

EXPLORER SUMMER CAMP BLUEPRINT VOLUME I



Respect

WEEK 1: JURASSIC QUEST



A CAMP ROOTED IN...

Respect



Attention Getters

- **Counselor:** Stegosaurus, Tyrannosaurus Rex!
 - **Campers:** Tell us what we should do next!
- **Counselor :** Dino Dino! Dino!
 - **Campers:** Saur Saur! Saur!

Counselor Challenge

- Play Chicken, Dinosaur, Superhero

Camp Magic

- Dress up like a...dinosaur or in your favorite Jurassic Park employee.
- Transition in between your rotations like a dinosaur.

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and name your team after a dinosaur.
 - Tue - How can the 3 R's keep respect from going extinct?
 - Wed - If you could invent a dinosaur, what would you call it? Describe it!
 - Thurs - BUDDY UP! How was that person showing respect this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



DINOSAUR TAIL TAG

BOB - Tail Tag Adaption

Materials:

- Colored scarf or bandana

Instructions:

1. Divide campers into groups of 6.
2. Have campers link elbows or hold onto the shoulders of the person in front of them.
3. Attach a scarf or bandana to the caboose of each line.
4. The head of each link will try to get the "tail" of other links.
5. Winner is the "dinosaur" who has collected all of the "tails" of the other dinosaurs.

Gear it Down (Younger Ages /Less Ability):

- Have campers assigned a head or tail. Heads try to capture the tail of the "tails."
- Once the game is concluded, switch roles!

Gear it Up (Older Ages /Advanced Ability):

- Have the lead camper proceed blindfolded only being guided by the chain they are linked to.

THE CHARACTER TRAIT OF THE WEEK IS RESPECT! HOW CAN WE MODEL TO OUR CAMPERS THE 3 R'S TO GROW AND SUCCEED EVERYDAY!

DINO

NIGHT AT THE MUSEUM

Physical Activity

Materials:

- Flashlight

Instructions:

1. Assign a night guard to ensure the museum is safe at night!
2. The rest of the campers will move about a dark room freely without getting caught by the night guard!
3. If caught moving by the night guard, campers who are out will move to a "closed exhibit" space off to the side

Gear it Down (Younger Ages /Less Ability):

- Have campers play in a lit room to avoid fear of younger friends

Gear it Up (Older Ages /Advanced Ability):

- Assign campers an "exhibit" that they must act throughout the game. For example, "Wild West" where campers would act as a cowboys or horses. If they break character, their exhibit closes and they are out.



A CAMP ROOTED IN...

Respect



KV WORLD RECORD- DINOSAUR EGG HATCH



Materials:

- Balloons

Preparation: Blow balloons (eggs) up.

Instructions:

- Divide into teams and give each camper a balloon (egg). The aim of the game is to sit on the balloon and get it to pop and so the egg is hatched.
 - No hands are allowed.
- First team to finish wins!

Gear it Down (Younger Ages / Less Ability):

- Campers can use their hands

Gear it Up (Older Ages / Advanced Ability):

- Time it, to where campers have only limited amount of time hatch their eggs. Whichever group who has the most egg hatched is the winner.

CARNIVAL GUIDE



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



STATION OF THE WEEK!

Fossil Dig

Materials:

1. Kiddie pool
2. Dinosaur skeletons
3. Play pin balls



Preparation: Inflate the kiddie pool! Add play pin balls into the kiddie pool to cover the bottom! Add the dinosaur skeletons to the pool! Be sure to make 1 dinosaur "special" with paint/glitter/etc before!

Instructions: Campers will reach in to the pool and try to grab a dinosaur skeleton! If they do, they get a prize! If they get the special dino, they get their name entered into a raffle to give a counselor in the face!

Creative Centers

- ORIGAMI
- FRIENDSHIP BRACELETS
- KEYCHAIN
- FUSE BEAD ART

THE PURPOSE OF CENTERS IS TO SET OUT EACH OF THE FOLLOWING AS STATIONS. CAMPERS WILL GET AN ALLOTTED TIME AT EACH CENTER. CENTERS ARE NOT LIMITED TO THIS LIST ABOVE! USE YOUR CREATIVITY!

Exploration Centers

- LEGO CHALLENGE
- MARBLE RUN COURSES
- MAGNETILES
- STRAW CONNECTORS

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Team building

THIS WEEK CAMPERS WILL WORK TOGETHER TO ELEVATE A WOODEN ROD "HELIUM STICK" IN ONE FLUID MOTION!

REFER TO TEAM BUILDING GUIDE FOR ADDITIONAL RESOURCES.

CURRICULUM+ GUIDE *Fossil Making*



PROJECT OVERVIEW

Note that all parts will need to be completed before Friday to allow time to dry and be sent home
Over the next two days, campers will become paleontologists! Have campers start by making salt dough. Once they have formed a salt dough ball, they will use dinosaur skeletons to press into their ball to form the imprint. Once dried, the campers will be able to paint their fossil using paint!

DAY 1 - SALT DOUGH AND FOSSIL MAKING

Materials:

- Flour
- Salt
- Small styrofoam bowl (1 per camper)
- Popsicle stick (1 per camper)
- Dinosaur Skeletons
- Quart sized ziplock bags (1 per camper)
- Measuring cups

Preparation: Begin by labeling a ziplock for each camper. This is where campers salt dough fossils will be stored throughout the project. **Leave the ziplocks open, or the dough will not harden! To a large bowl, combine 1 1/4 cups salt and 5 cups flour per every 10 campers.**

Instructions:

1. Divide the mixture between campers to each camper's bowl.
2. Have campers slowly add water and mix to form a dough. It should not be wet or sticky but firm and gritty.
3. Have campers knead the dough into a small circle.
4. Select a dinosaur skeleton to stamp into dough. Allow to dry 24-48 hours for preferred hardness before painting.



CURRICULUM+ GUIDE *Fossil Making*

It is time to paint your salt dough fossils. Here are some helpful tips before doing so. Ensure your salt dough is DRY. You do not want to paint wet/moist dough. For best results, paint when dry. If not fully dry after 24 hours, allow 24 more hours to dry.

DAY 2

Materials:

- Tempura Paint
- Styrofoam bowls (to store paint)
- Paint brushes (one per camper)
- Fossils (made previously)

Preparation: Begin by ensuring all fossils are dry and ready for paint. Pour tempura paint into styrofoam bowls. Ensure paint clean up items are on hand. Lay butcher paper down to prepare for paint.

Instructions:

1. Have campers gather their fossils and find a seat at the table.
2. Campers will paint their fossil and store to dry.
3. TO GEAR UP: Allow campers to do a gallery walk and observe their peers fossil creation prior to putting away to dry.
4. Store to allow the fossils to dry before sending home in each campers ziplock bag.



Friendship

WEEK 2: SPACE ADVENTUERS



A CAMP ROOTED IN...

Friendship



Attention Getters

- Counselor: To infinity..
 - Campers: AND BEYOND!
- Counselor : Intersteller!
 - Campers: Kidventure!

Counselor Challenge

- Moon Cookie Monster - have counselors place a moon (Oreo) on their face and first to get it in their mouth with no hands WINS THE GALAXY!
- Star Wars

Camp Magic

- Dress up like a... alien, astronaut, planet!
- Hidden KVI

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and create a name for your alien team.
 - Tue - Showing friendship is out of this world! How can you be a good friend to others?
 - Wed - You were just given a secret mission to run camp on the moon! What is it like?
 - Thurs - BUDDY UP! How was that person showing friendship this week?
 - Fri - End of the week! What was your favorite part about this week? Tell us about a new friend you made!

GO TO GAMES!



METEOR PINBALL

"BOB" Human Pinball Adaption

Materials:

- Large ball

Instructions:

1. Everyone stands in a circle facing outward except one (the dodger)
2. Have players in a circle stand with legs spread feet touching the person next to them
3. Have them bend and swing arms between legs
4. They become "flippers", whose an object is to hit the dodger with the "pinball"
5. The dodger tries desperately to avoid being hit.
6. The person who hits the dodger with the ball, becomes the dodger and gains a point.
7. The dodger gains a point each time the ball goes outside the circle



THE CHARACTER TRAIT OF THE WEEK IS FRIENDSHIP! HOW CAN WE BUILD THE CONFIDENCE OF OUR CAMPERS TO MAKE NEW FRIENDS AT CAMP!



