

READING CAMP DAY 2

WonderRed—Word 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 and your campers' previous experience with SUPER WHY Reading Camps.

Also note that the online WonderRed Rhyme and Roll 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 teacher, 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 & HANSEL AND GRETEL: A HEALTHY 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 WonderReds 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 WonderRed Rhyme and Roll game as a whole class. With the whole class helping and calling out, each camper gets a turn playing WonderRed Rhyme and Roll

9:15-9:45 BAKE A FAKE CAKE CRAFT

Campers create and -ake cake using paper candles with -ake word family words on them. Campers reinforce the -ake word family by drawing in pictures of the -ake words on each candle.

9:45-10:00 SNACK

10:00-10:30 PASS THE PEPPER

Campers will pass around a pepper to the WonderRed “Word Power” Song. When the music stops they must read an -ake family word.

10:30-11:00 AILACROSS THE -AKE LAKE AND FINDING SUPER LETTERS

Using a jump rope to represent an -ake lake, campers have to throw in -ake word family words to stop the waves so they can walk over or under the lake and through the woods to the witch’s house. Following the activity, children will search the room for Super Letters and discuss the Super Story Answers.

11:00 -11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers will sing the signature WonderRed Rhyming Song and
play the WonderRead game to learn to read/decode (sound out) -AKE family words.

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

Campers review and are assessed on ability to sound out -AKE words (if using assessments) and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

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 - b, f, h, c, a, r, o, t (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY & HANSEL AND GRETEL: A HEALTHY ADVENTURE VIEWING

- Hansel and Gretel: A Healthy Adventure episode (on website)
- Computer to view episode of Hansel and Gretel: A Healthy 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 –AKE Word Family Song (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WONDER RED RHYME N' ROLL COMPUTER GAME

- Computer set Wonder Red Rhyme N' Roll 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)

BAKE A FAKE "AKE" CAKE CRAFT

- Printable –ake candles (PDF – print and cut)
- Printable blackline cake (PDF – print)
- Crayons and markers
- –ake word cards (PDF – print and cut)
- Foam lowercase letters (enough for all kids, specifically, b, c, l, sn, and r)
- Glitter
- Glue
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

PASS THE PEPPER GAME

- Wonder Red Word Power Song (on website)
- A red or green pepper
- –ake family word cards (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

AILACROSS THEAKE LAKE

- Blue or Green streamers or ribbon
- –ake and non –ake family word cards House, Healthy, Carrot, Witch, Hansel, Gretel, Milk, Adventure, Woods, Energy (PDF – print and cut)
- Picture of witch (PDF – Print)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER LETTERS

- Dry erase or Blackboard 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

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

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

- –AKE Word Cards (PDF – print and cut)
- Coloring Pages (PDF – print)
- HIP HIP HOORAY song (on website)
- Assessment tool (If using assessments) (PDF – print)
- Computer set to WonderRed Rhyme N' Roll
- Take-home work (PDF – print)

8:30-8:40 INTRODUCTION

GOALS: WHAT CAMPERS WILL LEARN

- To make campers feel welcome and comfortable.
- To familiarize campers with expectations and to excite campers for the activities of the day and week.
- To clearly understand RULES of the camp.

WHAT YOU NEED

- Storybrook Village Name Tags filled out for each child
- A list of rules
- Images of each Super Reader
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SETUP FOR ACTIVITY

- Arrange children seated in a semi-circle with instructor as focus
- Storybrook Village ID Cards ready to be attached to campers
- Know the activities of the day and the week to be ready to tell campers
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

- Instructor asks each child to introduce him or herself to the class.
- Instructor asks campers about the SUPER WHY series, and explains the SUPER WHY Reading Camp and what campers can expect throughout the rest of the week.

Ty to get as many campers to tell you the answers as possible.

Script:

Instructor: Is everybody ready? What show is this? (Show image of SUPER WHY LOGO)

Campers: SUPER WHY

Super Job! Yes, this is the show SUPER WHY!

Instructor: Is there anyone that does not know SUPER WHY?
(PAUSE) Let's have the campers who know the show help teach the campers who do not know the show about SUPER WHY! What channel is SUPER WHY on?

Campers: PBS Kids (Make sure you know the number PBS KIDS IS ON IN YOUR MARKET)

Instructor: Yes, it's on PBS Kids Channel _____. Let's talk about the characters.

Let's see, who is on the show SUPER WHY? (PAUSE)

Who is this? (SHOW ALPHA PIG.)

Campers: Alpha Pig

Instructor: Yes, this is Alpha Pig. And what Power does Alpha Pig have?

Campers: Alphabet Power, build letters...

Instructor: Yes! Alpha Pig has Alphabet Power! He builds letters and can follow the alphabet.

Instructor: And who is this? (SHOW WONDER RED)

Campers: Wonder Red

Instructor: And what power does Wonder Red have?

Campers: Word Power! Rhyming! Word Families...

Instructor: Wonderful! You are Terrific! Wonder Red has Word Power, she can read words, and she can change word family words to save the day.

Instructor: And who is this? (SHOW PRINCESS PRESTO)

Campers: Princess Presto

Instructor: Yes, Princess Presto, and what power does Princess Presto have?

Campers: Spelling Power!

Instructor: You got it! Spelling Power, Princess Presto can spell and write words to help save the day!

Instructor: And finally, who is this? (SHOW SUPER WHY)

Campers: Super Why!

Yes! Super Why, and what power does Super Why have?

Campers: The Power to Read.

Instructor: Super Job, Super Readers! Super Why has the Power to Read, he changes words in sentences to save the day! Those are the main characters in SUPER WHY - together and with your help they are the Super Readers! We are all going to get a chance to be Super Readers this week.

