



Turn
The Page
STL

SUMMER LITERACY RESOURCES

20

23

Dear Summer Camp Leaders,

Turn the Page STL with Blueprint4 is thrilled to provide you with literacy infusion resources for your 2023 summer camps. Based on national research, students who participate in at least one hour of literacy activities a day, plus engage in literacy activities with their families, will improve their literacy skills over the summer.

Summer Literacy Infusion is primarily about having FUN!! For one hour a day, every day, we are asking for you to provide 15 minutes of reading aloud a book to the group, 15 minutes of independent or partner reading, 15 minutes of writing, and 15 minutes of literacy games. We will also host a "Book A Palooza" for families at the beginning of summer camp to get books for home and learn about summer library reading programs.

In this resource book, there are links to our literacy training sessions, resources from our public libraries, Nine PBS, and the Missouri History Museum, a daily checklist for you to complete, and literacy tutoring programs. In addition to the resource book, you will receive a box of read-aloud books, independent reading books, and literacy games.

ENJOY and have fun with reading this summer. We know that fewer than 18% of the children in your camp programs are reading on grade-level. Studies show children lose significant knowledge in reading over summer break, which tends to have a snowball effect as they experience subsequent skill loss each year. A more recent study of children in 3rd grade also showed that students lost, on average, about 20 percent of their school-year gains in reading during summer break.

You are KEY to ensuring your students can read proficiently. Thank you. When STL families read, our community will succeed.

With much appreciation,

Lisa Greening



You are KEY to ensuring our students can read proficiently. When STL families read, our community will succeed.

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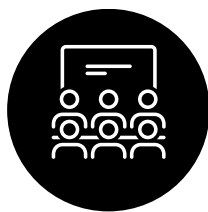
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One-On-One Tutoring

SUPPLEMENT

Refer to the Summer Literacy Games Binder

ONE HOUR OF LITERACY PER DAY



01 — READ ALOUD

Camp counselors will select a high-interest, culturally relevant book to read aloud each day to a group of campers. These read alouds will include pauses in the story for prompts and literacy-rich discussion.

(15 MINUTES)



02 — INDEPENDENT READING

With support from camp counselors, campers will select an appropriately leveled book for independent reading.

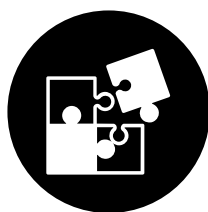
(15 MINUTES)



03 — WRITING

With materials from the supplied kits, each camper will have a writing activity each day. Examples include journals, writing comic books, unique prompts, etc.

(15 MINUTES)

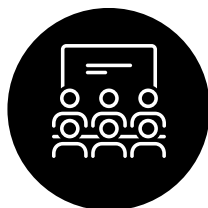


04 — LITERACY GAMES

Learning should be FUN! Campers will engage in a variety of literacy-rich games throughout the camp with resources provided from the literacy kits.

(15 MINUTES)

PROGRAM OVERVIEW



READ ALOUD

Read Aloud has been shown through research to be a critical element for maintaining and improving reading achievement. This is the time for adults to share their excitement about reading in a way that helps students make connections to themselves, other books and the world. This summer, we have provided you with a curated collection of great read alouds from Eye See Me Bookstore. Each day, choose one of them, possibly a favorite book of yours from home, or contact the public libraries for additional read alouds and independent reading books.



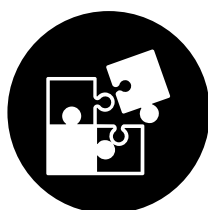
INDEPENDENT READING

Independent reading helps develop “reading muscle.” One of the strongest indicators of student reading success is the amount of time spent reading, especially when students are reading individually selected books that they are able to read without coaching or help. This summer, we have provided you with books that campers can read independently or with a partner. If you already have books at your site, include those too!



WRITING

Writing also helps prevent the summer slide. Writing can be modeled by staff through brainstorming activities using children’s ideas and responses. Journaling is the most common way children respond to things they are doing, stories, and summer activities. A particular writing activity may last 10 minutes or be completed over several days. Be creative! Notebooks, colored pencils, and pencils are provided.



LITERACY GAMES

Four pre-purchased games will be provided to each camp counselor to bring the fun of site words, reading, decoding and fluency to each camper every day. Games included are: Scrabble SLAM, POP for Word Families Game, Word Family Go Fish, and Word Family Dice. See “Literacy Games” binder for more games. The binder includes fun ideas for playing the provided games, plus even more simply using chalk, notecards, and more.

VIDEO TRAININGS

INTRODUCTORY TRAINING VIDEO

<https://bit.ly/summerliteracy-intro>



READ ALOUDS

<https://bit.ly/summerliteracy-readalouds>



INDEPENDENT READING

<https://bit.ly/summerliteracy-independentreading>



WRITING

<https://bit.ly/summerliteracy-writing>



LITERACY GAMES

<https://bit.ly/summerliteracy-literacygames>



DATA TRACKING

WHY DO WE TRACK DATA?