CAN YOU BUILD IT?

Exploration

Materials:

- Legos (1 bucket per group)
- Space craft templates

Instructions:

1. Give each group a bucket of legos
2. Campers will work as a team to build a space craft!
3. Students will then present their structure to the other groups before moving on to the next task.
4. Repeat building an alien, planet, or other space related items!

Gear it Down (Younger Ages /Less Ability):

- Don't give them templates as an example but let them choose a "space" item to build and present

Gear it Up (Older Ages /Advanced Ability):

- Tell campers to not only make 1 model but to make multiple to showcase several



A CAMP ROOTED IN... *Friendship*



KV WORLD RECORDS

PAPER AIRPLANE TOSS

Materials:

- Paper

Preparation:

- Using painters tape (if indoors) or chalk (if outdoors) create a "track" where campers will fly their airplane to record distance.

Instructions:

1. Tell campers to create the worlds greatest "rocket ship" (aka paper airplane)
2. Campers will be able to use only paper and folding!
3. Campers will fly their rocket ship to see whose travels the furthest.

Gear it Down (Younger Ages /Less Ability):

- Have them decorate their airplanes and focus more on that aspect.

Gear it Up (Older Ages /Advanced Ability):

- Put campers in groups to build an airplane together with more supplies (paper, tape, glue, etc.)



CARNIVAL GUIDE STATION OF THE WEEK!

Astronaut Pommy



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Materials:

- Large pom pom with two googly eyes attached (1 per group)
- Paper
- Pipe Cleaners
- Straws
- Markers/Crayons
- Tape
- Other various craft supplies

Preparation:

- Bring life to one "Pommy" per group by putting two googly eyes on a large pom pom. Know and relay the story of the Pommies which is whatever you want to make up for the purpose of the activity. Example- Astronaut Pommy has decided to hire you and your group as builders. Your job right now is to make Pommy's space station, however, Pommy has some special requests. Pommy would like it to be as tall as possible without falling, very comfortable and very decorative.

Instructions:

1. Divide students into groups and give each group one Pommy
2. Explain what Pommy's requirements are for making a space station
3. Give the group various supplies in order to create the project and make sure they know to keep Pommy safe during construction even while testing their structures.
4. At the end see what each groups came up with to meet the requirements of the task and let them know what their Pommy thinks of the new space stations.

Gear it Down (Younger Ages /Less Ability):

- Have the kids make space ships for Pommy instead by drawing one on a sheet of paper.

Gear it Up (Older Ages /Advanced Ability):

- Limit the supplies the groups get at the beginning and give more during construction.
- Have groups choose 2-3 supplies to use exclusively from a list of options.



Creative Centers

ORIGAMI
FRIENDSHIP BRACELETS
KEYCHAIN
FUSE BEAD ART

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Exploration Centers

LEGO CHALLENGE
MARBLE RUN COURSES
MAGNATILES
STRAW CONNECTORS

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Team building

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CURRICULUM+ GUIDE

Stomp Rockets

PROJECT OVERVIEW

Over the next two days, campers will build stomp rockets! They will do so using materials and customize it to their individual interests and creativity! After their stomp rockets are complete, they will test how high their rocket can go using a pump you stomp on to launch their rocket into the air! The goal is for the camper to make a rocket that will fly the highest in the air.

DAY 1

Materials:

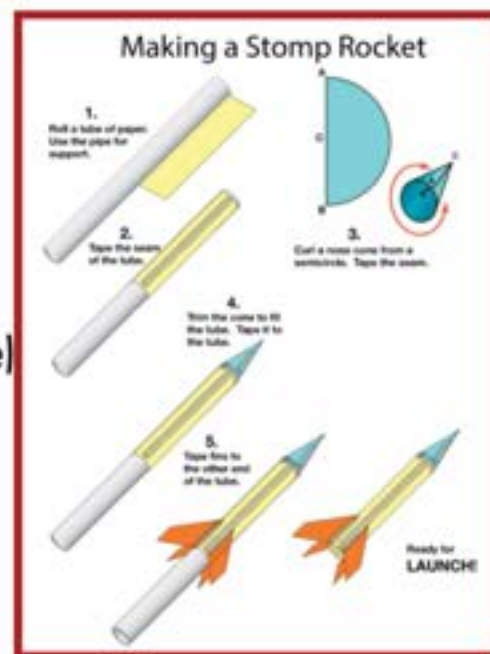
- Construction Paper (1 per camper)
- Copy Paper (1 per camper)
- Card Stock (1 per camper)
- Masking Tape (2 per group)
- Scotch Tape (2 per group)
- Painters Tape (2 per group)
- Scissors (4 per group)
- Stopwatch (2 per site)
- Sharpie Marker (1 per site)
- Stomp Rocket Kit (2 per site)
- Crayons or Markers
- Paper Rocket Instructions
- Rocket Time Sheets

Space:

- Indoor classroom, AND gym/outdoors

Safety:

- Campers must remain 6 feet away from the 'stomp' launch pads at all times. Create a launch area and a safety zone around it. Have a designated space for each camper to wait for their turn. Campers should not be around or in front of a launcher when a rocket is ready to launch.

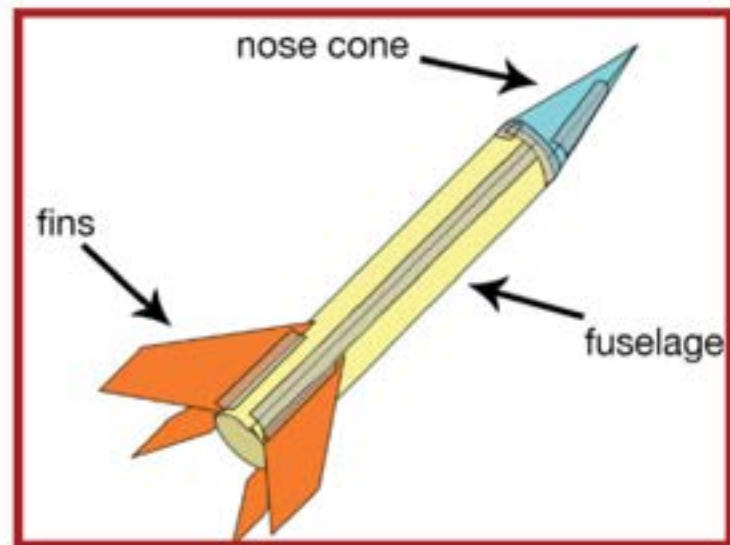


CURRICULUM+ GUIDE *Stomp Rockets*

DAY 1

• Preparation:

- 1. Explain the goals and rules of the competition.
 - "The goal of 'Paper Rockets' is to build a rocket and test various methods of propulsion. After building your rocket you will launch using 'stomp' air method. We will shoot the rockets straight up into the air and record how long it takes for the rocket to come back down to the ground. Your rocket will be timed from launch to the moment it touches the ground. You will have 3 launches each day and we will take the average of your launch times to see who builds a rocket that goes the highest. We will split into teams of 5, you can choose to work as a group or individually."
- Show an example of pre-made rocket and demonstrate how to launch.
- Have materials set out on the table for each group.
 - i. Printed Rocket Instructions (1 per group)
 - ii. 5 pieces of construction paper
 - iii. 5 pieces of copy paper
 - iv. 5 pieces of card stock
 - v. 1 roll of masking tape
 - vi. 1 roll of scotch tape
 - vii. 1 roll of painters tape
 - viii. 1 foam cover
 - ix. 1 - 1" PVC Pipe
 - x. 2-3 scissors
 - xi. 5-10 crayons or markers (various colors)
- Prepare to split campers into groups of 4-5. Campers can work collaboratively to build their own rockets or individually within their group.
- Have a place set aside to store rockets once they are completed.