Today is all about the show "SUPER WHY & Hansel and Gretel: A Healthy Adventure." We are going to watch this episode of SUPER WHY everyday in the morning. After we watch, we are going to play games from the show. Watching SUPER WHY and playing the SUPER WHY games will help you become better readers.

One more thing before we start. Today you will get to transform into one of the Super Reader characters and play games as that character.

Today we are going to become Alpha Pig and learn the names of the letters b, f and h and more!

- Instructor does a quick brainstorm discussion with campers to generate a list of camp rules. *Make sure the basic rules are all identified.*

Optional: Write the rules on a piece of posterboard and hang it in the front of the class for the campers to see.

- 1) Raise your hand to speak (No calling out).
- 2) Listen while others are sharing.
- 3) Don't touch any of your "supplies" (activity manipulatives) until directed to by instructor.
- 4) Have fun!

b	f	h	c	a
r	o	t		



Alpha Pig



with Alphabet Power!

Wonder Red...



with Word Power!

Princess Presto...



with Spelling Power!

Super Why...



with the Power to Read!

8:40-9:05 SUPER WHY & “Hansel and Gretel: A Healthy Adventure” VIEWING

GOALS: WHAT CAMPERS WILL LEARN

- To familiarize campers with the SUPER WHY Series
- To talk about the show and be sure that comprehension is attained.

WHAT YOU NEED

- Computer with internet connection
- Hansel and Gretel: A Healthy Adventure episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SETUP 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: Remember the show we watched yesterday?
What was it called?

Campers: SUPER WHY

Instructor: Who were the main characters of the show?

Campers: The SUPER READERS.

Instructor: Does anyone remember what book they jumped into?

Campers: Hansel and Gretel, A Healthy Adventure!

Instructor: Wonderful! Let's watch it again. Today we are going to be Wonder Red!.

- 2) Watch episode

- 3) After Viewing: Ask questions about the episode to start conversation.

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

- a. Who is your favorite Super Reader?
- b. What happened to Red while she was playing with her friends?
- c. Why did she feel so tired?
- d. Did someone else have the same problem as Red? Who?
- e. Why did the witch feel so tired?
- f. What did Red need to do to feel better?

TRANSFORM INTO SUPERHEROES

GOALS: WHAT CAMPERS WILL LEARN

- To activate campers' imaginations and make them part of the learning adventure.

WHAT YOU NEED

- Wonder Red Mask (PDF)
- Scissors
- Hole Puncher
- String
- Wonder Red's -AKE Word Family Song
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET UP FOR ACTIVITY

- Have campers stand in a circle with the instructor leading "arms in."
- Put together the masks
- Have props cut out and ready for the children to wear
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

- 1) Follow the script below to help campers transform into "WONDER RED" just as in the SUPER WHY episode they just watched.

Script:

Instructor: Today is **WONDER RED DAY!!!** In the show Wonder Red was one of the Super Readers. Does anyone know what Wonder Red's Super Power is? (PAUSE for campers to answer question) **WONDER RED with WORD POWER! Wonder Red can read words and rhyme! We are all going to be Wonder Red today...with Word Power. It's time to rhyme!**

[Discuss rhymes/word families] Who can tell me, what is a rhyme? What word rhymes with tall? [Elicit many answers] What word rhymes with bat? [Elicit many answers]

Red ate a lot of unhealthy food and that made her feel very tired. Who can tell me, what do you think Red could have ate that had so much sugar in it that it made her so tired? (Probe for cake). She might have had cake too.

Cake is an –ake word (show the word family card –ake) and who can tell me, what letter is this? (Show the letter c) c! That's right! What sound the letter c make? (Probe for /c/) Right, /c/ /c/ /c/. So what word does it make if I put together c - /c/ /c/ and –ake? C...ake c...ake –cake! Cake is an ake word!

Who can tell me other words that rhyme with cake? (probe for bake, lake, rake, snake), write them down on the board as children say them). Right these are all ake words! (IF BAKE, LAKE, SNAKE or LAKE were not called out, please break down the words into initial letter sound and word family and review with children as in cake above).

Let's listen to Wonder Red sing about some –ake words! [PLAY SONG]

Okay, Super Readers let's TRANSFORM and change into WONDER RED. Ready? Ready!

- 2) Teacher and assistant help campers put on masks.

Script continues:

Instructor: "Everyone stand up and put your arm in...Put *your arm in!* (Everyone should be standing in a circle with their arm in.) *Wonder Red...to the Rescue!*" (Everyone raises their arm in unison, as in the episode)

- 3) Make sure to collect the props. These will need to be saved for Day 5 when the campers will choose who they want to transform into.



9:05-9:15 WONDER RED RHYME N' ROLL COMPUTER GAME

GOALS: WHAT CAMPERS WILL LEARN

- To use technology to enhance learning and reinforce word family and decoding skills

WHAT YOU NEED

- Computer set to Wonder Red Rhyme N' Roll 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 Wonder Red Rhyme N' Roll game – medium level for lowercase letters.
- 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 Wonder Red Rhyme N' Roll
- 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 Wonder Red 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 Wonder Red Rhyme N' Roll. Let's listen and Wonder Red will tell us what to do (Listen to

the Game Intro). Oh, we need to help WonderRed skate through the woods and get to Grandma's house! OK, does everyone know how to play? What do we have to do? WonderRed is going to say a word family. Listen to the word and then skate to all of the words that rhyme with it! OK, WonderRed is asking us to find words that rhyme with (FILL IN WORD FAMILY). Does (FILL IN WORD) rhyme with (FILL IN WORD FAMILY)? Great!

Class participation Everyone will get a turn to come up and use the mouse to move WonderRed to a rhyming word. But everyone should play along every time. I will call on one of you. You come up and together with the class choose the word that rhymes with the word family WonderRed has to follow. When WonderRed is telling us which word family we need everyone has to listen or else we won't know which rhyming words she needs.