2023 is a pilot year for our literacy infusion cohort. Data tracking is important for us to evaluate the effectiveness of the model. There are two main ways we will track data for this pilot year:

- Tracking fidelity to the one-hour-a-day model with a camp counselor tracker
- Student reading growth based on DIBELS (sample students only)

HOW SHOULD WE TRACK?

We've tried to make it as simple as possible to track data for this first cohort. Each day, simply place an X in the column if you completed at least 15 minutes of that model component. For example, if on a Monday I completed all four components (read aloud, independent reading, writing, and literacy games) I would put an X in all four columns.

Please complete the tracker below each day of camp.
Place an X in the column if you completed 15+ minutes of that activity type.

CAMP NAME	CAMP COUNSELOR NAME
TOTAL NUMBER OF CAMPERS	CAMP LOCATION

DATE	READ ALOUD	INDEPENDENT READING	WRITING	LITERACY GAMES

Please complete the tracker below each day of camp.
Place an X in the column if you completed 15+ minutes of that activity type.

CAMP NAME		CAMP COUNSELOR NAME	
TOTAL NUMBER OF CAMPERS		CAMP LOCATION	

DATE	READ ALOUD	INDEPENDENT READING	WRITING	LITERACY GAMES

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READ ALOUD HIGH 5'S

5 BEFORE

- Read the book ahead of time
 - Fiction: characters, setting, problem-solution, main events
 - Non-fiction: how information is organized, most important ideas
- Is there any background information listeners need to make sense of?
Ask a question or two to see what campers know
- Connect with campers: what question(s) will stir thinking to use story ideas and their own ideas?
- Are there any words that need explaining before reading? (Let campers help tell what some words mean during the reading)
- Practice reading it

5 DURING

- Always say the title, author, and illustrator
- Read slowly and let the children look at the pictures
- Ask them to make a guess from the cover
- Stop and ask a few questions- predictions are always good
- Engage: did this ever happen to you? What would you do? What does this remind you of?

5 AFTER

- Ask questions that help develop insights, draw conclusions
- Get student opinions
- Act it out
- Write a journal entry
- Make connections to other books and experiences

INTERACTIVE READ-ALOUDS

SET THE STAGE FOR READING

- Introduce the title of the book- show the title and it's location on the front of the book. "What does the title tell you about the book? What do you think it will be about?"
- Author: The author is the person who writes the story
- Illustrator: The illustrator is the person who draws the pictures that accompany the story.
- Fiction vs. Non-Fiction: Help students to identify whether or not this text is fiction or non-fiction.

SAMPLE QUESTIONS TO ASK DURING READ ALOUDS:

- Describe the characters: What do they look like? What are they wearing?
- Describe the setting: Where does the story take place?
- What do you think will happen next? What clues make you think that?
- What do the character's actions tell you about him or her?
- Who is telling the story? What clues help you figure this out? (Narrator or character)
- What does the word _____ mean? Why do you think so?
- If _____ happened, how might the ending have been different?
- If you could ask this character a question, what would it be?
- Why do you think the author wrote this story? What do you think the author wants you to think/remember?

A Ask Questions

B Build Vocabulary

C Connect to Their World

INDEPENDENT READING

CHOOSE A BOOK THAT'S RIGHT FOR YOU!

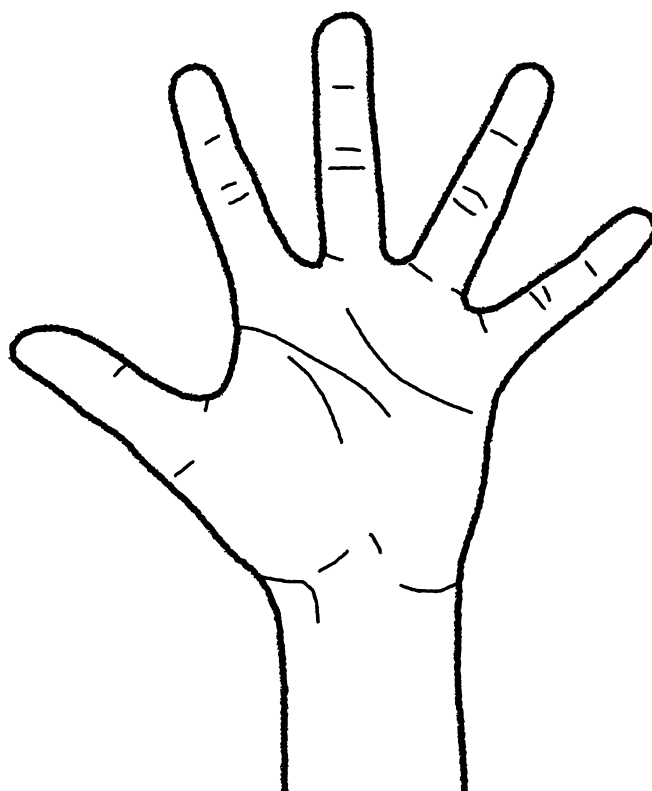
1. Pick a book
2. Open it in the middle
3. Read the whole page
4. Put up one finger for every word that you don't know or can't sound out by yourself

1 Finger: This book is TOO EASY for me!

2-3 Fingers: This book is JUST RIGHT for me!