CURRICULUM+ GUIDE

Stomp Rockets

DAY 1

Directions Day 1: Rocket Engineering *(Building Your Rocket)*

1. Split campers into groups of 4-5.
2. Give campers 5 minutes to brainstorm and look at the materials. NO construction can take place during this time.
3. Use the provided instructions to begin creating your rocket.
4. **Body (fuselage) of the Rocket**
5. Roll a piece of 8.5 x 11-inch paper snugly (but not too tightly around the PVC pipe of the stomp rocket launcher.
6. Tape the two ends of the paper together. Be sure not to tape the paper to the launcher.
7. Use enough tape to cover the seam making it air tight.
8. ***(You only have 2 launchers per site, counselors can help campers get started by calling one group at a time to each launcher and helping taping both ends of the paper together. Campers can finish sealing their fuselage at their table)***
9. **Nose Cone**
10. Create a circle by tracing around the outside of the masking tape roll.
11. Draw lines vertically and horizontally making four sections on your circle.
12. Cut out one quarter of the circle. You will use the remaining $\frac{3}{4}$ of the circle for your nose cone.
13. Roll the $\frac{3}{4}$ circle into a cone shape and tape it to the body of your rocket. Be sure to tape it all the way around making it air tight. *(blow through the bottom of the rocket to check for leaks)*
14. **Fins**
15. Campers can cut out fins of any shape and size.
16. Symmetrically attach them to the lower part of the fuselage. *(Be sure to leave the bottom of the rocket open and clear of any paper or tape)*
17. *Campers can experiment with the size and shape of their fins. Hint, proportional, firm fins will provide the most stabilization to their rocket and eliminate drag.*
18. **Design Rocket**
19. A counselor will use the sharpie to go around and write the camper's name on their rocket.
20. Campers can use crayons and/or markers to decorate and name their rocket.
21. Once complete, store in safe place for launches on day 2 and collect any unused materials.

CURRICULUM+ GUIDE *Stomp Rockets*

DAY 2

- Preparation:
 - Prepare the 'stomp' rocket launchers and ensure they are connected and working properly. (test a sample rocket)
 - Have stopwatch and rocket time sheet template ready.
 - Fill in all camper and rocket names on rocket time sheet template.
- Directions Day 2: 'Stomp' Your Way to the Moon
 - Place the two 'stomp' rocket launch pads in the launch area with a proper safety (6 feet away) and waiting area. (place far enough away from each other that they do not interfere with other)
 - Go over the instructions for the day and remind campers the rules of the competition.
 - "Each camper will have 3 launches from the 'stomp' rocket launch pad. Campers will stomp on the launcher for their own rocket.
 - Timing will begin from the rocket launch and stop once the rocket touches the ground. The average of the 3 times will be submitted to the record log.
 - If the rocket hits another object or does not fall to the ground a redo will be granted. If the rocket launcher malfunctions (i.e. the tube comes off launch pad) then a redo will be granted. A redo will not be granted for "I didn't stomp hard enough, or I missed the stomp pad" - technique is a part of the launch, campers should have a plan before stepping up to the launch pad.
 1. Designate a counselor to operate the stopwatch and record times.
 2. Designate a counselor to monitor each launch pad
 3. One at a time (per launch pad) have campers launch their rocket 3 times. Ensure times are marked correctly. Averages can be calculated at a later time.
 4. Once every campers has gone, place rockets back in **storage for safe keeping.**



Kindness

WEEK 3: CONSTRUCTION JUNCTION!



A CAMP ROOTED IN.. *Kindness*



Attention Getters

- Counselor: It's cool to be..
 - Campers: **KIND!**
- Counselor : K - I - N - D
 - Campers: Spreading kindness to all we see!

Counselor Challenge

- Telephone Affirmations - Director will say a positive affirmation to counselors that has to make it through a game of telephone.
- Give counselors legos and tell them they need to work to build the tallest tower using only their toes!

Camp Magic

- Dress up like... construction worker!



Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and name your construction crew!
 - Tue - How can we build a site of Kindness using the 3 R's?
 - Wed - How would you build up a friend if they were feeling blue? Shore!
 - Thurs - BUDDY UP! How was that person showing kindness this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



CONSTRUCTION & CREW

ADAPTED BOB - Planets and Moons

Materials:

- Open space!

Instructions:

1. Have campers get into a circle to form a construction crew!
2. Have campers be arms length away from each other.
3. Tell a camper the first object.
4. The camper must recite the object and complete the action of that object. (ex. Hammer is the word, hammering is the action)
5. Each camper must recite the word and say the action. If a camper messes up, the game starts over.
6. The goal is to go all the way around the circle without making a mistake!

THE CHARACTER TRAIT OF THE WEEK IS KINDNESS! HOW CAN WE MODEL TO OUR CAMPERS THE 3 R'S TO GROW AND SUCCEED EVERYDAY!

DEMOLITION DOMINO

Exploration

Materials:

- Dominos
- Wooden Blocks
- Cards

Instructions:

1. Have campers get in groups of 2-4.
2. Campers will use the materials to make a chain reaction! Once a card, domino, or block falls, all the others will fall with it.
3. Take turns rotations through the different stations with the different materials.
4. There is no goal or purpose but for campers to use the different manipulatives to explore and collaborate together to work on showing kindness even in the midst of destruction and chaos!



A CAMP ROOTED IN...

Kindness



KV WORLD RECORDS- CUP STACKING



Materials:

- 2 stacks of cups of equal size and number.
- Need at least 25 per stack.

Preparation:

- The bottom cup needs to be distinguishable - color the lip with a permanent marker!
- This works best if you have a table for the counselors to use where all the kids can see

Instructions:

- To win this challenge a counselor must be the first to get the bottom cup all the way through the stack and back to the bottom by removing a cup from the top of the stack and placing it on the bottom one at a time. If any cups fall from the stack, they must be placed back on the top.

Gear Up: Depending on how much time you have, you can do this as a race or time the counselors individually and have a face off between the two fastest.

Gear Down: Use a smaller amount of cups.

CARNIVAL GUIDE

STATION OF THE WEEK!

Construction Zone!



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Materials:

1. Play dough
2. Popsicle sticks
3. Toy construction vehicles
4. Plates

Preparation:

1. Place an amount of play dough on each paper plate
2. Give a construction vehicle per plate

Instructions: Campers will build a monster truck rally course out of play dough! They will then use their construction vehicle to drive through the course!



Creative Centers

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FRIENDSHIP BRACELETS
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Team building

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PROJECT OVERVIEW

Over the next two days, campers will be making DIY Birdhouses and bird feeders! Each camper will receive a kit and build the house. After the house is built, they will decorate it! Once their house is built, they will make a bird feeder to hang close to their house to bring their birdies home!

DAY 1 - BUILD YOUR BIRDHOUSE!

Materials:

- Birdhouse Making Kit

Preparation: Create a space for campers to build their birdhouses. Assign a location for birdhouses to be stored. Build a sample birdhouse BEFORE doing activity with campers to plan for possible difficulties.

Instructions:

1. Distribute bird house kits (1 per camper)
2. Guide campers through building their bird house.
3. Add the name of each camper on the bottom of the birdhouse



DAY 2 - DECORATE YOUR BIRDHOUSE!



Materials:

- Completed Birdhouse
- Tempura Paint
- Paint Brushes

Preparation: Create a space for campers to decorate their birdhouses. Assign a location for birdhouses to be stored to dry.

Instructions:

1. Distribute campers completed bird houses
2. Guide campers through decorating their bird house.
3. Store in a safe place to dry overnight.



PROJECT OVERVIEW

Over the next two days, campers will be making DIY Birdhouses and bird feeders! Each camper will receive a kit and build the house. After the house is built, they will decorate it! Once their house is built, they will make a bird feeder to hang close to their house to bring their birdies home!

DAY 2 - BUILD YOUR BIRD FEEDER!

Materials:

- Pine cone (1 per camper)
- Sun butter
- Bird seed
- Popsicle stick (2 per camper)
- Plate (1 per camper)
- Brown paper bag (1 per camper)
- String/Yarn (1 per camper)

Preparation: Create a space for campers to build their bird feeders. Lay butcher paper down for easy clean up. Lay a paper plate with a popsicle stick at each placemat.

Instructions:

1. Distribute pine cones (1 per camper)
2. Have campers tie their string to the top of the pinecone
3. Guide campers through lathering their pinecone with sun butter.
You want a thick layer of sun butter for the seed to stick to!
4. Roll the pinecone in bird seed.
5. Write camper's name on brown paper bag
6. Place in brown paper bag for storage.
7. Send home with bird feeder!