Call on campers one by one to take a turn using the mouse to pick the correct word 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 where the letter is.

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 WonderRed Rhyme N' Roll 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 everyday 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.

TRANSITION INSTRUCTIONS:

To transition into the next activity, call each camper and ask them to say an -ake word. Probe them by asking them to think of something that rhymes with cake. Then they can sit at their table. Continue until all of the

children are seated.

9:15-9:45 BAKE A FAKE “AKE” CAKE CRAFT

GOALS: WHAT CAMPERS WILL LEARN

- To learn to read -ake family words
- To learn that words from the same family rhyme
- To create an -ake craft to take home

WHAT YOU NEED:

- Printable -ake candles (pdf)
- Printable blackline cake (pdf)
- Crayons and markers
- -ake word cards
- Foam letters b, c, s, n, l, r, make sure there are enough for every camper to get a full set (for level one only)
- Glitter
- Glue
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT

SETUP FOR ACTIVITY

- Print out and cut out enough letter candles for each child and place them at each child's seat
 - Level 1: With empty flames
 - Level 2: With letters already in flames
- Print out enough cakes for each child (make sure there are extras)
- Put community coloring supplies, glitter and glue on each table
- Have kids seated at the table
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT THAT APPLIES TO THIS ACTIVITY

ACTIVITY INSTRUCTIONS:

1) Script

Instructor: (Hold up -ake word family card) **Who can tell me what this says?**

Campers: -ake

Instructor: **Wonderific! You are Terific! This says -ake!**

Now what letter is this? (Hold up the letter c)

Campers: “c”

Instructor: **Great! And, what sound does a c make?**

Get as many kids as possible to answer even if you have to ask the same question several times.

Campers: /c/ /c/

Instructor: “C” makes the sound /c/ like in carrot. Now let’s put them all together. Cake says what?

Campers: CAKE

Instructor: Let’s see, what letter is this? (Show the letter b) What sound does the b make? (Probe for /b/ if kids don’t know) So what happens if I put the b next to, what does this say? (Show the –ake card) Oh right, ake. B...ake, what does this say? (Probe for bake)

Instructor: Well, today we are going to (show the cards for bake and probe for kids to read aloud with you) MAKE a (show the cards for cake and probe for kids to read aloud with you) CAKE, Hey! These words rhyme! Make, and Cake are both ake words!

But this CAKE isn’t going to be real, it’s going to be FAKE, hey! That’s an –ake word too!

We are going to make a FAKE (show the cards for cake and probe the kids to read aloud) CAKE by decorating it with –ake word candles and drawing pictures of words that rhyme with cake!

2) DEMONSTRATE

Clearly demonstrate how the campers are to make their ake cakes.

Level 1: Have the campers find a letter and then put it together with an –ake candle to make an ake word. (Use candles with letters missing from flames). Once the camper glues the candle on the cake, they are rewarded by drawing a picture of the new word.

Script:

Instructor: OK, everybody ready to make a fake cake? This is how we are going to do it. I am going to say a letter, like b. Now I have to find the letter b. What sound does the b make?

[CAMPERS: /b/] The b makes the sound /b/! Now I am going to glue the b on the flame of the ake candle and what word do we have? B...ake b...ake bake! So I am going to glue on my bake candle onto my cake! Now I get to draw a picture of something baking in the circle under the bake candle!

Continue with the letters c, r, sn, and l. Remember to first ask for

the campers to find the initial letter, identify the letter's sound and then combine the first letter with -ake to form a new word. It will be important to do this for each letter in order to reinforce the word family skill.

Level 2: Have the campers find candles by reading the whole word on the candle (use candles with the flames filled in, so they are full words). Once the camper glues the candle on the cake, they are rewarded by drawing a picture of the new word. Continue with the words cake, rake, snake, and lake.

Script:

Instructor: OK, everybody ready to make a fake cake? I am going to say a word, like bake, and you find the candle with the word bake on it. Let's see, this candle has a b in the flame which makes the sound /b/ /b/ B...ake b....ake bake! Now I am going to glue on my bake candle onto my cake! Now I get to draw a picture of something baking in the circle under the bake candle!

Continue with the words cake, snake, rake, and lake. Ask the campers to find the whole words without breaking them down at first to practice whole word reading. If they need additional help, break down the word into first letter and word family for them.

- 3) Finally the kids get to decorate the cake by coloring in and glittering their FAKE CAKES.
- 4) Make sure each cake has the child's name on it and is ready to send home at the end of the day.

