

Melanin Babies "Helping at the Campsite" Reading Comprehension Activity.

1. Interactive Story Time:

- Create a cozy "campfire" setting in the classroom using blankets or cushions.
- Watch "Helping at the Campsite" using animated voices and exaggerated gestures.
- Pause at key moments to ask children what they think will happen next.
- Encourage children to mime actions as you watch (e.g., gathering sticks, filling water bottles).

2. Character Review Game:

- Assign each main character (Zaire, Nylah, Omari, Kylie) a specific action:
 - Zaire: Pretend to fill water bottles
 - Nylah: Pretend to set up a sleeping bag
 - Omari: Pretend to flip burgers
 - Kylie: Pretend to gather sticks
- Call out character names randomly; children perform the corresponding action.

3. Simple Questions with a Twist:

- Ask questions about the story, but make it interactive: a) "Where did they go?" (Children pretend to hike to the campsite) b) "What did Kylie collect?" (Children pretend to gather sticks) c) "What did Zaire fill?" (Children pretend to fill and drink from water bottles) d) "What did Nylah set up?" (Children pretend to crawl into sleeping bags) e) "What did Omari help cook?" (Children pretend to eat hotdogs and burgers) f) "What treat did they make?" (Children pretend to eat s'mores)

4. Camping Items Charades:

- Divide the class into small groups.
- Give each group a camping-related item to act out (e.g., tent, flashlight, campfire).
- Other groups guess the item.

5. Helping Hands Craft:

- Children trace their hands on colored paper and cut them out.
- On each finger, they draw or write a way they can help at home or school.
- Create a classroom display titled "Our Helping Hands".

6. Campfire Helper Song: (Sung to the tune of "If You're Happy and You Know It")

- Verse 1: If you're camping and you know it, gather sticks! (Clap, clap)

- Verse 2: If you're camping and you know it, fill the bottles! (Slosh, slosh)
- Verse 3: If you're camping and you know it, roll the bags! (Roll, roll)
- Verse 4: If you're camping and you know it, roast s'mores! (Yum, yum) Repeat each verse, encouraging loud singing and enthusiastic actions.

7. Story Sequencing Relay:

- Create large cards with simple drawings of camping activities from the story.
- Divide the class into teams.
- Teams race to put the cards in the correct story order.

8. Concluding Discussion:

- Sit in a circle and pass around a toy "campfire" or stuffed animal.
- Each child shares one way they like to help others when holding the item.
- Guide discussion towards themes of kindness, teamwork, and making tasks easier.

9. Extended Activity: "My Camping Adventure" Drawing

- Children draw a picture of their own imaginary camping trip.
- Please encourage them to include ways they would help at the campsite.
- Allow volunteers to share their drawings with the class.

Remember to adapt activities based on your specific group's age and abilities. Have fun camping!