Honesty

WEEK 4: KV BARNYARD



A CAMP ROOTED IN... *Honesty*



Attention Getters

- Counselor: Honesty, Honesty
 - Campers: Is the best policy!
- Counselor: Where my _____ at? (insert farm animal here)
 - Campers: call back with the sound of animal and then silent when the counselor claps!

Counselor Challenge

- Donut on a String!

Camp Magic

- Dress up like a....farm animal or farmer!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and name your team after a farm animal!
 - Tue - How can we show honesty through using our 3 R's?
 - Wed - If you were a barn yard animal, what would you be and why? Share with us!
 - Thurs - BUDDY UPI How was that person showing honesty this week?
 - Fri - End of the week! What was your favorite part about this week?



GO TO GAMES!



ANIMAL RELAY!

BOB - Animal Relay

Materials:

- Open space, field, or gym

Instructions:

1. Divide campers into 2 groups!
2. Have campers act out an animal from point a (start) to point b (end) and back to the end of the line!
3. Campers will relay to see which group can go through their entire line the quickest!
4. The group that completes the entire relay first is awarded a point!
5. Repeat with various animals
6. The group with the most points at the end of the rotation is awarded automatic treasure box, or a prize of their choosing!

Gear it Down (Younger Ages /Less Ability):

- Have campers choose their animal and complete the relay at their own pace.

Gear it Up (Older Ages /Advanced Ability):

- Switch the animal each time a camper proceeds through the course!

THE CHARACTER TRAIT OF THE WEEK IS HONESTY! HOW CAN WE MODEL TO OUR CAMPERS THE 3 R'S TO GROW AND SUCCEED EVERYDAY!



MR. FARMER

BOB - What Time is it Mr. Fox?

Materials:

- Open space, field, or gym

Instructions:

1. Assign a Mr. Farmer to stand at one end of the "Farm"!
2. The rest of the campers will be on the other side of the "farm" calling out "What Time is it Mr. Farmer"
3. If Mr. Farmer says 2 o'clock, the rest of the group takes 2 steps.
4. Continue advancing toward the farmer. If Mr. Farmer yells MIDNIGHT, the barn yard animals scramble to not be caught.
5. If caught, the camper will sit out until the next round.
6. Last animal standing becomes Mr. Farmer!



A CAMP ROOTED IN...

Honesty



Materials: KV WORLD RECORDS- FASTEST KV SONG (COUNTRY STYLE)

- Stopwatch

Preparation: Have the KV Song Lyrics ready and available

Instructions:

- During opening or closing ceremony, record and time your site singing the KV song!
- Fastest team wins!

Gear it Down (Younger Ages /Less Ability):

- Campers can clap their their hands and counselors sing!

Gear it Up (Older Ages /Advanced Ability):

- Older campers can be responsible for singing and counselors clap/record/time!

CARNIVAL GUIDE

STATION OF THE WEEK!

Giddy Up!



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Materials:

1. Cones
2. Pool noodles
3. Large open space



Preparation: Create an obstacle course for your horses to ride through!

Instructions: Campers will gallop through the obstacle course on "horse back!" The goal is to do it the fastest. Have a running time of completion and announce the winner in closing ceremony!

Creative Centers

- ORIGAMI
- FRIENDSHIP BRACELETS
- KEYCHAIN
- FUSE BEAD ART

THE PURPOSE OF CENTERS IS TO SET OUT EACH OF THE FOLLOWING AS STATIONS. CAMPERS WILL GET AN ALLOTTED TIME AT EACH CENTER. CENTERS ARE NOT LIMITED TO THIS LIST ABOVE! USE YOUR CREATIVITY!

Exploration Centers

- LEGO CHALLENGE
- MARBLE RUN COURSES
- MAGNATILES
- STRAW CONNECTORS

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Team building

THIS WEEK CAMPERS WILL WORK TOGETHER TO ELEVATE A WOODEN ROD "HELIUM STICK" IN ONE FLUID MOTION!

REFER TO TEAM BUILDING GUIDE FOR ADDITIONAL RESOURCES.



PROJECT OVERVIEW

Over the next two days, campers will become gardeners and farmers by making seed bombs! The purpose of this Curriculum+ is to teach campers about how seeds turn into plants which turn into food! Send campers home with their seed bomb to be planted and watch it grow!

DAY 1 - MAKE YOUR SEED BOMB!

Materials:

- Soil
- Air Dry Clay
- Various types of seeds for campers to choose
- Styrofoam bowl (1 per camper)
- Mixing spoon for stirring (1 per camper)
- Water
- Quart sized ziplock bags (1 per camper)
- Brown Paper Bag
- Markers

Preparation: Begin by labeling a ziplock for each camper. This is where campers seed bombs will be stored throughout the project.

Instructions:

1. Have campers sit quietly at a table in front of materials listed above.
2. Explain how campers are going to become farmers!
3. Provide them with a brown paper bag to decorate! This will be what they take their seed bombs home in!
4. In a bowl, have campers combine soil and water to create a muddy paste.
5. Roll into a ball. Use your finger to poke a hole in the center of your ball and fill with seeds. Place in Ziplock. Repeat. Each camper should make 3 seed bombs!



CURRICULUM+ GUIDE

Seed Bombs!

It is time to learn about the life cycle of a plant! Campers will follow along with their counselor as they go over the parts of a plant! Campers will color in the different parts as they learn about them, and glue the colored flower and its parts to their brown paper bag! Send home with campers.

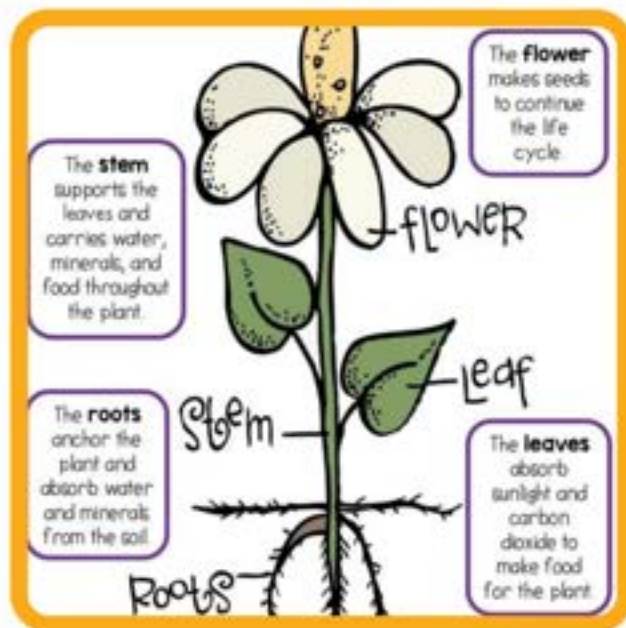
DAY 2

Materials:

- Markers
- Parts of a Plant handout

Instructions:

1. Distribute parts of a plant handout (1 per camper)
2. Campers will color in the part of the plant that you have taught them about as you go through the plant!
3. Stem - strength for the plant!
4. Roots - are the stomach of the plant that absorb nutrients from the soil
5. Leaves - the chef that takes in the nutrients and makes food!
6. Flowers - attract pollinators to the plant!
7. Pollen - makes new plants!
8. Glue the handout completed to the brown paper bag!
9. Glue the card/planting guide on the other side!
10. Send home with camper.



Gratitude

WEEK 5: NINJAS V. WILD



A CAMP ROOTED IN...

Gratitude



Attention Getters

- Counselor: Ninjas!
 - Campers: ASSEMBLE!
(campers get in a straight line and bow to counselor)
- Counselor : Float like a butterfly...
 - Campers: STING LIKE A BEE!

Counselor Challenge

- Play Fruit Ninja!