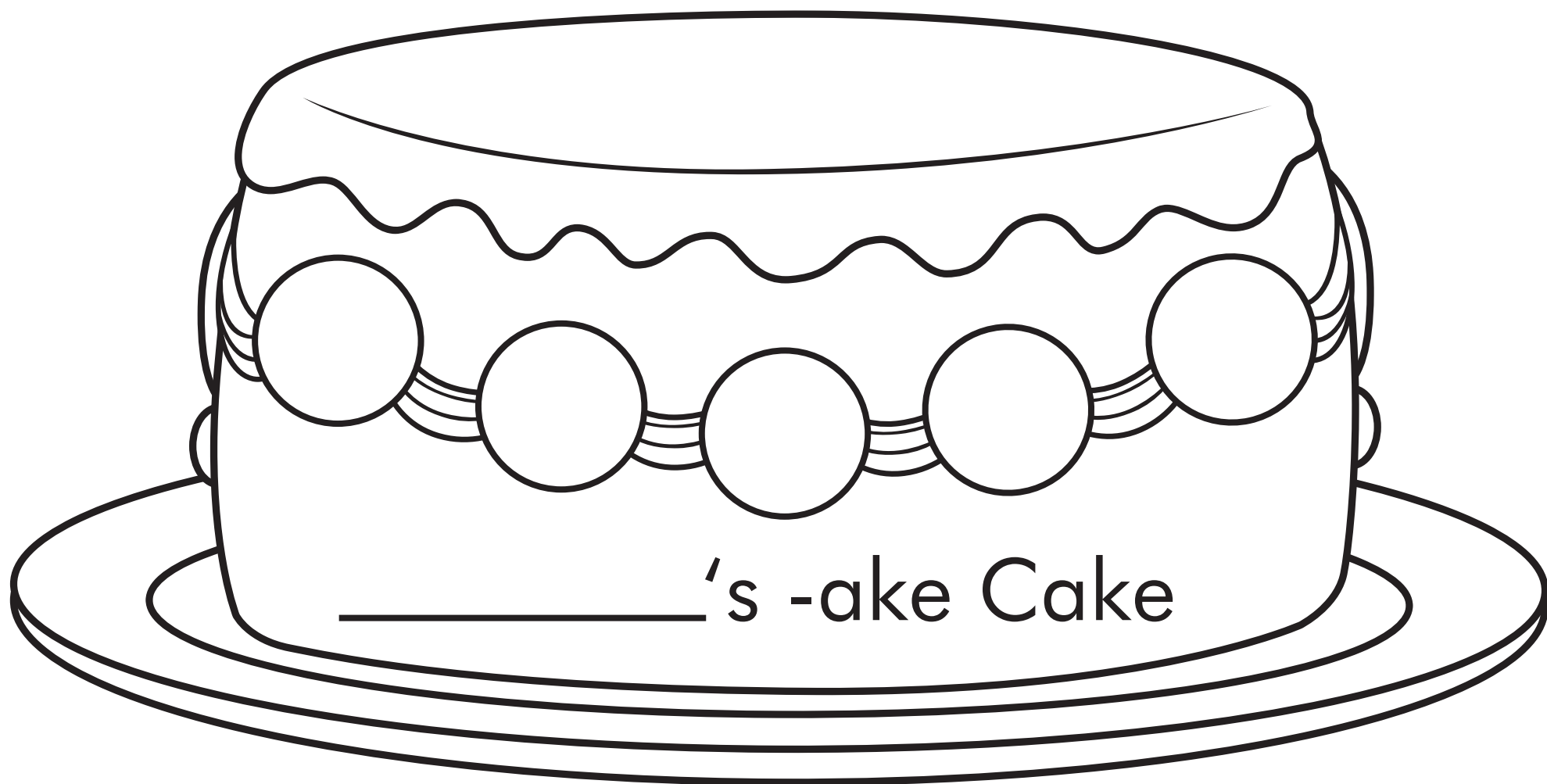
COMPUTER GAME

If students finish the activity early, send 2-3 children at a time to use the Wonder Red 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 Wonder Red Rhyme N' Roll 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.



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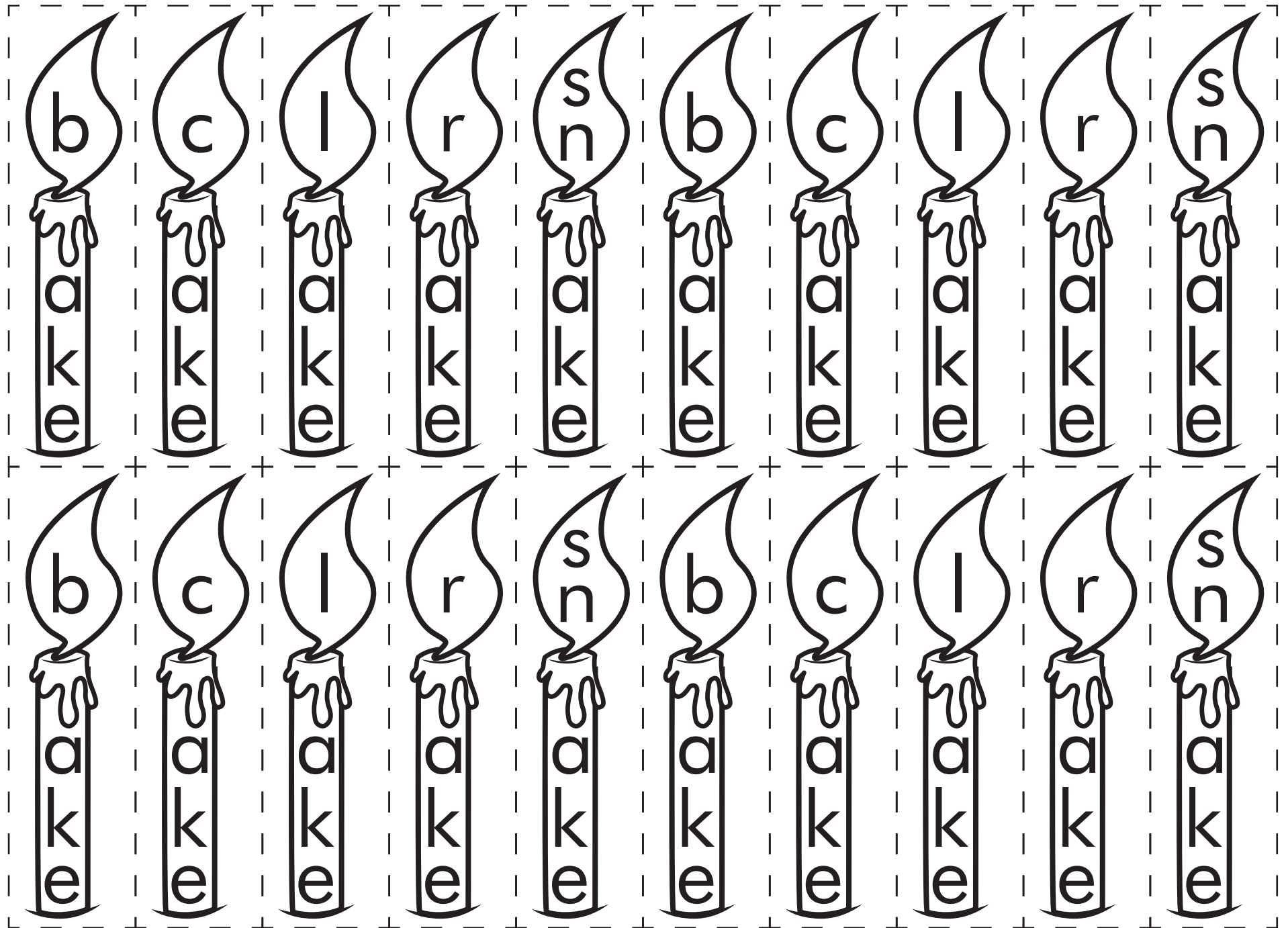
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bake