4 Fingers: This book is A CHALLENGE for me!

5+ Fingers: This book is TOO HARD for me right now!



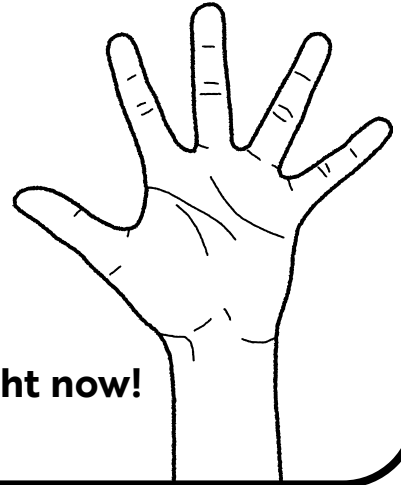
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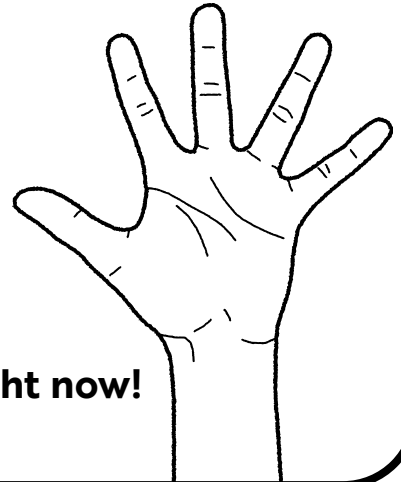
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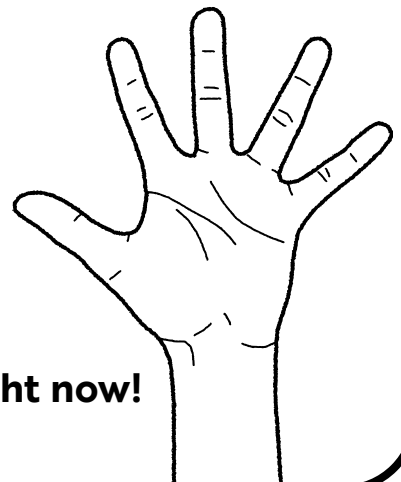
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WAYS TO MIX UP INDEPENDENT READING

FLASHLIGHT FRIDAY

- Find a darker room and turn out the lights. Give students mini flashlights to and have students read using their flashlights in the dark!

PARTNER READING

- Pair up campers in groups of two or three. Allow students to pick their books and read to one another. This is a great way to practice reading fluency. It can also support students who are struggling by pairing them with a stronger reader.

IMAGINARY LOCATION READING

- Draw large rectangles in chalk on the ground outside. Give campers chalk and ask them to spend 10 minutes creating their ideal reading location-- on a beach? on the moon? in a castle? in the jungle? Campers draw their location inside their rectangle and then "travel to their imaginary location" to read for the day inside their rectangle.

FUZZY FRIEND READERS

- Allow campers to bring their favorite stuffed animal to camp for the day (have a few extras in case campers forget). Campers can read aloud to their fuzzy friends!

WHAT DOES INDEPENDENT READING LOOK LIKE?

TAKE YOUR TIME

LOOK AT THE PICTURES

BODY STILL AND CALM

START READING
RIGHT AWAY

DON'T DISTURB
OTHERS



1 BOOK AT A TIME

IDENTIFY THE PARTS OF
THE BOOK

WAYS TO MIX UP WRITING ACTIVITIES

QUICK WRITE

A Quick Write is one of the most basic strategies. The Quick Write is a literacy strategy that is designed to give campers the opportunity to reflect upon their learning, thoughts and feelings. This writing assignment can be used at the beginning, middle, or end of an activity and takes only about three to five minutes. Short, open-ended statements are usually given to children like “What was your favorite part of our trip to the zoo?”

Campers are asked to write about what they learned, what they wonder about, what they liked (or did not like), and about what it reminded them of. Read Aloud and Writing easily go together.

The Quick Write open-ended statements can be recorded in summer journals, or done as a group on chart paper. Be sure to ask your youth their opinions in this easy, non-threatening manner.

For emerging readers and writers, have them draw a picture, and either label the parts or write a sentence about it.

In your materials, give each camper their own journal and have them write their name on it to use for writing activities. At the end of camp, allow the child to take the journal home with them.

WAYS TO MIX UP WRITING ACTIVITIES

WRITING FORMATS: GET CREATIVE!