Camp Magic

- Dress up like a...animal? ninja? MAYBE BOTH! Get creative and use your imagination!
- Imaginary Obstacle course is a great way to transition between rotations!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and name your dojo (team name)
 - Tue - How can we be warriors of gratitude this week?
 - Wed - What wild animal do you think resembles a ninja the best?!
 - Thurs - BUDDY UPI! How was that person showing gratitude this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



FRUIT NINJA

Physical Activity

Materials:

- Pool noodles
- Gator skin Balls
- Open space/gym/field

Instructions:

1. Divide campers into 2 lines!
2. Give each camper at the front of the line a pool noodle!
3. Have campers dodge gator skin balls thrown at them using the pool noodle!
4. If a camper gets hit with a ball they are out!
5. The campers that successfully dodge all of the balls go to the back of the line!
6. Winner is the "ninja" who dodged all of the fruit!

Gear it Down (Younger Ages /Less Ability):

- Have campers use their hands instead of a pool noodle

Gear it Up (Older Ages /Advanced Ability):

- As the camper advances through the rounds, they lose a limb. Stand on one leg, one arm, etc!



THE CHARACTER TRAIT OF THE WEEK IS GRATITUDE! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!



SILENT NINJA

Physical Activity

Materials:

- Open space

Instructions:

1. Assign a ninja to be at the head of the line!
2. The line leader will take the campers on a path acting as ninjas! The line must do what the lead ninja does!
3. If the lead ninja turns around, the following ninjas must DUCK!
4. If caught standing, they must go to the end of the line.
5. The lead ninja at the end of the game will be the next ninja!

Gear it Down (Younger Ages /Less Ability):

- Select a random number as the winner so there is not pressure to be first in line!

Gear it Up (Older Ages /Advanced Ability):

- Assign a ninja obstacle course that they must work around to complete the mission!

A CAMP ROOTED IN...

Gratitude



KV WORLD RECORDS- BEAN BAG STACK

Materials:

- Bean Bags

Instructions:

- Select a boy camper and a female camper to compete in the Ninja Bean Bag on your Head Competition!
 - No hands are allowed.
 - Must maintain pose the entire time
- One at a time stack bean bags on their head.
- Most bean bags while remaining in the pose wins!

Gear it Down (Younger Ages /Less Ability):

- Campers can come out of pose if balance is an issue

Gear it Up (Older Ages /Advanced Ability):

- Time it, to where campers that hold their pose with the bean bags on their head the longest wins!



CARNIVAL GUIDE



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



STATION OF THE WEEK!

Materials:

1. Hula Hoops

Ninja Jumper!

Preparation: Gather hula hoops and lay on the floor in a unique pattern progressively getting further apart each time.

Instructions: Campers will jump from hula hoop to hula hoop striking a different ninja pose in each hoop! They will be awarded a prize at the end if they successfully can jump from hoop to hoop! If they make it half way (checkpoint), they will earn a small prize, and if they make it all the way they will earn their name in a drawing to pin a counselor in the face!

Creative Centers

ORIGAMI
FRIENDSHIP BRACELETS
KEYCHAIN
FUSE BEAD ART

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Exploration Centers

LEGO CHALLENGE
MARBLE RUN COURSES
MAGNETILES
STRAW CONNECTORS

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Team building

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PROJECT OVERVIEW

Over the next two days, campers will channel their inner ninja by making a paracord compass keychain to help them on their secret missions! They will choose the colors, and make it their own! Once complete, they will attach a compass to the end of their para-cord keychain!

DAY 1 - PARACORD MAKING

Materials:

- Paracord (2 12 inch strings per camper)
- Keyrings (1 per camper)
- Compass (1 per camper)
- Scissors
- Lighter (for counselor use ONLY)



Preparation: It is very important that a counselor prep an example to try to find mistakes or areas of frustration for young campers. Some may need help getting started! If campers cannot figure out how to braid it, they can make small knots all the way down!

Instructions:

1. Pass out 2, 12 inch paracord strips to campers. Allow them to pick their color.
2. Model how to braid their compass keychain using the paracord. This may be best done in smaller groups.
3. Have campers braid their paracord keychain. This may take a while so play music, and actively monitor campers for frustration and struggle!

DAY 2 - GO GEOCACHING!

Materials:

- Paracord compasses
- 5 hidden objects around site



Preparation: Hide the 5 hidden objects around site. Assign a position for true north! Give campers clues to where the objects are hidden by saying "North of the playground" or "South of the cafeteria" Have campers then explore the site to find the hidden objects. If you have a larger group, I would take them in either smaller groups or hide 2 sets of objects and give 2 sets of clues!

Grit

WEEK 6: KV DRAFT



A CAMP ROOTED IN... *Grit*



Attention Getters

- Counselor: Dribble, Dribble!
 - Campers: Swish! (shoot an air ball)
- Counselor: Down.. Set..
 - Campers: HIKE!

Counselor Challenge

- Set up a relay race to complete against campers!
- Mario Kart Balloon Pop!
-

Camp Magic

- Dress up like a.... sports player! Jersey, costume, cheerleader, you name it!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and draft a "sports team name"
 - Tue - How can we work hard as a team and show grit this week?
 - Wed - What is your favorite sport?!
 - Thurs - BUDDY UP! How was that person showing grit this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



ALPHABET BASKETBALL

Materials: Physical Activity

- 2 buckets
- 26 ping pong balls
- Permanent marker

Preparation:

- Write a letter on each of the ping pongs. Have campers line up and one by one they will pick up a ping pong ball, name the letter and try to make it in the bucket!

Instructions:

1. Designate a shooting location and have the ping pong balls ready!
2. Give each camper a chance to select a ping pong!
3. Have campers identify the letter and either tell its sound or a word that starts with that letter!
4. Camper then shoots the ping pong into the bucket and goes to the end of the line!
5. MAKE IT A CHALLENGE by dividing campers and balls into 2 teams and seeing who can finish first!

Gear it Down (Younger Ages /Less Ability):

- Some campers might need more assistance than others but make it fun.

Gear it Up (Older Ages /Advanced Ability):

- If campers already know their alphabet, have them say a word that begins with that letter before they shoot.

THE CHARACTER TRAIT OF THE WEEK IS GRIT! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!



WIFFLE BALL BASEBALL

Physical Activity

Materials:

- Pool Noodle
- 5 Poly Spots
- Wiffle Ball

Preparation:

- Lay out the poly spots to make a baseball diamond! A spot for home, first, second, and third base! Include a spot for the pitcher!

Instructions:

1. Divide the campers into two teams!
2. The two teams will play a game of baseball but instead of a ball and bat, it will be a wiffle ball and noodle!
3. If the camper hits the ball, they run to the base! To get a camper "out" they must either strike out, or their base must be tagged before they touch the poly spot.
4. Award points as you would a regular game of baseball!
5. 3 strikes player is out, 3 outs teams switch positions!

Gear it Down (Younger Ages /Less Ability):

- Switch a game of baseball for a home run derby! Give each camper a chance to hit 3 balls and see how far they can hit them!



A CAMP ROOTED IN... *Grit*



KV WORLD RECORDS NOODLE TOSS

Materials:

- Pool Noodle
- Trash can or bucket

Instructions:

- Identify a spot a given distance away from the trash can!
- One at a time, throw the pool noodles into the trash can!
- Most noodles in the can - WINS!

Gear it Down (Younger Ages / Less Ability):

- Campers can get multiple chances.

Gear it Up (Older Ages / Advanced Ability):

- Time it, campers who get the most in the shortest time, win!



CARNIVAL GUIDE

STATION OF THE WEEK!

Caddy Stack!

Materials:

1. Golf Balls
2. Level Surface
3. Stopwatch

Preparation: No prep needed. Just ensure you have gathered materials and have an open space!

Instructions: When the timer starts, players may grab the balls and attempt to stack them. To complete the game, 3 golf balls must be stacked freestanding 1 atop the other within 60 second time limit and must remain freestanding for 3 seconds. If a player completes the challenge, they win a prize! If they do not complete the challenge, they may return to the end of the line and try again! You can gear it up by having campers compete against an opponent, or gear it down to take away the time limit or use a different stacking object!



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Creative Centers

ORIGAMI
FRIENDSHIP BRACELETS
KEYCHAIN
FUSE BEAD ART

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Exploration Centers

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Team building

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PROJECT OVERVIEW

Over the next two days, campers will create and make their own bouncy ball! Once their bouncy ball is created, they can then play games with their bouncy ball!

DAY 1 - MAKE YOUR BOUNCY BALL!

