

READING



CAMPS

Week 2 Materials List

**Hansel and Gretel:
A Healthy Adventure**

READING CAMP DAY 1

Alpha Pig—Alphabet Day!

(All PDFs, songs, and episodes are available on the Reading Camps website.)

INTRODUCTION

- Storybook Village Name Tags filled out for each child (PDF – print and cut)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- Images of each Super Reader (PDF – print)
- 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 SUPER HEROES

- Alpha Pig Mask (PDF – print and cut)
- Scissors
- Hole puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

ALPHA PIG LICKETY LETTER BINGO COMPUTER GAME

- Computer set to Lickety Letter Bingo game on <http://pbskids.org/superwhy>. This game should be loaded before the day begins
 - This game should be played on the **medium** skill level to reinforce lower case letters.
- Mouse
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

HEALTHY LETTER GARDEN CRAFT ACTIVITY

- A black board or wipe off board
- An egg crate for each camper
- PDF printable of healthy food pictures cut up for each camper (PDF – print and cut)
- Sandwich Bags (picture letters should be put in baggies one set for each student)
- Crayons
- Glue
- Popsicle sticks for glue application
- Dried Beans (ex. Kidney or lima)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

ALPHA PIG ALPHA BAND

- The entire alphabet written out on the blackboard or whiteboard so that all the children can see it. If no board is available, an alphabet chart can be made on poster board.

Level 1: Write all of the letters on the board in lower case (as in the episode)
Level 2: Write all of the letters in upper case. (so campers will have to be able to match upper and lower case)
- Musical instruments that can be found around the classroom and labeled with each lower case letter b, f, h, c, a, r, o, t. Make sure that you use lower case for both levels.
 - There must be enough instruments for each camper. If there are not enough instruments, homemade maracas can be used by filling up paper bags with dried beans, rice or beads and securing the top with a rubber band. Then write the letter on the front of the bag.
- Alpha Pig Alphabet song (slowed down version) (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

ALPHA PIG ROAD

- PDFs of large lower case letter, b, f, h, c, a, r, o, t. You will need three sets of letters. (24 total) (PDF – print)
- A thick dark marker
- Tape
- Three print outs of the witch's house (provided as a PDF) (PDF – print)
- PDF of the eight letters (PDF – print)
 - Level 1: Lower Case
 - Level 2: Upper Case
 - Level 3: Upper Case
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND 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.)
- Dry Erase Marker or chalk
- Super Letters (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

EXTENDED LEARNING

- Clip of Alpha Pig Game (on website)
- Poster or Chart of Lower Case Alphabet letters
- Individual letter cards for b, f, h, c, a, r, o, t for each child (PDF – print and cut)
- Alpha Pig song (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WRAP UP, COMPUTER GAME,

COLORING ACTIVITY AND ASSESSMENT

- Coloring Pages (PDF – print)
- Crayons and/or Markers
- Letter cards (PDF – print and cut)
- Hip Hip Hooray song (on website)
- Assessment tool (PDF) (If using assessments) (PDF – print)
- Computer set to Lickety Letter Bingo, skill level medium
- Take-home work (PDF – print)

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

- Storybook 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 or markers
- -ake word cards (PDF – print and cut)
- Foam lower case 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)

ALL ACROSS THE AKE 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 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 (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 Black board
- 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 Wonder Red Rhyme N' Roll
- Take-home work (PDF – print)

READING CAMP DAY 3

Princess Presto—Spelling Day!

(All PDFs, songs, and episodes are available on the Reading Camps website.)

INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

- Storybrook Village Name Tags for each camper (same as from previous days)
- The Syllabi (In curriculum)
- The 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)
- –AKE Family Word Cards (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

- PRINCESS PRESTO Mask (PDF – print and cut)
- Scissors
- Hole Puncher
- String
- Stapler
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

PRINCESS PRESTO CREATE-YOUR-OWN SUPERHERO COMPUTER GAME

- Computer set to Create-Your-Own Superhero 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)

THE PUZZLING CARROT BOOKMARK CRAFT

- A picture of a carrot with the word carrot spelled in lower case letters cut into puzzle pieces (PDF – print and cut)
- Markers and/or crayons
- Glue
- Popsicle sticks
- Baggies
- Letter Cards (PDF – print and cut)
- Bookmarks – one for every child or card stock to make your own bookmark
- Hole punch
- Green Yarn or Ribbon
- INSTRUCTORS ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

PIN THE PRINCESS ON THE LETTER

- A piece of poster board
- Sparkles
- Enough cut out princesses for each camper (PDF – print and cut)
- Masking Tape
- Marker
- 2 Blind Folds
- Letter cards (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT (In curriculum)

PRINCESS PING PONG PITCH

- 24 ping pong balls printed with both the upper and lower case of C A R O T in a bucket
- 5 Large contains (buckets, bins, trash cans, baskets etc.) anything that can be found around the room
- 5 large pictures of healthy foods, each starting with a letter from carrot (for example, corn, apple, rice, orange, tomato). (PDF – print and cut)
- Two Princess Presto songs (on website)
- Tape
- INSTRUCTOR'S ACTIVITY INSTRUCTION AND 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.)
- Dry Erase Markers or chalk
- Super Letters (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

