



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 LICKETY LETTER BINGO GAME

Your child can practice letter identification, using three different levels (easy – uppercase; medium – lowercase; hard – mixed case) The game begins with a BINGO board full of letters. Your child will listen to the letter Alpha Pig says and then click on it to reinforce letter identification skills. As the game progresses and correct letters are selected, they disappear from the board to gradually reveal a very special picture. Each time users visit, they will uncover a different picture and will practice a variety of letters.

RED'S RHYME 'N ROLL

Preschoolers can help Wonder Red skate through the woods to Grandma's house while rhyming with common word families along the way. At the start of each level, Wonder Red will tell your child a word the word family it belongs to (ie. "BALL" is an "ALL" word). Using the mouse to control where Red skates on the path, your child will help Red collect all of the rhyming words. After completing three levels, Wonder Red safely makes it through the woods to Grandma's house with a full basket of fruit!

PRINCESS PRESTO'S CREATE YOUR OWN SUPERHERO

Your child can create their own customized superhero with Princess Presto while practicing common letter sounds to spell words! Your child must listen to the letter sound Princess Presto says and then click on the letter that makes it. When a word is fully spelled, your child gets to choose a new item to dress his superhero, including a costume, a cape, mask, and a super chest icon. At the end of the game, your child can name his superhero, print a special poster and email his creation to friends and family!

SUPER WHY'S READING POWER BINGO!

Your child can practice reading opposite words in this "BINGO" style game. The game begins with a BINGO board full of words. Your child will listen to the word Super Why says and then click on the opposite of that word to reinforce reading and comprehension skills. As the game progresses and the correct opposites are selected, they disappear from the board to gradually reveal a very special picture. Each time users visit, they will uncover a different picture and will practice a variety of words.

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/>