Advertisements/Billboards

Advice

Announcements

Brochures

Book Jackets

Bumper Stickers

Commercials

Debates

Directions

Family Stories

Fairy Tales

Graffiti Walls

Interview Questions

Journals

Labels

Letters

Lists

Logos

Newspaper Articles

Observations Notes

Opinion

Poems

Postcards

Questionnaires

Recipes

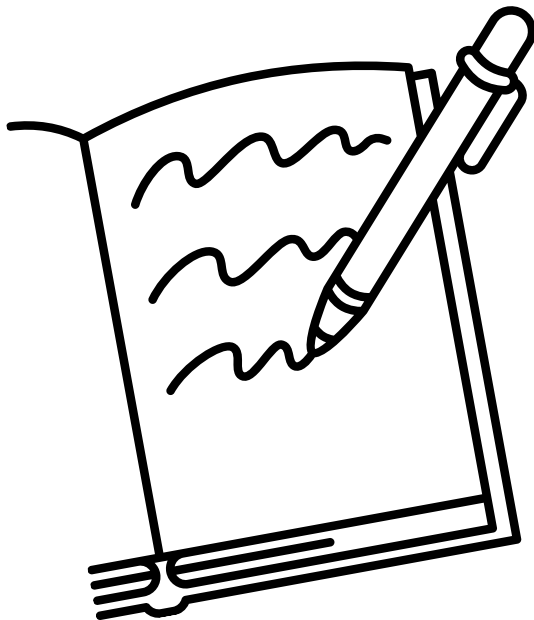
Reminders

Riddles

Rules for a Game

Signs

Words of Wisdom



ST. LOUIS COUNTY PUBLIC LIBRARY SUPPORTS

EDUCATOR BUNDLES

Educators interested in requesting books to supplement their collection on a specific topic(s) can complete the form below.

- Requests should be made at least two weeks in advance of needing the material.
- The quantity requested may be altered by staff due to the availability of items in the system.
- Once the material has been gathered a notification will be sent.
- Pick-up and return of the material should be completed by the dates given.

SUMMER READING CLUB @ ST. LOUIS COUNTY LIBRARY

St. Louis County Library's Summer Reading Club runs June 1-August 5, 2023. Campers can participate on their own by picking up a log sheet at any St. Louis County Library branch or they can track their reading and activities online by visiting www.slcl.org/summer-reading. If camps are reading together and tracking minutes read as a group, they can contact their local St. Louis County Library branch to receive a group log sheet and register through the Youth Specialist/Librarian. If they are unsure of their closest branch, they can email kidzone@slcl.org.

CONTACT

Nicole Clawson
nclawson@slcl.org

ST. LOUIS PUBLIC LIBRARY SUPPORTS

EDUCATOR ACCOUNTS

St. Louis Public Library offers special library accounts for educators to check out library materials to use with youth. Camp staff qualify too! These accounts include 30 day checkout periods and the ability to borrow up to 100 items per checkout. You also receive a \$5 print/copier credit each month! Apply for an Educator account [here!](#)

BOOK COLLECTIONS

Let us know the topic or types of books you'd like, age range, and the number of titles needed, and staff will put together a custom collection for pick up! Please allow at least 2 weeks to prepare each book collection.

STAFF STORYTIME TRAINING

Looking to incorporate more engaging Storytime and literacy skills in your program? St. Louis Public Library offers free Storytime training for staff working with youth.

LIBRARY TOURS AND OUTREACH

Interested in a field trip to the library? Group tours are available at most library locations. Or we can bring the library to you with an outreach program!

SUMMER CHALLENGE

Interested in having your group complete the Summer Challenge? Kids and teens need to complete 5 activities to claim prizes! Activities include reading a book, playing in a city park, watching the stars at night, and playing a sport with friends. We can drop off activity logs, collect completed records, and deliver prizes for Summer Challenge finishers!

QUESTIONS?

Contact youthcamps@slpl.org for any questions or to request any of the resources above.

FERGUSON PUBLIC LIBRARY SUPPORTS

NEED BOOKS FOR THE SUMMER?

To get a collection of library books for your camp, a summer camp needs to be located in Ferguson and register for an institutional library card. Camps located outside of Ferguson are not eligible for institutional library cards from the Ferguson Municipal Public Library.

To get an institutional library card, a designated representative of the camp needs to come to the library with their picture ID, and something official with the camp's name and address (this could be official letterhead, a business license, non-profit designation, etc.). Once you have your card, our children's librarian will work with you to determine what books you need, how long you need them, and more. We can put together a collection of books on specific topics with advance notice.

SUMMER READING CHALLENGE

The Ferguson Municipal Public Library will hold their annual Summer Reading Challenge from May 27 until August 5. Camps located in Ferguson are welcome to participate! We can provide you with a small poster that you can use to log your campers' reading over the summer. At the end of camp, we can come with a surprise to help celebrate their success. We will also give you information to share with campers and their families about our individual reading challenge, in case they want to participate at home as well.

