go home with our own maps!

## ACTIVITY INSTRUCTIONS

- 1) Campers and guests piece the continents together and glue them onto poster board to form a map of the world
- 2) Both the guest and camper place animals in correct continents on the map.
- 3) Campers find letters m-a-p and glue to the top of their maps. Campers also find the letters in their names and glue to the bottom of the maps.

## COMPUTER GAME

If campers finish the activity early, send 2-3 children at a time to use the Super Why computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; 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.

**DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

# **SUPER LETTERS**

## **GOALS: WHAT CAMPERS WILL LEARN**

- To identify the purpose of the SUPER DUPER COMPUTER  
*The letters are put together to make a word that represents the answer to the problem identified in the AROUND THE WORLD ADVENTURE episode.*

## **WHAT YOU NEED**

- Dry erase 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
- Super Letters
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

## **SET-UP FOR ACTIVITY**

- Campers sit in semi-circle around instructor
- SUPER DUPER Dry erase board should be clearly visible to campers.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

## **ACTIVITY INSTRUCTIONS**

The assistant instructor should quietly and discreetly put the **m, a, and p** SUPER LETTERS up somewhere that the campers will find once they begin their search.

Instructor will lead campers in a discussion that identifies:

- a. the purpose of the SUPER LETTERS
- b. the problem of the day
- c. what the campers should do if they find SUPER LETTERS
- d. the number of letters the campers will need to find

Try to get as many campers to tell you the answers as possible:

Script:

Instructor: Let's explain the Super Duper Computer and Super Letters and what we do with them.

Instructor and/or Camper(s): When we jump into a book on SUPER WHY, we find the Super Letters and put them into our Super Duper Computer.

Instructor : What does the SUPER DUPER COMPUTER do?

Campers: It collects all the SUPER LETTERS. And it makes a word. It gives us our Super Story Answer.

Instructor: Super Job! The Super Duper Computer collects the letters. And those letters make a word. That word is our Super Story Answer. What was the question that we had to find the answer to?

Campers: How can the Super Readers figure out where a place is that is surrounded by water and has kangaroos live so that they can figure out where their computer friend lives?

Instructor: We need to write the answer in our...Super Duper Computer.

Instructor: Here is the SUPER DUPER COMPUTER board!  
*(Point out the board)*

Instructor and/or Camper(s): How many Super Letters do we need? Let's count. Count to 3 along with everyone

Three, we are looking for THREE Super Letters. Right on Readers! When you see them, make sure to let me know. As we find the SUPER LETTERS we will put them in the right place in the SUPER DUPER COMPUTER. And when we have our answer we will know how to figure out where our computer friend lives!

Campers should look for Super Letters. Hopefully, they will notice them. If not, prompt discovery, say "Do you see any Super Letters?" Once they have acknowledged that they have found some ask, "What letters did you find?"

Try to get every camper to identify the letters that were found.

Once the letters are found and identified, have the campers who possess the letters come to the front of the class. Ask the class "what letters did they find?" and place them on the correct hash marks.

## SUPER STORY ANSWER DISCUSSION

Super Story Answer is complete on the SUPER DUPER COMPUTER dry erase board.

"We found all of our Super Letters. Now we can get our Super Story Answer." Now that all the SUPER LETTERS are found, the SUPER STORY ANSWER can be discussed.

And we'll know how to find a place that is surrounded by water and has kangaroos so that we can find our computer friend!

Instructor: Look, the SUPER DUPER COMPUTER gave us the SUPER STORY ANSWER! Read the letters with me: m-a-p

**NOTE: Instructor should point to each letter as it is said.**

Instructor: The SUPER STORY ANSWER is .....

Campers: m-a-p.

Instructor: That's right, map, but why?

