

# Welcome to Camp!



## Parents

On the daily schedule, there are several games and activities for your child(ren) to play throughout the morning. Feel free to follow along, or adjust the schedule to best fit your needs. Most activities are grouped based, so you may have to use your imagination to modify them. Our suggestion on how to tackle the activities for the day is to prepare ahead of time!

Click on each activity to see the materials needed and the instructions on how to complete them. If you finish an activity early, check out our activity booklet and craft videos located on the city webpage. These additional activities can help fill the day. As a last effort for entertainment, nothing is better than playtime. Outdoor playtime is always a favorite in our camps and we encourage all families to do the same.

## Campers (parents please read to the child(ren))

Welcome to camp from home! Today we have a schedule full of activities and games! Follow along the schedule to complete each activity. Click on each activity to open up instructions on how to do them. Before we get started, this time frame is to get prepped and get energized! Breakfast is an essential part of your day, so take the rest of this time to eat. Get set up for your first activity and we hope you enjoy what we have planned.

# Robot Tag – Game Instructions

---

**Equipment:** Hula-hoops, dodgeballs, cones

**Game Description:** In this game, there are good robots, and then there are bad robots (taggers). The good robots try their best to get away from the bad robots, because if tagged then they must head to the repair shop for a fixing! Safe zones are available for the good robots to recharge their energy when needed – but only for 10 seconds at a time.

1. Most of the players are 'good robots' who start spread out around the gym.
2. Choose a few players to be the 'bad robots' (taggers). They will each get a dodgeball to tag with.
3. Place 2 or 3 hula-hoops in the middle circle. Those are the battery charging areas (safe zones) for the good robots to use for 10 second breaks – but only for 10 seconds, then they must leave.
4. Using cones, create a rectangular area on the side. This is the 'repair shop' where robots must go once they are tagged. When in the repair shop, players must count out loud to 30 before re-entering the game.
5. On the signal, the tag game is on! After awhile switch up taggers and play a new round.

# Dixie Cup Windmills



## What You'll Need:

- Dixie cups
- Acrylic paint (assorted colors)
- Paint brushes
- Construction paper
- Glue
- Split pin
- Sharpie
- Crayons or marker

## What To Do:

1. Start by painting the Dixie cups and allow to dry.
2. Once dry, draw in the windows and a door on the cups.
3. Cut blades out of construction paper and use a dab of glue to place them like a cross.
4. Poke a split pin through the paper and the cup to secure the blades in place. Secure the blades loosely, so the blades could spin.