cake

rake

snake

lake

10:00-10:30 PASS THE PEPPER GAME

GOALS: WHAT THE CAMPERS WILL LEARN

- To be able to read the -ake words (bake, cake, lake, rake, snake)
- To understand what is a rhyme
- To understand that words from the same word family rhyme

WHAT YOU NEED

- Wonder Red Word Power Song
- A red or green pepper
- -ake family word cards (PDF)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT

SETUP ACTIVITY

- Cue up Wonder Red -Word Power Song
- Have cards ready to go
- Have students sit in a full circle, ready to play this "hot potato" like game
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT

ACTIVITY INSTRUCTIONS

1) Script

Instructor:

Hey Reds, who can remember, what is a word family?

Camper: It's a group of words where all the words rhyme.

Instructor: Great! And, what word family are we working on today?

Camper: The AKE FAMILY

Instructor: Wonderful! You are terrific! Let's see how many ake words you Wonder Reds can remember.

(Solicit as many as you can and provide the rest showing them visually on board or with the cards.)

Wonderful! You are Terrific! Let's play another rhyming game with the -AKE family.

This game is called PASS THE PEPPER

2) DEMONSTRATE

Instructor: I am going to play a WonderRed song and you are going to pass the pepper around the circle like this, it's a HOT pepper, so move it fast (like hot potato, demonstrate with the assistant.) When the music stops whoever is holding the pepper has to read the -ake word I show you and then tell me a rhyming word (with the word card)

Level 1: Have the students read the -ake word and say another rhyming word

Script:

Instructor: Let's see. This is the letter L and the L makes the sound /l/ and I know that this says -ake, so this word is lake! Another word that rhymes with lake is rake!

Level 2: Have the students read the -ake word (without breaking it down) and say a sentence with that word and another rhyming -ake word.

Script:

Instructor: This is the word lake! After you read the word, tell me a sentence with lake and another rhyming word, just a short story with that word. So if the music stops and I read the word lake. I brought my rake to the lake! Everyone should have a different story to tell.

- 3) Play the WonderRed song and pause after a few moments. Show the camper holding the pepper a word card and ask them to read the word. If they need assistance, ask them for the initial letter name, sound and then help them put the whole word together. If the camper gets the answer wrong, give them the initial letter sound and remind them to put it together with the -ake family. Work with them until they have read the right word. Then ask the camper to say a rhyming word. Proficient readers should then say a sentence using the word and another rhyming -ake word, as in Level 2. Continue until all campers have had at least one turn.

bake

cake

rake

snake

lake

10:30- 11:00 ALL ACROSS THE -AKE LAKE AND FINDING SUPER LETTERS

GOAL: WHAT THE CAMPERS WILL LEARN

- To be able to use auditory and/or visual discrimination to decipher between -ake family words and NON -ake family words
- To practice gross motor skills

WHAT YOU NEED

- Blue and/or Green streamers or ribbon
- Picture of The Witch
- -ake and non -ake family word cards
 - Additional words from the Hansel and Gretel episode: House, Healthy, Carrot, Witch, Hansel, Gretel, Milk, Adventure, Woods, Energy (PDF)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SETUP FOR ACTIVITY

- Lay out the streamers or ribbon on the floor so that they form a shape somewhat looking like a lake (lay them next to each other so that it is big enough that kids will have to jump over it).
- Hang up the picture of the witch next to one side of the pretend lake
- Have the children sit in a cluster while you explain the activity to them
- Have -ake and non -ake family word cards available
- Find the part in the ACTIVITY INSTRUCTIONS AND SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

1) Script

Instructor: **When the Super Readers met Hansel and Gretel, where were they walking?** (CAMPERS: In the woods!) **That's right! They were in the woods, let's take a little walk through our pretend woods here and bring the witch some healthy foods.** (March campers around the room and come to the "lake" setup, talk to them about what pretend healthy foods they are bringing) **Oh**

Wonder Reds! Look what we have here! It's a lake! Lake, hey! Lake is an ake word!! We need to cross this lake to get to the Witch's house.

But this is a very different lake. See how wavy this lake is! (Have assistant wave the streamers very strongly). We can't cross the lake with all those big waves! But the lake's waves will only calm down if we throw in an ake word!

2) DEMONSTRATE

Have the assistant waving the rope very strongly so it is impossible to get through.

INSTRUCTOR: I have three words here, (pick three words, only one ake word) I better figure out which one is an ake word so I can get across this lake! OK, I need a word that ends in ake, this word doesn't have ake in it (show card) let's look at this word (show cake) c and ake, /c/ake, cake! Hey! That's an -ake word! I'm going to throw it into the lake (throw the word card onto the floor under the rope, the wiggling/waving should stop) and look! The waves calmed down, I can go across the lake now. I think I'll go over this lake (jump over) so I can bring the witch my healthy snack, an..... apple! [Pretend to bring an apple to the picture of the witch].