EXTENDED LEARNING

- View show PRINCESS PRESTO Clip ([on website](#))
- Letter Cards, one set for each child, with the letters:
c a r o t ([PDF – print and cut](#))
- DRY ERASE OR BLACK BOARD
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT ([In curriculum](#))

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

- Letter Cards for letters c, a, r, o, t ([PDF – print and cut](#))
- Coloring Sheets ([PDF – print](#))
- HIP HIP HOORAY song ([on website](#))
- Assessment tool (If using assessments) ([PDF – print](#))
- Computer set to Princess Presto Golden Spelling Crown Game
- Take-home work ([PDF – print](#))

READING CAMP DAY 4

Super Why—Reading Day!

(All PDFs, songs, and episodes are available on the Reading Camps website.)

INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

- Storybook Village Name Tags for each camper (same as from previous day)
- The Syllabi (In curriculum)
- The 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)
- -ake Family Word Cards (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

- SUPER WHY Mask (PDF – print and cut)
- Scissors
- Hole Puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY'S READING POWER BINGO COMPUTER GAME

- Computer set to Super Why's Reading Power Bingo 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)

HEALTHY HOUSE CRAFT ACTIVITY

- Crayons or Markers
- Bowls of glue
- Popsicle sticks for glue application
- Pictures of healthy foods, fruits and vegetables, grains, chicken, fish, turkey, milk... cut out from supermarket flyers
- Black line picture (provided as PDF) of the witch's cookie and candy house. Under the house is the sentence, The witch lived in a house made of cookies and candy. (PDF – print)
- Crayons and or markers
- File folder labels that say fruits and vegetables. (Level 1)
- Blank file folder labels. (Levels 2 and 3)
- Why Writers(PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

"BE" HEALTHY

- Bag to hold index cards
- PDF of Word Cards with curriculum words (PDF – print and cut)
- Marker
- Dry erase or black board
- INSTRUCTOR'S ACTIVITY AND SCRIPT THAT APPLIES TO THE LESSON (In curriculum)

MUSICAL CHAIRS AND FINDING SUPER LETTERS

- Dry erase or chalk board
- Enough chairs for all the campers
- 11 pieces of paper with one word from the following list on each:
 - **The**
 - **witch/teacher/bus driver/daddy/mommy**
 - **lived**
 - **in**
 - **a**
 - **house/bus/ship**
 - **made**
 - **of**
 - **fruits/soda/lion**
 - **and**
 - **vegetables/gumdrop/monkey**

If there are fewer than 11 kids, simple words can be grouped like "the witch" and "a house" If there are more than 11 Kids, some chairs can be left blank before and after the "sentence" chairs.

- A cut out large star
- Tape
- Super Why Eating Healthy song (on website)

- Index cards
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT ([In curriculum](#))

SUPER LETTERS

- Dry erase or chalk 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](#))

EXTENDED LEARNING

- View SUPER WHY Clip ([on website](#))
- Dry erase or black board on which to write the sentence that is being changed
- Cards of words that can be used as substitutes in a sentence: fruits and vegetables, soda and gumdrops, monkeys and lions ([PDF – print and cut](#))
- A carrot ready to eat
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT ([In curriculum](#))

WRAP UP, COMPUTER GAME, COLORING ACTIVITY AND ASSESSMENT

- Coloring Sheets ([PDF – print](#))
- HIP HIP HOORAY song ([on website](#))
- Assessment tool (If using assessments) ([PDF – print](#))
- Computer set to Super Why's Reading Power Bingo Game
- Take-home work ([PDF – print](#))

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: 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

- 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 **b, f, h, c, a, r, o, t** for each child (PDF – print and cut)
- –ake Family word cards (PDF – print and cut)
- Dry Erase or Black board on which to write the sentence that is being changed
- Card of words that can be used as the substitute in the sentence: fruits and vegetables (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 Road
- Alpha Pig Band
- Make it Over or Under the Lake
- Pass the Pepper
- Pin the Princess on the Letter
- Princess Ping Pong Pitch
- "Be" Healthy
- Musical Chairs

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 Band, do not pick Alphabet Road):
 - Alpha Pig Road
 - Alpha Pig Band
 - Make it Over or Under the Lake
 - Pass the Pepper
 - Pin the Princess on the Letter
 - Princess Ping Pong Pitch

- “Be” Healthy
- Musical Chairs

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.

HEALTHY FOODS BOOK CRAFT and FIND SUPER LETTERS

- Image of Wonder Red (PDF – print and cut)
- Healthy Food Book book covers, enough for every camper (provided as PDF) (PDF – print)
- 8 ½ x 11” poster board for every camper
- Foam letters
- Glue
- Markers
- Newspaper
- Coloring pages from days 1-4 (PDF – print)
- Additional recipe pages (provided as PDF). Enough for every camper to get a set. (PDF – print)
- Stapler, or hold punch and ribbon for book binding
- 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
- The Healthy Food Books that were made earlier in the day (PDF – print)
- 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 (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](#))