CONTACT

Amy Randazzo, Children's Services Librarian
arandazzo@fergusonlibrary.net

UNIVERSITY CITY PUBLIC LIBRARY SUPPORTS

NEED BOOKS FOR THE SUMMER?

The University City Public Library's summer reading program takes place from May 12 to August 4, 2023 with a variety of activities and camps, prizes to be earned, and grand prizes to be raffled off! Anyone who is interested in participating in our reading program needs a University City City library card at <https://pac.mlc.lib.mo.us/polaris/patronaccount/selfregister.aspx?ctx=15.1033.0.0.1>

Then, stop by the University City Library or download time sheets at <https://www.ucitylibrary.org/youth-summer-reading/> for all your campers to record their reading minutes to win great prizes.

Additional activities at the University City Public Library can also be found at: <https://www.ucitylibrary.org/youth-summer-reading/>

BOOK COLLECTIONS:

Once you have a University City Public Library card (<https://pac.mlc.lib.mo.us/polaris/patronaccount/selfregister.aspx?ctx=15.1033.0.0.1>), call our librarians at 314-727-3150 and they will be able to curate a selection of books for you based on topic and age. Please give them 48 hours to curate a collection and have it ready for you to pick up at the library.

With your library card, you can also browse their collection and put items on hold through their [online catalog](#).

NINE PBS RESOURCES

DRAWN IN

Have you heard about the new Nine PBS animated series, Drawn In? Drawn In is a series of epic adventure stories set in a bustling Midwestern city, St. Louis! It follows the exploits of four kids who unabashedly love comic books: Tyler Agbani, Nevaeh Campbell, Jady Harris, and Yeong-Ja "Grace" Park.

In every adventure, their real worlds collide with the comic world. Colorful heroes, villains, robots, and other fanciful creatures escape from the comic books' pages. The kids use problem-solving and literacy skills to set their world right again from cartoon mayhem!

Check out the following Drawn In resources:

- Animated video shorts live on Channel 9 or at <https://www.youtube.com/watch?v=XScfVyZhv3w>
- Print and digital comic books. In your summer literacy kit, each of your campers can read and then take home the first four comic books.
- Drawn In resources, curriculum information and ideas, coloring sheets, educational games, and so much more can be found at: <https://www.ninepbs.org/drawnin/>

PBS KIDS EDUCATOR TOOLKIT

[Want to explore other PBS Kids shows and content? Visit](https://www.ninepbs.org/learningtoolkit/)

<https://www.ninepbs.org/learningtoolkit/>, and download educational content, games, and learning resources.

TEACHING IN ROOM 9

Check out Teaching in Room 9 too. As a service to the entire community, Nine PBS broadcasts weekday lessons from area teachers. With [Teaching in Room 9](#), children get quality instructions in the fundamentals of reading and math, letters and sounds, friends and feelings, art, movement, and science. Watch live or stream on Nine PBS's YouTube channel.

Did you know you can watch PBS KIDS ANYTIME for free? Twenty-four hours, seven days a week, enjoy PBS Kids on Nine PBS (9.1), Nine PBS KIDS 24/7 channel (9.2), and the PBS App (on mobile and connected-TV devices), plus Spectrum digital cable and streaming on DirecTV Stream and YouTube TV.



Head to the Museum on Wednesdays and Fridays every week in June and July for summer fun. Enjoy a variety of family activities, including crafts, performances, and scavenger hunts on Wednesdays, and then visit us again on Fridays for Storytelling in the Museum and Cuentos en el Museo programs at 10:30am, followed by a two-hour drop-in craft workshop. The Summer Family Fun Series is great for children ages 2–12!

June 2–July 28, 2023 | Wednesdays and Fridays | 10am–1pm

FRIDAY, JUNE 2 | Storytelling in the Museum:
Pride Month Stories + Craft Workshop

WEDNESDAY, JUNE 7 | Japanese St. Louis
This program is presented in collaboration with Japan America Society.

FRIDAY, JUNE 9 | Storytelling in the Museum:
Prehistoric Animals + Craft Workshop

WEDNESDAY, JUNE 14 | Juneteenth and Black Music Month
This program is presented in collaboration with Fundisha Enterprises.

FRIDAY, JUNE 16 | Storytelling in the Museum:
Juneteenth + Craft Workshop

WEDNESDAY, JUNE 21 | Happy Birthday, History Clubhouse!

FRIDAY, JUNE 23 | Cuentos en el Museo:
Una dia en el Zoologico / A Day at the Zoo + Craft Workshop

WEDNESDAY, JUNE 28 | Decades

FRIDAY, JUNE 30 | Storytelling in the Museum:
Chill Summer + Craft Workshop

WEDNESDAY, JULY 5 | Soy St. Louis / I Am St. Louis
This program is offered in English and Spanish.

FRIDAY, JULY 7 | Storytelling in the Museum:
Outer Space + Craft Workshop

WEDNESDAY, JULY 12 | German St. Louis
This program is presented in collaboration with the German Language Association and German Cultural Society of St. Louis.