Materials:

- Measuring cups and spoons
- 2 Bowls (per camper)
- 1 Spoon (per camper)
- 1/4 cup of water (per camper)
- 1/2 tablespoon of borax (per camper)
- 2 tablespoons of glitter glue (per camper)

Preparation: Cover tables you'll be using with butcher paper to limit big messes.

Instructions:

1. Give each camper their bowls and spoon. Allow them to measure out their water and borax and add it to one of their bowls.
2. Have them stir the solution well until the borax is dissolved.
3. Once they've mixed it as well as they can have them measure out their glitter glue and add it to the empty bowl.
4. Now they're going to take their spoon and add a spoonful of their borax mixture into the bowl with the glitter glue and stir it as well. Repeat this process until the glue becomes jelly-like and too difficult to stir anymore.
5. Now have them pick up the thick slime and squish it together with their hands to try to form a ball, making sure there aren't any sticky glue spots remaining.
6. Continue rolling the ball until they have a nice round shape. They can wet their fingers with the extra borax mixture to smooth down the outside of the ball.
7. Once it's how they want it let it dry a bit and they should have a new bouncy ball!



DAY 2 - MAKE A BOUNCY BALL GAME!

Materials:

- New Bouncy Balls! (and I guess paper and pencils and stuff)

Instructions:

1. Split campers into small groups with their bouncy balls and some paper and writing utensils.
2. Let them know that their goal is to work as a team to create a game that the entire group can play using any number of their bouncy balls.
3. After they've been given some time to work on an idea you can have them present their ideas, try some of them out or both!



Courage

WEEK 7: TRIO OF HEROES



A CAMP ROOTED IN... *Courage*



Attention Getters

- Counselor: I am..
 - Campers: BATMAN!
- Counselor: Its a bird.. its a plane..
 - Campers: IT'S SUPERMAN!

Counselor Challenge

- Divide campers into groups with a counselor as the lead. Each group will be given butcher paper and tasked with making a cape for their counselor! Then counselors "fly through the air" racing one another.

Camp Magic

- Dress up like a.... SUPER HERO!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and create a SUPER team name!
 - Tue - How can we be like super heroes and show courage this week?
 - Wed - Who is your favorite super hero?!
 - Thurs - BUDDY UP! How was that person showing courage this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



CHICKEN - DINO - SUPERHERO

Preparation: Physical Activity

- Best if done in an open space like a gym, or field!

Instructions:

1. A traditional game of rock paper scissors but with a twist!
2. Each camper begins as a chicken. They will find a partner and play rock, paper, scissors swapping Rock for Chicken, Paper for Dinosaur, and Scissors for Super Hero.
3. Everyone starts as a chicken, then when you beat a chicken you become a dinosaur.
4. If you challenge and beat a dinosaur or superhero, you become a superhero.
5. If you lose a contest you go down to the level that you lost to.
6. The winner is the last man standing!
7. Continue the game as long as desired!



THE CHARACTER TRAIT OF THE WEEK IS COURAGE! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!

SUPER KV!

B.O.B Adaptation of Super Steve



Preparation:

- Best if done in an open space like a gym, or field!

Instructions:

1. Campers will introduce themselves by going in a circle using their name after the word Super! For example, Super Rachel, Super Luke, Super Roxie.
2. Following their superhero name, campers will make a super hero gesture/pose!
3. Everyone then imitates that one time!
4. Continue until all campers have introduced themselves!

Gear it Down (Younger Ages /Less Ability):

- Have campers say their name and strike a pose but do not require the rest of the group to imitate them!

Gear it Up (Older Ages /Advanced Ability):

- If campers finish quickly, try a dance move instead of a theatrical gesture!



SUPER!

A CAMP ROOTED IN...

Courage



KV WORLD RECORDS- CHAOS CREAM PIES

Preparation:

- Identify a spot for easy clean up!
- HINT** - Grab a pair of glasses/goggles to prevent shaving cream getting in the eye of the counselor.
- HINT** - Put a trash bag over the counselor's clothes or bring extra to change into.

Materials:

- Shaving Cream
- Paper Plate

Instructions:

- Have campers line up to, one at a time, pie a counselor as many times as they can in 30 seconds.



DR. CHAOS IS HERE TO BRING CHAOS TO A CAMP NEAR YOU! THE KV WORLD RECORD FOR THE WEEK IS THE MOST PIES TO THE FACE!

- Encourage campers to be quick but also practice safety.
- Spread the wealth to other counselors!

CARNIVAL GUIDE

STATION OF THE WEEK!

Supert Hero Mask Creation

Materials:

- Super Hero mask template
- String
- Markers
- Crayons

Preparation: Have a table with supplies ready for campers to create their own super hero mask!

Instructions:

- Provide each camper with a hero mask template. They will color the mask, and cut it out.
- Assist campers by hole punching and running a string through both wholes so the mask can be worn by the camper
- BONUS** - Make a back drop for the campers to take a SUPER awesome picture posing as a super hero!



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Creative Centers

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Team building

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PROJECT OVERVIEW

Note that all parts will need to be completed before Friday to allow time to dry and be sent home Over the next two days, campers will create a SUPER picture frame to put a picture in by ripping and modge podging super hero comics to their frame!

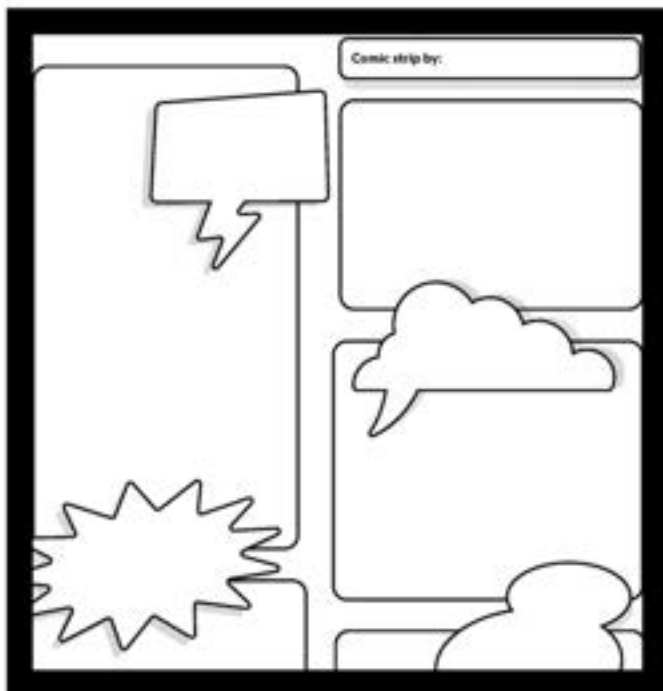
SUPERHERO MODGE PODGE FRAME DAY 1!

Materials:

- Comic Strip template (1 per camper)
- Markers
- Crayons

Instructions:

1. Provide campers with the Comic Strip Template
2. Have campers write their first and last name on the comic strip
3. Campers will then write and illustrate a comic of their own to be used for Day 2!
4. Once their comic is completely written and colored, campers can read their comic to a neighbor!
5. If there is additional time - campers can show and tell their comic by reading it to the group, or to a partner. Be sure to go over the 3 R's and to show kindness during others sharing!
6. Do not send home - save for Day 2!





PROJECT OVERVIEW

Over the next two days, campers will create a SUPER picture frame to put a picture in by ripping and modge podging super hero comics to their frame!

SUPERHERO MODGE PODGE FRAME DAY 2!

Materials:

- Wooden Picture Frame (1 per camper)
- Insert Picture Here Template (1 per camper)
- Modge Podge
- Foam paint brushes
- Butcher Paper
- Previously Made Comic Strips
- Comic Books (to supplement camper comics)
- Scissors
- Elmers Liquid Glue
- Sharpies

Preparation:

- Lay butcher paper down on the table
- Set out small bowls of ModPodge (1 per every 4 campers to be shared)

Instructions:

1. Have campers write their first and last name on the back of their picture frame with sharpie!
2. Campers will then tear the comic strips and comic books and glue down on their frame using Elmers Glue.
3. Once their frame is full, campers will put a layer of ModPodge over their entire design
4. Allow to dry before sending home!