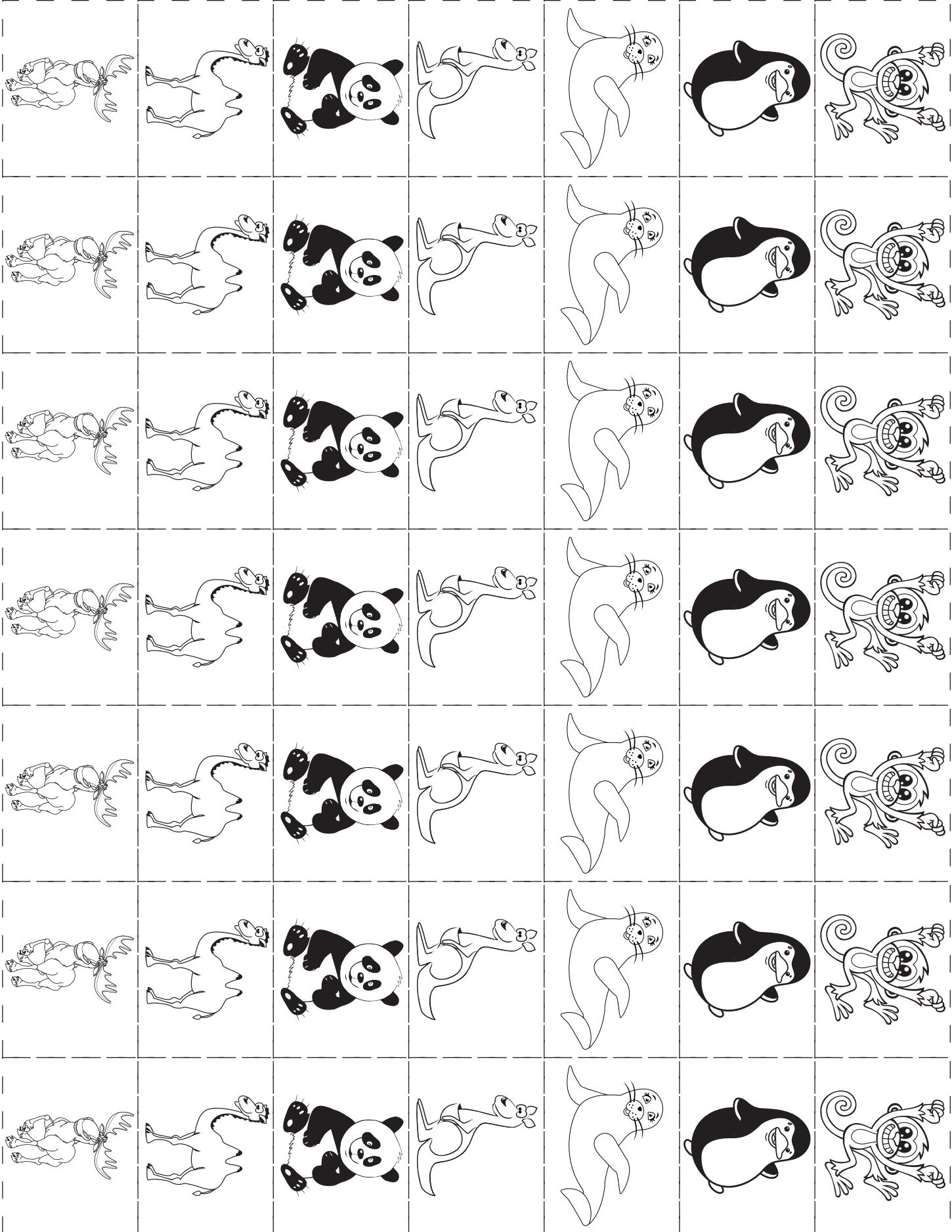
Campers: Because, Wigglesbottom had a picture of Sophie with penguins and ice, but he needed a picture of the world, or a map, to show him where he could find Sophie.

Instructor: It's true. Wigglesbottom used a map to find a place with ice and penguins so that he could find his friend Sophie. So how can the Super Readers figure out where their computer friend lives?

Campers: Look on a map!

Instructor: Yes, if the Super Readers look on a map, they will find a place that is surrounded by water and has kangaroos and then they will figure out where their computer friend lives!

a	b	c	d	e
f	g	h	i	j
k	l	m	n	o
p	q	r	s	t
u	v	w	x	y
z				



MM

A

P

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

### **GOAL: WHAT CAMPERS WILL LEARN**

- To celebrate the end of a successful literacy experience

### **WHAT YOU NEED**

- Polaroid camera and film
- The maps that were made earlier in the day
- Passport
- ALPHABET SONG and HIP HIP HOORAY song
- SUPER WHY Costume Character
- SUPER WHY Reading Camp Certificate
- Computer set to Storybook Creator game

### **SET-UP ACTIVITY**

- SUPER WHY costume character dressed and ready to go
- Have camera ready
- Have Passports printed for each child
- Have SUPER WHY Reading Camp Certificates ready with each child's name and date printed
- Set computer to the Storybook Creator game

### **RULES FOR CHARACTER**

- 1) Character should not be seen before 11:25
- 2) Introduce the character to each camper and parent
- 3) Character must never speak when in front of campers
- 4) Campers may never see the character partially dressed, for instance, under no circumstances should a camper see the character without the head on.

### **ACTIVITY INSTRUCTIONS**

- 1) With big fanfare, bring in CHARACTER.
- 2) Camper/Guest and CHARACTER pose for a photo together and put the photo onto the map they made earlier. If there is not enough room, or if there is enough time for two photographs, have the child put the photo in the passport and help him or her write the camper's name.

### 3) COMPUTER GAME

While campers are waiting to have their snapshot taken, or after they are finished, send 2-3 children at a time to use the Super Why computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; [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.

**DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

- 4) Hand each camper their SUPER WHY Reading Camp Certificate to recognize the completion of the camp.
- 5) Sing THE ALPHABET SONG and THE HIP HIP HOORAY SONG.
- 6) Make sure campers have all projects to take home. Say Final goodbyes. Give each GUEST an idea book about activities they can do at home to build literacy.

# PASSPORT



*United States of America*