FRIDAY, JULY 14 | Storytelling in the Museum:
Childhood Faves + Craft Workshop

WEDNESDAY, JULY 19 | Chinese St. Louis
This program is presented in collaboration with the Chinese Language School and Chinese Modern Language School.

FRIDAY, JULY 21 | Storytelling in the Museum:
Art + Craft Workshop

WEDNESDAY, JULY 26 | Back to School Bash

FRIDAY, JULY 28 | Cuentos en el Museo:
Mascotas/Pets + Craft Workshop



Learn more at
mohistory.org/summer-family-fun

Supported by:



Saigh Foundation

In memory of B. Franklin Rassieur

Rudolph and Mary Frances Wise Endowment Fund



MISSOURI HISTORY MUSEUM

MISSOURI HISTORICAL SOCIETY

Forest Park • St. Louis • 314.746.4599 • mohistory.org

**FIND
YOURSELF
HERE.**

ONE-ON-ONE TUTORING

HAVE A CAMPER STRUGGLING TO READ WHO NEEDS ADDITIONAL SUPPORT?

The following are free, one-on-one literacy tutoring services for campers during the camp day and for families after camp and during the weekends.

GATEWAY REGION YMCA:

You can register online for a literacy tutor at:

https://operations.daxko.com/Online/4034/ProgramsV2/Search.mvc?category_ids=TAG5521&_ga=2.5187891.1620690120.1678738864-299641966.1678738864

HOPE EDUCATION:

Register at: <https://www.hopeeducationstl.org/student-sign-up>

STL SMART KIDS:

Register at: <https://smartkidsinc.org/the-tutor-me-program/>

UNIVERSITY OF MISSOURI- ST. LOUIS' LITERACY CLINIC

Register at: <https://coe.umsl.edu/w2/initiatives/literacy/sessions.html>

BOOK BUDDIES

Perhaps your camper just needs additional time to read. The St. Louis Public Library and the St. Louis County Library virtually pair your camper with a high school reading buddy!

ST. LOUIS COUNTY LIBRARY BOOK BUDDIES

Learn more at: <https://www.slcl.org/content/book-buddies>

ST. LOUIS PUBLIC LIBRARY BOOK BUDDIES

Learn more at: <https://www.slpl.org/book-buddies/>



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SUMMER LITERACY GAMES

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PRE-PURCHASED LITERACY GAMES

SCRABBLE SLAM (ALL AGES)

- There are many variations for using this deck of cards, from letter recognition to playing a game similar to Scrabble. We recommend teaching the whole group and then working in small groups.

WORD FAMILY GO FISH (K-2)

- Students identify rhyming words with common ending sounds.
- 2-6 players

WORD FAMILY DICE (K-4)

- Contains 17 dice with 102 letter combinations!
- 1-4 players

POP FOR SIGHT WORDS (K-3)

- Contains 92 words in each game pack, two packs included.
- 1-4 players

Need help identifying games to select for each day of the week?
 Use a sample schedule like the one below to help you plan out your
 games to help keep things fresh for campers!

CAMP NAME	CAMP COUNSELOR NAME
TOTAL NUMBER OF CAMPERS	CAMP LOCATION

DATE	LITERACY GAMES
MONDAY	FLASHCARD GAMES: - SUMMER SUN! SUMMER FUN! GAME - SPEED PILE
TUESDAY	PRE-PURCHASED LITERACY GAMES: - SCRABBLE SLAM, WORD FAMILY GO FISH, WORD FAMILY DICE, POP FOR SIGHT WORDS. SWITCH GROUP GAMES THE NEXT TIME YOU PLAY!
WEDNESDAY	FLASHCARD GAMES: - RACE AROUND THE ROOM - TAP IN, TAP OUT
THURSDAY	PRE-PURCHASED LITERACY GAMES: - SCRABBLE SLAM, WORD FAMILY GO FISH, WORD FAMILY DICE, POP FOR SIGHT WORDS. SWITCH GROUP GAMES THE NEXT TIME YOU PLAY!
FRIDAY	FLASHCARD GAMES: - FLY SWATTER - CLIMB THE STAIRS

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CAMP NAME	CAMP COUNSELOR NAME
TOTAL NUMBER OF CAMPERS	CAMP LOCATION

DATE	LITERACY GAMES
MONDAY	
TUESDAY	
WEDNESDAY	
THURSDAY	
FRIDAY	

TAP IN / TAP OUT

- Is there a location at camp that campers walk past multiple times a day? A room? The front door? The water fountain? Have a letter of the day. Based on the child's literacy level, they must tap in and tap out each time they pass the card hung at that location. Ideas for each letter range in difficulty.
 - Name the letter
 - Say the letter sound
 - Name a word that begins with this letter
 - Name a word that ends with this letter
 - Spell a word that begins with this letter

TIMED PILES

- Give campers their own set of flashcards. They can cut out the flashcards themselves and store in an envelope with their name. Have them create two piles: I KNOW WELL and I'M NOT SURE YET. Set a timer. Have them quiz themselves on the flashcards as fast as they can sorting the cards into the appropriate pile. Have them keep track of whether their count of cards in the I'M NOT SURE YET pile goes down over time.

