



Lesson 209: Princess Gwennie Saves the Day

Grades: PreK-1



Goals:

- Students will identify lowercase letters of the alphabet, specifically: "h," "a," "r," "p."
- Spell horse and identify letter sounds; h-o-r-s-e.
- Define *harp*.
- Try different words in a sentence and understand that the meaning changes.

Word List: Words highlighted as text in this episode

- Horse
- Princess
- King
- Harp
- Scared
- Sleepy
- Brave
- Hungry
- Funny

Materials: picture of a harp, shoe boxes, rubber bands, lowercase letter cards, musical instruments, pieces of string/yarn, paint, chalkboard/chalk, Ribbon, tape, index cards

Episode summary: Princess Pea is feeling dramatic (as usual) and she and Red are staging a play. Princess is pretending she's a queen but Red doesn't know what to be! The Super Readers fly into the story of a princess with a silly sense of humor and a big job to do, but she has to find out what she wants that job to be, just like Red! The Super Readers help Gwennie use her talents to save the day, and both she and Red discover their own special gifts.

Woofster...to the Rescue

Princess Gwennie is trying to decide which job she wants to do in the castle. First, she meets the minstrel who plays beautiful music for the castle. Gwennie wants to try being a minstrel too. She needs a harp to play music. But what's a harp? Woofster can help! Using his Doggie Dictionary, Woofster finds out that a harp is a triangle shaped musical instrument that you play by plucking the strings with your fingers.





Activity 1: Handy Harps

Directions: Print out pictures or use books to show children what real harps look like. Have children make their own harps using recycled items from home. They can use a shoe box without the lid or a cereal box (with a rectangle cut from the front leaving a one inch border around the edge). Decorate the boxes with paint or wrap them in shiny paper and then slide rubber bands on them to create a harp.

Alpha Pig...to the Rescue

Gwennie enjoys playing music on the harp, but she breaks it and doesn't know how to fix it. We help Alpha Pig use his amazing alphabet tools to build the alphabet and find the letters we need to build a new *harp*.



Activity 2: Letter-Go-Round

Directions: Create lowercase letter cards for letters "h," "a," "r," "p." Choose one student to be the "minstrel." He/she is going to play music (using any type of instrument available to your class). Have the rest of the class sit in a circle. As the minstrel plays, pass around a letter. When the minstrel stops playing, the child holding the letter must identify it.

Activity 3: Harp Strings

Directions: Harps have strings. Pass out pieces of string or yarn to each student (2-3 pieces). Hold up a letter from the word *harp*. Have students identify the letter and then try to make the letter using the string/yarn.

Princess Presto...to the Rescue!

Gwennie wants to try out being a knight. Knights wear creaky armor and ride horses. Gwennie has the armor, but the horse runs away! We help get the horse to come back by helping Princess use her spelling power to spell the word *horse*.



Activity 4: Pin the Ribbon on the Horse

Directions: Draw a large horse on the board. Write the letters "h," "o," "r," "s," "e" several times along with distracter letters on the horse. Give each student five ribbons and have them decorate them as prizes for the horse. Call up each child one at a time and ask him or her to pin a ribbon on the letter that makes each letter sound. For example, "Put your ribbon on the letter that makes the sound /h/!" Remember, for the letter "e" to ask for the letter that sometimes makes no sound at all when it is at the end of a word!

Super Why...to the Rescue!

Just as Gwennie is trying to decide what she wants to be, a dragon roars in and scoops up her dad, the king of the castle! He needs Gwennie's help, but Gwennie is scared. With the power to read we can help Gwennie save her dad. We need to change the story so that Gwennie is not scared anymore. With a brave and funny Gwennie around, the dragon doesn't stand a chance.



Activity 5: Gwennie the Great

Directions: Have students take turns acting out the role of Princess Gwennie. Write the following sentences on the board and have children fill in the sentences with words they choose from index cards with the below options. Then they act them out. What would Gwennie be like if she was a sleep baker that plays the drum while riding a horse? How do the words change the meaning of the sentence? How would these words change the story?

Write out the story of Princess Gwennie using these simple sentences

Princess Gwennie is a _____. (OPTIONS: minstrel, knight, jester, baker, doctor, teacher, etc...) She is _____. (OPTIONS: scared, sleepy, brave, silly, hungry, funny, lazy, etc...) Princess Gwennie loves to play her _____. (OPTIONS: harp, flute, guitar, drum, piano, etc...) while riding her _____. (OPTIONS: horse, monkey, giraffe, chicken, cow, etc...)