Confidence

WEEK 8: SAFARI DISCO



A CAMP ROOTED IN... Confidence



Attention Getters

- Counselor: I like to.
 - Campers: MOVE IT MOVE IT!
- Counselor: Mighty cool and mighty fine..
 - Campers: Everybody get in line!

Counselor Challenge

- Hula Hoop Ring Toss!

Camp Magic

- Dress up like a.... animal, safari guide, disco, OR ALL THREE! Get creative and bring the MAGIC!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and name your Safari Squad!
 - Tue - What is confidence and how can we be confident at camp?
 - Wed - We are going on a safari! What animal would you hope to see?
 - Thurs - BUDDY UPI How was that person showing confidence this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



NUKE EM!

Physical Activity

Preparation:

- Using your 9 Square grid, create a volleyball net by connecting 1 yellow strap directly down the middle.

Instructions:

1. Divide children into 2 teams
2. Take turns throwing a ball over the net!
3. If a ball touches the ground the nearest camper is out and/or the last person to have touched the ball that was not the thrower.
4. The thrower is out if the ball lands out of bounds or does not go over the net.
5. Team with the last man standing WINS!

Gear it Down [Younger Ages /Less Ability]:

- Decrease the height of the poles to create a less rigorous obstacle, in addition to using a larger ball.

Gear it Up [Older Ages /Advanced Ability]:

- Increase the height of the poles to make it more rigorous and decrease the size of the ball. You could also make it where campers cannot move once planted, or must stand on one foot!



THE CHARACTER TRAIT OF THE WEEK IS CONFIDENCE! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!



AMEOBA TAG

B.O.B Resource

Preparation:

- Best if done in an open space like a gym, or field!

Instructions:

1. Camper will be assigned as "The Blob"
2. Campers will do their best to avoid being tagged by "The Blob"
3. When tagged, the person tagged will link with "The Blob" to make a larger blob.
4. When a group of 4 is made, the blob splits into 2 blobs!
5. The last person caught then becomes the 'blob' and the game starts all over again.

A CAMP ROOTED IN... *Confidence*



Materials:

- Hula Hoop
- Speaker

Instructions:

- Longest Disco Hula Hoop to the song "I Like to Move it Move it" from Madagascar!
- Counselors must also disco while hula hooping!
- If a counselor drops their hula hoop, or stops discoing at any point they are OUT!
- TIME YOU HULA HOOPER - LONGEST DISCO HULA HOOP WINS!



CARNIVAL GUIDE

STATION OF THE WEEK!

Pin the Tail!



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Preparation:

- Create a poster for "Pin the tail on the Safari Animal"
- Create tails for the number of campers you have in attendance that week

Materials:

- Blindfold or Bandana

Preparation: Hang the poster on the wall and have the tails to be pinned available for campers

Instructions:

- Place a bandana on the eyes of each camper
- Provide each camper with a tail
- Campers will then place their tail where they feel it best fits on the poster!
- Write the campers name in Sharpie
- The camper that comes the closest WINS a counselor challenge!



GET CREATIVE! MAKE A PIN THE TAIL GAME THAT YOUR CAMPERS WILL ENJOY DURING CARNIVAL!

Creative Centers

ORIGAMI
FRIENDSHIP BRACELETS
KEYCHAIN
FUSE BEAD ART

THE PURPOSE OF CENTERS IS TO SET OUT EACH OF THE FOLLOWING AS STATIONS. CAMPERS WILL GET AN ALLOTTED TIME AT EACH CENTER. CENTERS ARE NOT LIMITED TO THIS LIST ABOVE! USE YOUR CREATIVITY!

Exploration Centers

LEGO CHALLENGE
MARBLE RUN COURSES
MAGNETILES
STRAW CONNECTORS

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Team building

THIS WEEK CAMPERS WILL WORK TOGETHER TO ELEVATE A WOODEN ROD "HELIUM STICK" IN ONE FLUID MOTION!
REFER TO TEAM BUILDING GUIDE FOR ADDITIONAL RESOURCES.



PROJECT OVERVIEW

Over the next two days, campers will make their own safari disco hat!

SAFARI DISCO HAT MAKING DAY 1

Materials:

- Paper bowl (1 per camper)
- Glue
- Paint
- String/Yarn
- Paintbrushes
- Scissors
- Foil (3 sheets per camper)
- Markers/Pencils

Instructions:

1. Cover tables and set out markers, paint and brushes so that all campers have access.
2. Give each camper a paper bowl and have them bend the edges of the bowl so they point downward instead of upwards.
3. Have campers create whatever designs they want on the outside of the bowl using the markers to outline space.
4. Next have campers paint their hats. Encourage them to make it uniquely theirs with colors and patterns.
5. Let the paint dry overnight.



SAFARI DISCO HAT MAKING DAY 2

Instructions:

1. Have campers cut a piece of string long enough that it can circle the rim of the bowl.
2. Place a line of glue along the base of the bowl and have campers wrap the string around the bowl in the glue.
3. While the glued string is drying give the campers scissors and sheets of foil and have them cut out squares similar in size to one another (about 1 inch squares but let them make bigger or smaller if it fits better).
4. The goal now is to include the reflective material into their hat but also allowing their unique designs to still be seen.
5. Once campers have a small pile of foil squares, have them glue them onto their hat, spreading them out. You want somewhere around half of the hat covered in reflective material so that it's disco ball like.
6. Once all parts are complete and dry use allow campers to wear them for a dance party if time allows!

Leadership

WEEK 9: KID PRESIDENT



A CAMP ROOTED IN... Leadership



Attention Getters

- Counselor: Where are my leaders at?
 - Campers: HERE HERE HERE!!
- Counselor: Leadership is COOL..
 - Campers: AND CAMPERS ARE TOO!

Counselor Challenge

- Is it cold in here or is it just YOU! Frozen t-shirt challenge! Soak and freeze a few t-shirts. The counselor who gets the shirt unrolled and on their body first - WINS!

Camp Magic

- Dress up like a.... PRESIDENT, boss, or leader!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and come up with a group name for the week!
 - Tue - What is leadership and how can we be a leader at camp?
 - Wed - Kid President strives to inspire others to change the world. How would you make the world a better place?
 - Thurs - BUDDY UPI How was that person showing leadership this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



SCATTERBALL

Physical Activity

Materials:

- Gator skin balls!

Instructions:

1. ALL CAMPERS FOR THEMSELVES
2. Like traditional dodgeball, campers will throw gator skin balls to attempt to get out an opponent.
3. If a ball touches them, they sit down where they are out.
4. Those seated can pick up balls that roll past them and throw them in attempt to get other people out!
5. The last man standing is the winner!
6. Repeat as many times as desired!

Gear it Down (Younger Ages /Less Ability):

- Set a time for campers to be seated, allowing campers to have less out time, and more play time!

Gear it Up (Older Ages /Advanced Ability):

- Limit the amount of mobility! Shout out 1 leg, 1 arm, hop, skip, etc. for an added challenge!



THE CHARACTER TRAIT OF THE WEEK IS LEADERSHIP! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!



CATS GET YOUR CORNER

B.O.B Resource

Preparation:

- Large area for open play!

Materials:

- Gator skin balls

Instructions:

1. Assign campers as IT or CATS. If IT, they will be given a gator skin ball. If CAT, they will go to a corner!
2. The group/camper who is IT, will yell CATS FIND YOUR CORNER. This sends the cats running to the next corner in the same direction!
3. If a cat is hit with a ball, they are out and cheer on the other cats!

A CAMP ROOTED IN...

Leadership

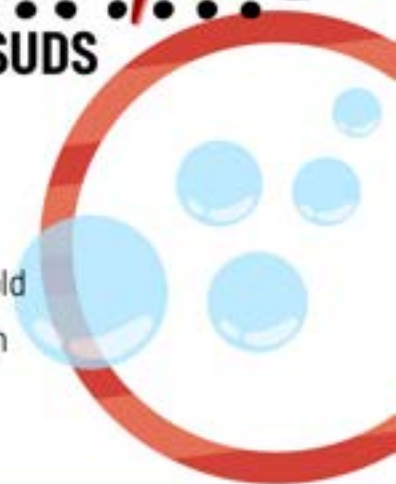


Materials: KV WORLD RECORDS- RING OF SUDS

- Hula Hoop
- Bubbles

Instructions:

- Bubbles through a hula hoop! One counselor will hold a hula hoop, while the other blows bubbles through the hoop. The winner is whom blows the most bubbles through the hoop!