- 3) Have each child take a turn picking an ake word out of from the word set. Make sure that there is only one ake word per set of cards given to the student.

Level 1: Give each student one ake word and one non ake word. Help the student read the word by asking what the initial letter is and what letter sound that makes and then combining it with the -ake word family before they go through the lake

Level 2: Give each student one ake word and TWO non ake words. Ask the student to read the ake word, providing help where needed)

Level 3: Give each student one ake word and THREE non ake words. Ask the student to read the ake word AND the non ake words that they have in their hands.

The campers should then jump over the lake towards the witch and

tell the class what healthy foods they are bringing her.

- 4) Play as many times as holds their interest or they show mastery of the -ake words being shown.

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 HANSEL AND GRETEL, A HEALTHY ADVENTURE episode.

WHAT YOU NEED

- 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
- 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

- 1) The assistant teacher should quietly and discreetly put the **HEALTHY SUPER LETTERS** up somewhere that the campers will find once they begin their search.
- 2) 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:

- 3) Script:

Instructor: In the show we were looking for the Witch's house. What else were they trying to find in that book?

Campers: Super Letters!

Instructor: Yes ... In the show and yesterday we looked for **SUPER LETTERS** just like the **SUPER READERS**! We are going to do that again today. But, watch out because they are not

going to be in the same place as yesterday! The SUPER LETTERS that we found yesterday were GREEN correct?

Campers: No. They were RED!!!

Instructor: Did you say BLUE?

Campers: No they were RED!

Instructor: Oh, right, red. Once the SUPER READERS found the RED SUPER LETTERS they put them into the garbage?

Campers: No, they put them in the 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: 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 Red get her energy back so she can play again?

Instructor: How can Red get her energy back so she can play again? We need to write the answer in our...Super Duper Computer. Here is our SUPER DUPER COMPUTER board! *Pull out the board.*

Instructor: Today we are looking for the same number of SUPER LETTERS as yesterday. Yesterday there were 7 SUPER LETTERS.

Instructor: Today we are also looking for 7 Super Letters. Let's count. *Draw 4 hash marks WITHOUT COUNTING the hash marks on the board.*

There, I made 7 hash marks.

Campers: No there are only 4.

Instructor: I know I drew 7 but let's count and check. Count and check. You are so smart I need to add three more to make seven. *Add the hash mark.* Let's all count one more time to make sure we have 7.

Keep your eyes on the look out for SUPER LETTERS! 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 Red can get her energy back so she can play again!

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 demo board

Instructor: Just like yesterday the SUPER DUPER COMPUTER is giving us the SUPER STORY ANSWER.

Instructor: Read the letters with me: H-E-A-L-T-H-Y

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

Instructor: What is the Super Story Answer?

Campers: HEALTHY

Instructor: WONDERFUL you're TERRIFIC! The SUPER STORY ANSWER is...HEALTHY. What is the question we are trying to answer?

Campers: How can Red get her energy back so she can play again?

Instructor: So, why is HEALTHY the answer?

Campers: Because, both the Red and the Witch were eating too much sugar and losing energy fast. They need to eat healthy foods instead to get their energy back so they could play.

Instructor: Yes, both Red and the Witch need to eat a lot more HEALTHY foods.

Instructor:

Can you tell me something healthy that you ate today?

Who can tell me why it is important to eat healthy foods?

What are activities that you need energy for?

What is your favorite sport to play?

TRANSITION INSTRUCTIONS:

To transition into free play, call out a letter, A, K, E, C, R, S, L, N and ask the kids whose names start with that letter to line up by the door.

bake

cake

rake

snake

lake

wall

bat

sun

ring

dog

fan

















11:20-11:40 EXTENDED LEARNING

GOALS: WHAT CAMPERS WILL LEARN

- To learn to read/decode (sound out) -AKE FAMILY WORDS taught in the SUPER WHY episode Wonder Red Day.
- If time allows and campers are ready, to identify the additional -AKE family words.

WHAT YOU NEED

- -AKE Family word cards
- WONDER WORDS Basket
- Dry Erase or Blackboard
- Dry Erase Marker or Chalk
- Markers
- Wonder Red - Rhyming Song (-AKE)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Campers should be sitting in semi-circle
- The RED RHYMING SONG should be ready to be played
- -AKE word cards should be ready
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Play the Red Rhyming song.
- 2) Script:

Instructor: What -AKE words did you hear in Red's song?

Campers: Bake, Cake, Lake, Rake, Snake

Instructor: Wonderful you are Terrific!

3) Have campers sing the Red Rhyming Song.

Instructor: It's time to rhyme! Let's sing WONDER RED'S rhyming song together.

Campers: Ake, Snake, Cake

Wonderific, you're terrific

Rake, Lake, Bake

Wonderific, you're terrific

"AKE!"

- a. Play the song and sing along with the music.
 - b. Ask campers to sing without the music. Instructor can help by pointing to the words on the board as the campers sing. Or the instructor can ask campers to come up and point to the words as they sing. **As many campers as can, should get a tum.**
 - c. Another option is to have the boys come up and sing the Wonder Red song to everyone and then ask the girls to come up and sing. Or each group can each sing one verse alternatively.
 - d. If campers seem to have mastered the -AKE words in the song, see if they can sing the -AKE rhyming song with different -AKE family words; FLAKE, RAKE, BRAKE...
- 4) Explain that we know the letter names, and that each letter makes a different sound. Learn 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 -AKE family. Look, I am going to put the -AKE family words up here. Write the word r-ake, b-ake, and c-ake on the dry erase board. Keep the first letter separate from the -ake until the whole word is read.

Instructor: Let's read the words together. Point to the r...what letter is this? What sound does an r make.

Campers: r! mmm If the campers can't produce the sound model it for them: mmmmr.

