

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.

Duck, Duck, Splash – Game Instructions

How To Play:

The kids sit in a circle just like they do when they play Duck Duck Goose. Give the child who is IT a water balloon, or a cup of water. Have them walk around saying duck, duck, duck, and either tapping the person on their head or splashing a little water on their head as they walk by.

When they're behind the person they want to tag they yell SPLASH, at the same time they dump the rest of their water on that person's head or drop their water balloon on their head or back. Then the person chases them around the outside of the circle to see if they can beat them back to their spot, just like the original Duck Duck Splash, errr I mean Goose.

If they catch them, the child is it again, and they pick a new victim to "splash." If they don't catch them, then the new person is "it" and finds their own victim to SPLASH.

Paper Plate Fish

Materials

- Paper plate
- Scissors
- Pens (assorted)
- yellow paint
- tissue paper
- plain and colored paper
- glue



Instructions:

1. Finish off with a large paper eye. Begin by folding your paper plate in half, to create the basic shape of your submarine.
2. Now take a pencil and add the outlines of the submarine cabin and propeller to your paper plate – this can be done ahead of time in preparation for children to work independently. you may also wish to cut these outlines out now
3. Coloring your paper plate submarine yellow – now it doesn't matter too much if you paint "outside the lines... as you will be adding blue tissue paper for the ocean next. You can choose to color the WHOLE paper plate or just one side. depending on how much time you have.
4. Rip up tissue paper and glue on. Tearing the tissue paper is great for dexterity and fine motor skills. Again, decorate the hole or only half the rim of your paper plate depending on time!
5. Now draw some circles and color to create your rocking paper plate submarine's windows. We decided to make 3 windows and added little "bolt" details to make them look extra "submarine-y". Also draw a little window for the top part of your submarine.
6. Cut out and stick onto your rocking paper plate craft.
7. Next draw some paper fish on colored paper with a black pen. Cut these out and stick on. Alternatively, you can use fish stickers (this would be particularly cute I think) or even add nature finds like small shells – creating a truly wonderful Under the Sea collage for kids!
8. Once everything is dry and if you haven't done so already as outline in the step above – cut out the rocking paper plate submarine craft's cabin. You may wish to do this for your child using a small pair of sharp scissors.
9. IF your submarine doesn't stay upright fully, you can add a little glue/ or rolled up tape to the inside of the paper plate halves to keep them together and really turn this into a fabulous rocking paper plate craft for kids!!!
10. And your Rocking Paper Plate Submarine Craft is ***finished**! Enjoy.

Paper Bag Shark

Materials

- Paper bag
- Black card
- White card
- Black pen
- Blue or grey card
- Glue



Instructions:

1. To make your paper bag shark the first thing that you need to do is to cut a circle out of the black and white card for the mouth, to get a good match for these put one bit of card on top of the other when you cut them out so they are the same size. From the white bit of card, cut out spikey sharp teeth, these will now fit perfectly onto your black sharks mouth so glue them on!
2. Next cut your sharks fins and stick those on to the back of your paper bag.
3. Finally, all you need to do is draw on your sharks eyes.
4. Enjoy!

Red Light Green Light – Game Instructions

Before You Start:

- Make sure everyone know the rules and what happens if they move on a 'Red Light'.
- How to move quickly and safely.

Set Up:

Clearly define the playing area with a designated starting line and finish line.

How To Play:

- Start with everyone along the starting line,
- When you say 'Green Light' everyone will move towards the finish line,
- When you say 'Red Light' everyone must immediately stop.
 - If players are still moving when you call 'Red Light', they must go back to the starting line.
- Start a new round when everyone gets across the finish line or when most players make it across the finish line.

Variations:

- Introduce new colored lights, giving variations how to move towards the finish line, such as run on green, walk heel to toe for yellow light, hopping for purple light, skipping, galloping, tip toeing, etc.
- The leader can designate his/herself as the finish line. This enables the game to move around so that when players get close to the finish line (the leader), the finish lines moves farther away.
- For the hearing impaired, you can turn your back towards the group for red light and turn around (face your group) for green light.

Indoor Modifications:

- Remind that no running is allowed.
- Green Light=Walk, Yellow Light = Slow Motion, Red Light =Stop.
- If there are too many to play safely in the space, divide into groups and play multiple rounds. The first person to finish round one can be the leader for round two.

Four Corners – Game Instructions

Before You Start

- Have players split equally among the four corners (or as closely as possible.)
- Do a practice round with leader in the middle.

Set Up

Use an area with four corners. This can be a classroom or an area on the playground.

How to Play

- The player in the middle will close their eyes and count slowly and loudly from 10 to 0.
- While they are counting, all others may stay where they are or quietly move to a different corner. When the counter gets to 0, everyone must be at a corner (if not they must sit down).
- After counting, the player in the middle points to corner of his/her choice and can only open their eyes after having done so.
- Anyone standing in that corner must sit down.
- If no one is standing at the chosen corner, all players sitting may stand up and get back into the game.
- When only one player is left standing, s/he becomes the counter for the next round.

Variations

- Change the middle person when one person has been in the middle for 2 minutes.
- The counter can say that they will point to the loudest corner.