



DAY 5

Throughout the week, campers played computer games from the SUPER WHY web site to reinforce the literacy skills being taught in camp. Each day, campers played a game with the character of the day!

Kids can play these games and many more on SUPER WHY's website, <http://pbskids.org/superwhy>. All the games played this week can be found in the Games section of the site!

ALPHA PIG'S ALPHA BRICKS

Your child can practice her alphabet skills while helping Alpha Pig protect his house from the Big Bad Wolf! With each letter of the alphabet your child correctly finds, an alpha-brick fills the hole in the house. When your child chooses the wrong letter, the Big Bad Wolf gets closer to the house, in a comical way! Once she has found all twenty-six letters, your child is rewarded with a big thumb's up from Alpha Pig for stopping the Big Bad Wolf! There are three different levels of difficulty, beginning with all of the capital letters (Easy), followed by all of the lower case letters (Medium), and finishing with a mix of capital letters and lower case letters (Hard).

WONDER RED'S FREEZE DANCE RHYMING

Preschoolers can sing and dance along with Wonder Red while practicing common word families (rhyming words, for example; ball/call/wall or bat/rat/hat). Each level features a different target word family. When the music starts playing, Red dances and words float out of her basket into the air. When your child identifies the words that belong to the word family featured on screen, Red performs a new dance move! After completing each of the three rounds, your child will want to get up and dance as Wonder Red sings about the word family!

PRINCESS PRESTO'S GOLDEN CROWN SPELLING BEE

Your child can personalize their very own Golden Crown to print and wear while practicing letter sounds and learning to spell words! Players begin by choosing a crown they would like to make. Each prong on the crown is missing a jewel. Your child will earn gems by identifying letter sounds to spell a new word. When each word is spelled, Princess Presto will tap her wand and a gem will appear with the word we just spelled. At the end of the final level, users will have a complete crown with 4 unique jewels. You child can enter his or her name,

which will appear on the crown, and then print it out! The game also offers two different modes: spell with uppercase letters (Easy); spell with lowercase letters (Hard).

SUPER WHY'S WHY FLYER ADVENTURE

Super Why has an important message for everyone in Storybrook Village, but he needs your child's help to find Super Letters in the sky that will form the super message. In this adventure game, your child flies the Why Flyer through the Storybrook Village skyline. In addition to finding Super Letters, your child can fly over special Why Writer, Super Duper Computer and Book coins to see fun Why Flyer animations and to earn super points! Once your child has collected the last super letter in the level, Super Why will read each letter and say the word aloud. Complete all of the levels and Super Why flies the Why Flyer over Storybrook Village with the special message for all to see and read.

SUPER WHY'S STORYBOOK CREATOR

Preschoolers can choose one of four classic fairytales (3 Little Pigs, Little Red Riding Hood, Princess & the Pea or Jack and the Beanstalk) and make it their own using the power to read! In this activity based game, each page contains a sentence from the classic story; but, with the power to read, your child can pick a new word to create his or her own tale. Once your child has completed the story, read the story online, print it or email the story to a friend or family member. Your child's name will also appear on the cover of the newly created storybook.

Your child can access these games from any computer with internet access, such as the ones at your local library or community center. You can find more ways to help your child get ready to read on PBS Kids Island, <http://pbskids.org/island/>