Instructor: Now, let's read this part of the word (model)
a a a a k k k k k k e e e e e . Read it with me!

Campers: a a a a k k k k k k e e e e e .

Instructor: Wonderrific! Now we are going to push the two
parts of the word together and then read them together.

Write the w next to the all so that the word is a seamless wall.

Instructor: Let's read m m m m r a a a a a k k k k k k e e e ,

RAAKKKEEE. Now you try. What word is this?

Campers: m m m m r , a a a k k k k k e e e , RAKE

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 shown in the clip!
(BAKE, LAKE, CAKE, SNAKE).

- 5) Extend learning of the -AKE family by reading other words that belong to the same family. Pull word cards from the basket and write them on the board. Words covered will be: FAKE, TAKE, MAKE, FLAKE

NOTE: The procedure for FLAKE is a bit longer...ID the Letters F and L...make their sounds, blend them together to make the initial consonant blend sound FL- and then blend the FL- with the -AKE

bake

cake

rake

snake

lake

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

GOALS: WHAT CAMPERS WILL LEARN

- To review what was learned throughout the camp day, sounding out words in the –AKE Family
- To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

- –AKE Word Cards
- Coloring Pages
- HIP HIP HOORAY song
- Assessment tool (If using assessments)
- Computer set to WonderRed Rhyme N' Roll
- Take-home work

SET-UP FOR ACTIVITY

- Have –AKE Word Cards or Demo Board ready to go
- Have tables set up with coloring sheets and crayons
- Have assessment tool ready to go (If using assessments)
- Have computer set to WonderRed Rhyme N' Roll Game
- Have take-home work ready to go

ACTIVITY INSTRUCTIONS

1) Instructors will review campers abilities to sound out –AKE Family Words. Each camper is assessed by instructor on their ability to read the –AKE Family words (If using assessments)

2) COMPUTER GAME

While students are being assessed, send 2-3 children at a time to use the WonderRed computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children next to the computers so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; **only play WonderRed Rhyme N' Roll Game (Do not click on any other games), Play together, Take turns, Play until I call you.**

3) The remainder of the campers are given a coloring activity to keep them busy as each camper is assessed. Make sure to have each camper write his or her name and collect the pages at the end of the day to include in the Healthy Foods book the kids will put together on Day 5.

4) Campers will learn to sing the concluding HIP HIP HOORAY song

5) Clean up: Remove masks and save for Day 5, collect name tags

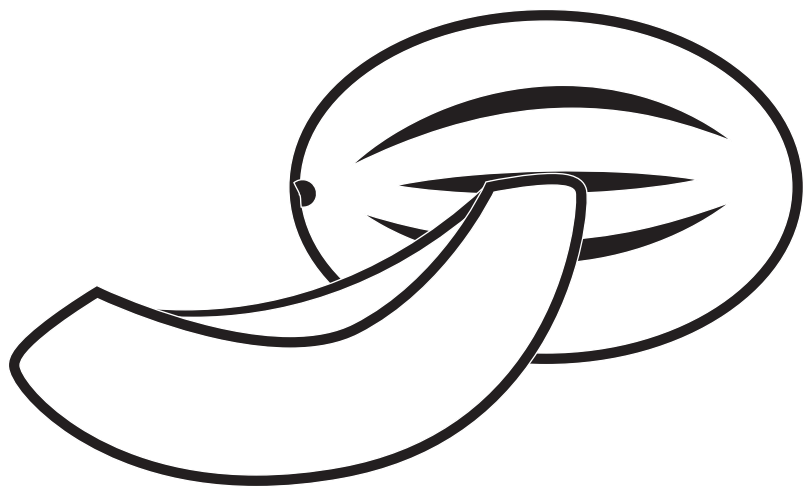
6) Campers are told that the next day will be **PRINCESS PRESTO DAY**

7) Campers are given "TAKE HOME" activities:

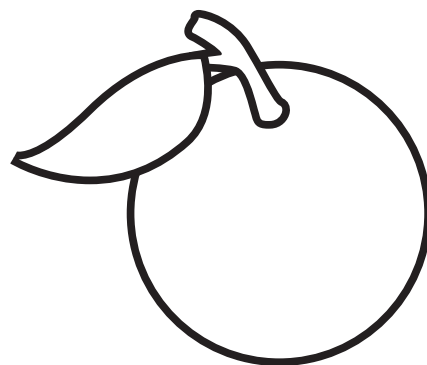
A. WONDER RED'S MAKE AN AKE!

B. WONER RED'S CIRCLE THE AKE FAMILY WORD!

8) Campers are sent home with their -ake cake craft



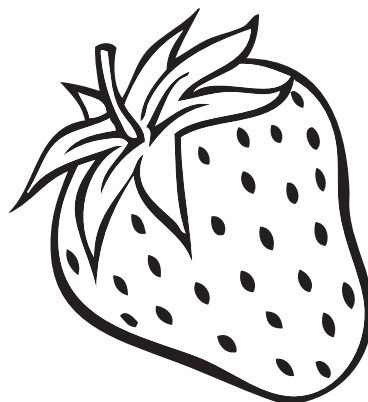
melon



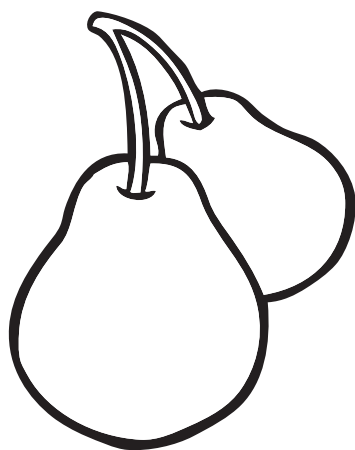
orange



grapes



strawberry



pears



cherries

bake

cake

rake

snake

lake

SUPER WHY & Hansel and Gretel; A Healthy Adventure
Reading Camp Post-Interview Assessment
Day 2: Wonder Red Day

[INTERVIEWER] Hi my name is _____. Today, we are going to play some games with letters and words. First I need to ask you just a few questions. What is your name? How do you spell that?

