

10:30 – 11:00 MUSICAL CHAIRS AND FINDING SUPER LETTERS

GOAL: WHAT CAMPERS WILL LEARN

- To learn to read the target sentence “The witch lived in a house made of fruits and vegetables” from the episode.
- To understand the power one word has to change the meaning of a sentence.

WHAT IS NEEDED

- Demo 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.

- Index cards
- Tape
- Music: Eating Healthy Song.
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT

SET UP ACTIVITY

- Set up chairs in traditional musical chairs formation, alternating the way the chairs face.
- Tape the sentence words onto eleven sequential chairs in the same order as the sentence, “The witch lived in a house made of fruits and vegetables.”
- Cue up the Eating Healthy song.
- Find part in INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS:

1) Script:

Instructor:

Super Whys, come around to these chairs, what do they say?

(Help the students read)

Campers: The witch lived in a house made of fruits and vegetables.

Instructors: Right on Super Whys! Has anyone ever played musical chairs before? Well today we are going to play musical chairs.

When the music stops, everyone has to quickly find a chair to sit on. Then everyone has to read the word on their chair, starting with whoever is sitting in the first chair!

Before we start the music again, I am going to take away one of the words on the chairs. Whoever is sitting on that chair needs to pick a new word to use in the sentence! We will have to see what the new sentence is and see if it makes sense!

2) DEMONSTRATE:

Put on the music and walk around the chairs with your assistant.

When the music stops read the word on your chair.

3) SKILL LEVEL OPTIONS:

Level 1: As the kids circle around the chairs, remove one word from the sentence. When the music stops and the children sit down, have each child read the word on his or her seat with your help. When you get to the child that is sitting in the chair with no word, show the child three words to choose from. (See word choices in materials or words of your choice that you would like to use.) Ask the child to pick a word from the choices to put into the sentence (like in the game Mad Libs). After everyone says their word, have them read the sentence with the new word in it. Briefly discuss if the new sentence makes sense, if it could be real, if it is funny... Continue playing by taking away different words each time the music stops until every child had at least one turn to replace a word.

Level 2: As the kids circle around the chairs, remove one word from the sentence. When the music stops and the children sit down, have each child read the word on his or her seat with your help. When you get to the child that is sitting in the chair with no word, ask the child

to pick any new word to put into the sentence (like in the game Mad Libs). Write down the new word on an index card and hand it to the child to use in the new sentence. After everyone says their word, have them read the sentence with the new word in it. Briefly discuss if the new sentence makes sense, if it could be real, if it is funny... Continue playing by taking away different words each time the music stops until every child had at least one turn to replace a word. Leave in the campers' word choices for some super silly sentences!

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***

WHAT YOU NEED

- Black or Wipe off 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
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Campers sit in semi-circle around instructor
- SUPER DUPER Demo board should be clearly visible to campers.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

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

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:

Script:

instructor: Are you ready? We are going to talk about Super Letters one more time before we show them to our guests tomorrow. Tomorrow we are going to see if THEY can find and figure out the Super Story Answer. First, we need to look for...

Campers: SUPER LETTERS!

Instructor: And, then we put them in our Super Duper

(Pull out the board)

Campers: COMPUTER!

Instructor: And, today we are looking for 35 super letters....

Campers: No.....no we are not! We are looking for 7 super letters.

Instructor: Let's count 1, 2, 3, 4, 5, 6, 7. (write out hash marks).

We are looking for 7 Super Letters! Thanks for the help. And, the Super Story Answer is **ENERGY**

Campers: It's not ENERGY, it's HEALTHY.....

Instructor: Oh yeah, ENERGY is something you get from eating HEALTHY. I got confused. What are the letters we are looking for?

Campers: H-E-A-L-T-H-Y

Instructor: Super Job Super Readers! Why did we need the word HEALTHY?

Campers: Because if the Witch and Red ate HEALTHY they wouldn't be so tired and would be ready to play.

Instructor: Yes, because HEALTHY food gives you more energy so you don't get tired like you do when you eat unhealthy food. Don't forget to keep your eyes out for Super Letters.

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 board.

Instructor: We found all of our Super Letters. Super Job, Super Readers! Read the letters in the word along with me H E A L T H Y

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

Instructor: And the SUPER STORY ANSWER is...