BEANBAG TOSS

- Place flashcards on the floor. Campers toss a bean bag or small stuffed animal towards the cards. Whichever flashcard it lands closest to is identified and then collected. Continue until all the cards are collected.

CLIMB THE STAIRS

- Have stairs at your camp location? Place a flashcard on every step. As campers climb the steps have them identify each card. How many steps can they climb before missing one?

FLY SWATTER GAME

- Find two fly swatters from a local dollar store or around camp. If you can't find one, pretend a stick or other object is a fly swatter. Tape a variety of letters or sight words to a wall or whiteboard. Two students compete. The camp counselor calls out the name of a letter, letter sound, sight word, etc. The first student to run up and "swat the fly" correctly wins!

RACE AROUND THE ROOM

- Hang up flashcards around the room. When you call out a letter or sight word, two students race to tap the correct flashcard. The first team to tap the correct flashcard gets a point.

SIGHT WORD KARATE

- Campers stand in their own area. Counselor will show the sight word one at a time. Campers will then punch the air for each letter of the word as they say that letter, then say the word. (Example: s*e*e see)

SIGHT WORD DASH

- Materials Needed: sidewalk chalk, large sight word cards, cones
- Make 2-4 teams and line campers up by the cones placed out. Place cones at one side and sidewalk chalk on the other side.
- Counselor will show a sight word.
- Campers at the front of the line will call out the word. Once they get the word correct, the camper will run to the sidewalk chalk and write the word as they spell it out loud. Campers will run back to their team and get in the back of the line.
- Counselor will show the next word to the campers. Campers will repeat the above directions.
- Modifications:
 - Use letters instead of words
 - Use a whiteboard instead of chalk!

WORDS AND HOOPS

- Materials Needed: basketball, basketball goal, word list
- Split campers into teams or keep them as individuals
- Counselor will call out a word and campers will say the sounds or syllables. OR Counselor will show a word and campers will read the word.
- If campers sound out or say the word correctly, they will get to take a shot.
- Campers get a point for correct sounds/words and made shot.
- Modifications:
 - If no goal is available, use a clean empty trashcan or bucket.

RACE TO MAKE A WORD

- Materials Needed: letter cards, cones, sidewalk chalk or large chart paper and markers
- Split campers into teams. Set 2 cones for each team in front of each other 20 or more feet from each other. Teams will be at one cone, letter cards will be laid out at the other cone.
- One camper from each team will run down to the letter cards, make a word, write the word, and then run back to their team and get in line.
- The next camper will run to the cards and repeat.
- At the end of the game, campers can run down, read the words on their teams list, run back and have the other team members do the same.

MATCHY MATCHY

- Materials Needed: paper plates or construction paper with rhyming words (one word on each plate/paper)
- Campers can play in teams or as individuals
- Counselor will lay out the plates/paper face down spread out over the field or room
- Campers will race one at a time (or one from each team at a time) and flip over two plates/papers. If the words rhyme, camper keeps the match and takes it back to their team, then the next person goes.
- If the words do not match, campers place them back down and run back to their team, then the next person goes.
- Continue play until all words have been matched!

SYLLABLE BOUNCE

- Materials Needed: one ball per camper, multisyllabic word list
- Have campers find a spot on their own with a ball.
- Counselor calls out a multisyllabic word, campers bounce the ball for each syllable in the word as they say each syllable.
- Repeat with different words.
- Modifications:
 - If balls are not available, campers can stomp, clap, jump, squat, or do sit ups for each sound.

SIGHT WORD SOCCER

- Materials Needed: soccer balls, cones, sight word cards
- OPTION 1:
 - Set up cones in various places with sight words taped to them. Campers kick the ball to each cone, stopping at the cone to call out the word.
- OPTION 2:
 - Set up the sight word cards in a row at one end of the room/field. Put campers into two teams at the other end of the room/field.
 - Counselor will call out one word from the cards.
 - Camper will kick the ball to that word card. If the camper is successful, they score a goal.

DIRECTIONS: Select from your stack of flashcards and write in each box a single flashcard. When the caller calls out a flashcard, if you have that on your gameboard, cover that box. First to five in a row wins!