Camper's Name: _____

Ok, now how old are you? When is your birthday?

Age: _____ Birthday: _____

Great, now we can play.

To Get Ready:

- Sit on the floor or at a table, and ask the child to sit across from you, facing you.

MATERIALS:

- Word Flash Cards: bake, cake, rake, lake, snake

Day 2: Wonder Red Day: Decoding Assessment

[INTERVIEWER] We're going to read some words. I am going to put down a word, and you read it. Ok?!

[PUTDOWN A WORD]

[INTERVIEWER] Ask, "What word is this?" **DO NOT TELL THEM THE WORD.** Mark whether the kid reads the word fully (as fluent readers would read it) or can only blend it (segmented reading). Move on to the next question.

[REPEAT FOR EACH WORD]

[CODING: Write a '1' in the Read Word column if the camper read the full word as a fluent reader would. If child reads the whole word as c-ake, mark 1 in the segments column. If the child could not read the word at all, mark both columns with a '0']

Read Word	Read word in segments
___ la ke	___ l- -a ke
___ c a ke	___ c - -a ke
___ ra ke	___ r- -a ke
___ sna ke	___ sn- -a ke
___ b a ke	___ b - -a ke

[INTERVIEWER] Great word reading.

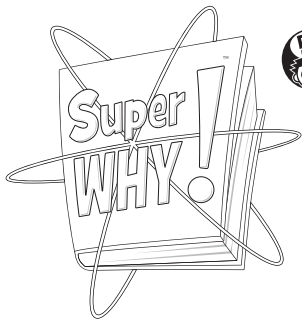
b a k e

c a k e

r a k e

l a k e

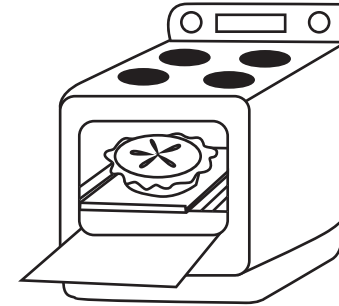
snake



Wonder Red's Circle the -ake Family Word

Circle the words in the -ake family, then draw a picture of each -ake word in the boxes on the right.

mat sing bed
ring snake lake cake
rake sun
stick bat
bun cat
flake run
bake



bake

 ake

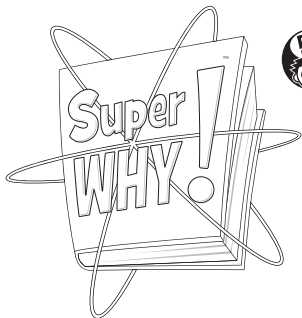
 ake

 ake

 ake

 ake





Wonder Red's Make an -ake

Pick the letter or letters that will make each word match the picture in its box.
Write the letter or letters in the blanks to complete the word.
Cross out each letter in the box once you have used it.



b

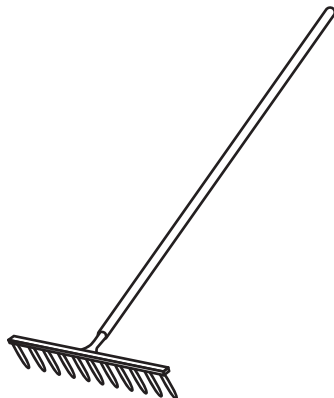
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r

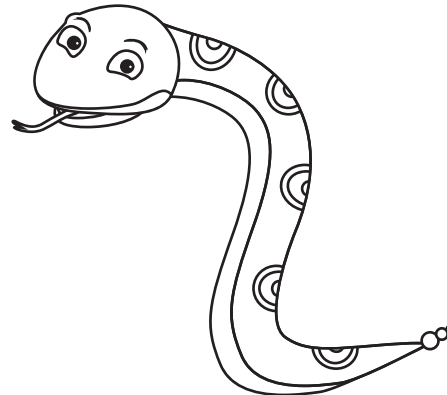
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sn

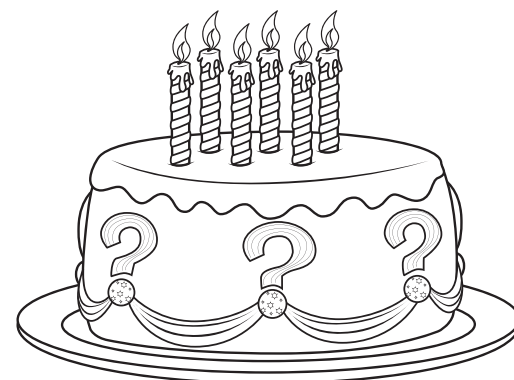
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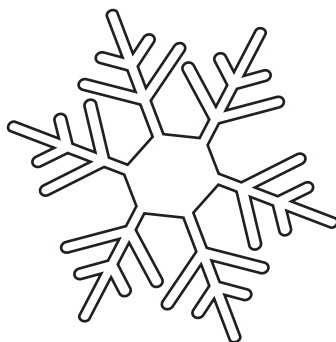
__ake



__ake



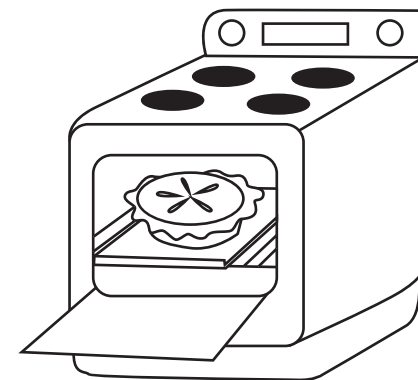
__ake



__ake



__ake



__ake