Campers: **HEALTHY**

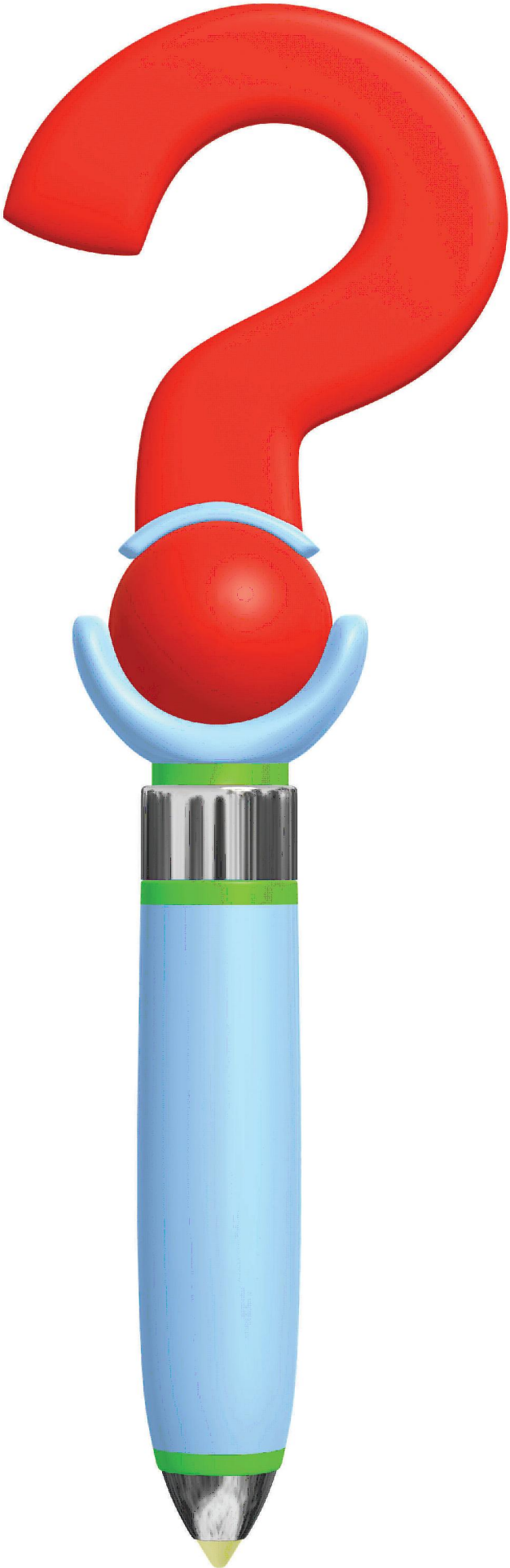
Instructor:

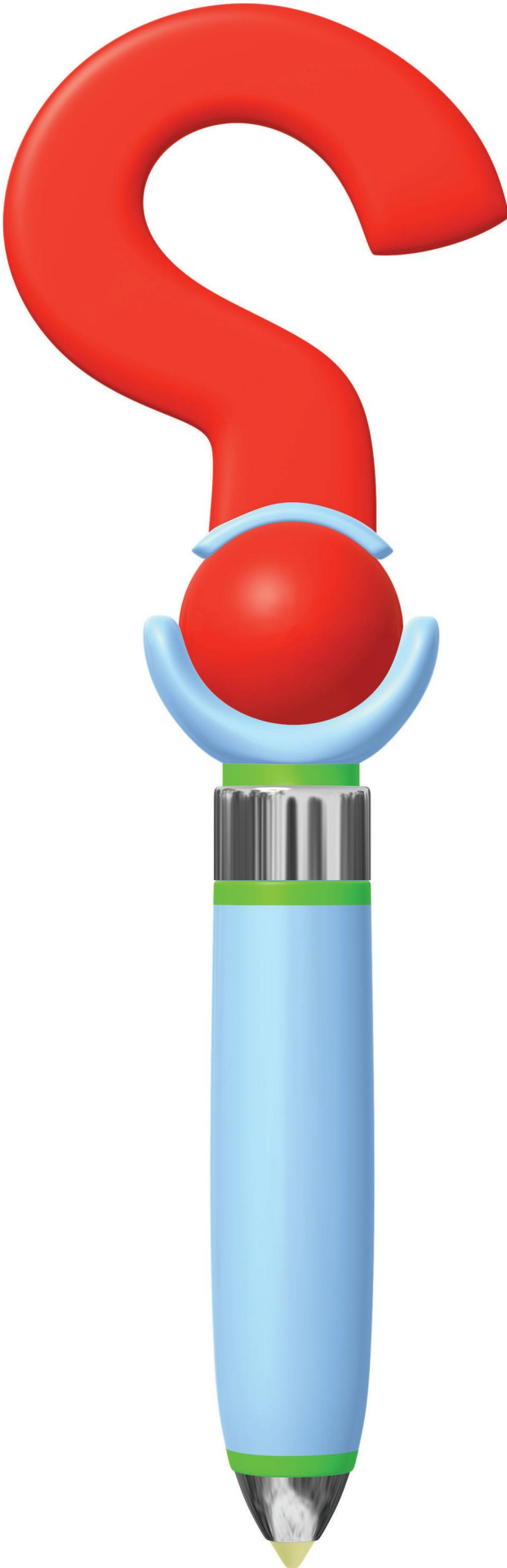
Who can tell me what they think would have happened if Red and the witch did not learn to eat healthy?

How would they feel if they kept eating sugary foods?

Do you think Red and the witch will eat healthy food the next time they are hungry?

What foods would you pack for lunch for Red and the Witch if they were going on a picnic?





cookies

candy

fruits

vegetables