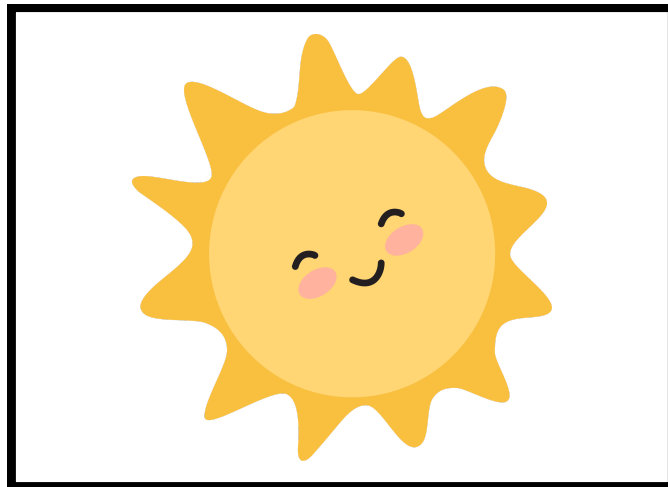
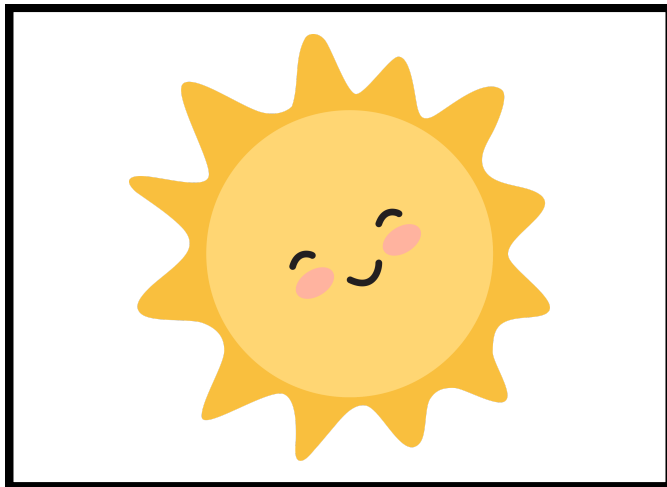
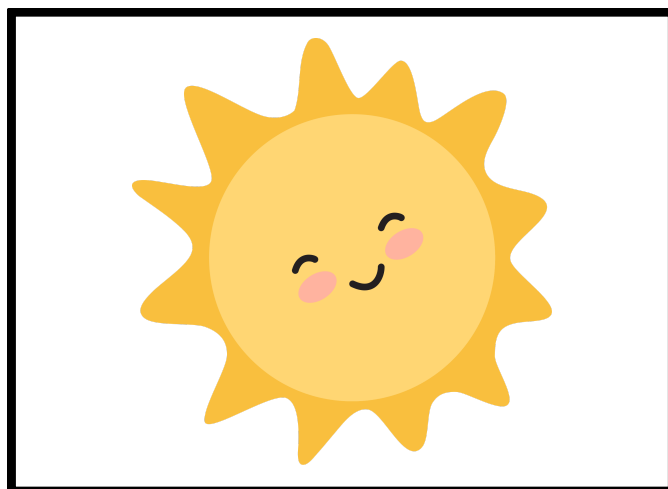
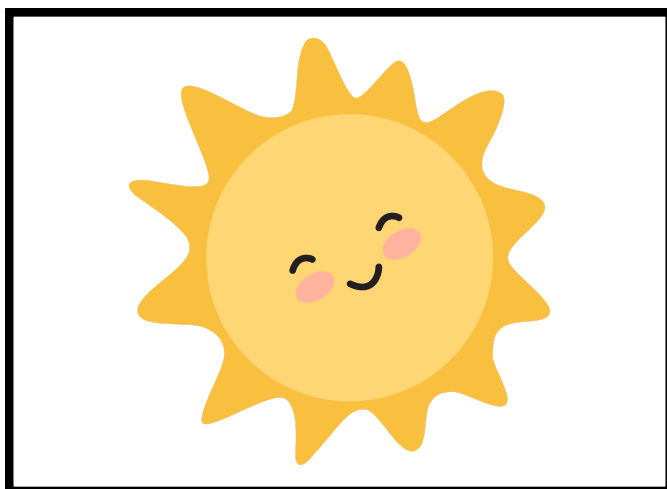
		FREE SPACE		

MATERIALS NEEDED:

- 1 DIE PER SET OF PLAYERS
- 1 SET OF FLASHCARDS
- 1 ADDED SUMMER SUN SET OF FLASHCARDS MIXED IN

DIRECTIONS FOR PLAY:

- Place the stack of cards face down in the center of the playing area
- The first player rolls the die. They draw and read one card at a time until they have reached the number rolled on the die. (If the player rolls a 3, they must draw and read a total of 3 cards.)
- If the player only draws and reads regular flashcards, they keep all of the cards.
- But... if a player rolls a "Summer Sun! Summer Fun!" card at any point in their turn, they must put back the same number of flashcards, along with the "Summer Sun! Summer Fun!" card into the discard pile. (If the player rolled a 3, they must put back 3 of their flashcards plus the sun card into the discard pile). All players must shout, "Summer Sun! Summer Fun!" while the player returns their flashcards.
- The player with the most flashcards at the end of the game is the winner!



A

B

C

D

E

F

G

H

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K

L

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R

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U

V

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