CARNIVAL GUIDE

STATION OF THE WEEK! *Kid Presidents!*



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Preperation:

1. Create a backdrop for campers to take a picture in front of!
2. Have it Kid President themed!
3. Gather/make any props that can be used in the photo shoot!

Materials:

1. Backdrop (create one with butcher paper or cardboard)
2. Camera
3. Any props for a photo booth (construction paper/cardboard)

Instructions:

1. Photo shoot time! Campers have just been elected Kid President, its time to give us their best leader pose!
2. Make sure to let ALL campers take pictures.
3. Individual and group pictures are great.
4. Encourage campers to use different props.



Creative Centers

- ORIGAMI
- FRIENDSHIP BRACELETS
- KEYCHAIN
- FUSE BEAD ART

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Exploration Centers

- LEGO CHALLENGE
- MARBLE RUN COURSES
- MAGNATILES
- STRAW CONNECTORS

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Team building

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PROJECT OVERVIEW

Over the next two days, campers will create a stained glass masterpiece!

STAINED GLASS MAKING DAY 1

Materials:

- White glue jug
- Black acrylic paint
- Laminated sheets [2 per camper]
- 4 oz squeeze bottle [1 per camper]
- Printable designs for campers to draw/trace
 - Turtle
 - Sun/Stars
 - Heart
 - Flower
 - Dinosaur
 - Unicorn
- Tape



Preparation:

- Cover all tables with butcher paper.
- Fill squeeze bottles half way with glue.

Instructions:

1. Pass out 2 different lamination papers to each camper.
2. Have campers pick 2 different designs for their project.
3. Once campers have picked their designs, they will get 4 pieces of tape and tape the 4 sides of their lamination with the design on the back of it. (Top, bottom, and both sides).
4. Pass out a bottle of glue to each camper. Have campers carefully open the top of their glue bottles, and a counselor will squeeze 2-4 drops of the black paint into the bottle. Campers will then close their bottles and shake for 1 minute.
 - a. Campers can squeeze out some glue on the butcher paper to make sure all the white glue is gone/
5. Campers will trace their designs on their laminated papers using the black glue.
 - a. They can make their lines as thick as they want.
6. Campers will place their designs somewhere to dry overnight.
7. Have campers clean up their mess!



PROJECT OVERVIEW

Over the next two days, campers will create a stained glass masterpiece!

STAINED GLASS MAKING DAY 2

Materials:

- Scissors
- Various colored sharpies

Preparation:

- Cover all tables with butcher paper.

Instructions:

1. Campers will retrieve their projects from Day 1.
2. Campers will remove tape from their lamination sheets to remove the paper designs.
3. Campers will use colored sharpies to color in their designs.
4. When campers are finished coloring both their designs, they will trim the excess laminated paper around their designs.
 - a. They do not need to cut so close to the black glue.
5. Campers can tape their design on windows (if available at site) to showcase their artwork.



Imagination

WEEK 10: KV IN COLOR



A CAMP ROOTED IN... *Imagination*



Attention Getters

- Counselor: Whose your friend that likes to play?
 - Campers: BING BONG! BING BONG!
- Counselor: We're using our...
 - Campers: Imagination! (make a rainbow with your hands like Spongebob)

Counselor Challenge

- What does this object do? Get creative! Grab some objects and play item improv like an episode of Whose Line Is It Anyway?

Camp Magic

- Dress up like a.... crayon, artist, or your favorite color!

Huddle Time

- Let's be intentional with supporting the Social and Emotional Needs of our campers. Use the prompts below to guide daily discussion during snack time!
 - Mon - Introduce yourself, campers, and come up with a group name for the week!
 - Tue - What is imagination and how can we be imaginative at camp?
 - Wed - Artists of all kinds work hard to make the world a colorful and beautiful place, how can you use your imagination to do the same?
 - Thurs - BUDDY UPI How was that person being imaginative this week?
 - Fri - End of the week! What was your favorite part about this week?

GO TO GAMES!



CRAB FOOTBALL CLEAROUT

Physical Activity

Materials:

- Poly spots
- Beach balls

Preparation:

- Put a line of poly spots down the middle of the playing area.
- Divide beach balls equally and put them on each teams side.

Instructions:

1. Divide the campers into 2 teams
2. Campers move like a crab on their feet and hands (stomach pointing to the sky)
3. Each team protects their beach and tries to clear the beach balls into the other team's beach. Campers must kick using their feet
4. The team with the least amount of beach balls on their beach at the end wins

Gear it Down (Younger Ages /Less Ability):

- Campers can use their hands
- Make the playing area smaller

Gear it Up (Older Ages /Advanced Ability):

- Add different sized balls
- Campers to use their least comfortable foot for kicking
- Campers must pass to another camper before kicking into the other zone.

THE CHARACTER TRAIT OF THE WEEK IS IMAGINATION! HOW CAN WE TEACH OUR CAMPERS OUR 3 R'S TO LEARN AND SUCCEED IN THEIR EVERYDAY!



INVENTOR'S WORKSHOP

Exploration

Materials:

- Magna Tiles
- Straw Connectors
- Pipe cleaners
- Legos
- Other various manipulatives and other art objects
- Paper
- Writing utensils

Preparation:

- Gather different materials and get creative!

Instructions:

1. Campers will use their imagination to create their own invention with the materials at camp!
2. Hand out paper and writing utensils for campers to use to brainstorm/plan their invention.
3. Once they have their idea, campers can explore the materials given to build their invention.
4. When all campers are finished, or when there is about 10 minutes left, have campers present their inventions.

A CAMP ROOTED IN... *Imagination*



KV WORLD RECORDS- TOE ART



Materials:

- Paint
- Butcher paper
- Paper towels/baby wipes for clean-up

Preparation: Pour paint into bowls or plates, lay out butcher paper

Instructions:

- Have participants take off their shoes and socks on one foot.
- Participants can stand or sit down, whichever is more comfortable!
- Participants have to write out KIDVENTURE in the paint only using their toes and will be timed.
- The quickest and most legible art will win! (legibility to be determined by a very esteemed panel of judges)



CARNIVAL GUIDE

STATION OF THE WEEK! *KV in Color!*



FACE PAINT!

9 SQUARE!



GAGA BALL!

RAINBOW!



CONNECT 4!

PLAYGROUND



Materials:

1. Butcher paper
2. Paint
3. Paint brushes
4. Pencil
5. Bowls

Preparation: Write KIDVENTURE in pencil on a large piece of butcher paper, pour paint into bowls for use.

Instructions:

1. Place the butcher paper in an area campers can have room to gather around.
2. Campers will use the paint to color the banner and trace KIDVENTURE
3. At the end, we will have KV in color!

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Team building

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PROJECT OVERVIEW

Over the next two days, campers will make their own paper and create a masterpiece!

Materials:

- Crayola Paper Makers (5 per site)
 - Each kit includes (1) bag of paper pulp, (1) base with handle, (1) drip tray, (3) ink bottles, (2) mesh screens, (1) movable pulp tray, (1) press plate, and (1) spatula
 - Only (1) mesh screen is needed. Coffee filters will be used in place of the second mesh screen.
 - The spatula is not needed. Plastic spoons will be used in its place.
 - **WARNING:** Do not let campers handle the bag of paper pulp. This pulp is for all Explorer groups at your site, so we don't want to spill any.
- Beakers, 250 mL (3 per site)
- Cups (1 per camper)
- Coffee Filters (2 per camper)
- Foam Paper (½ per camper)
- Food Dye (1 set per Explorer group)
 - **WARNING:** Do not let campers handle the food dye. It can stain surfaces.
- Markers (1 per camper)
- Plates (1 per camper)
- Paper Towels (for cleaning spills)
- Plastic Spoons (1 per camper)
- Water (locate a water source)



Preparation (Read the Fine Print):

- **WARNING:** This activity involves water and food dye. Avoid using nice rooms and areas with carpet. Cover tables with butcher paper or towels ahead of time in case there are spills. Have paper towels handy and clean any spills immediately to avoid water damage and staining. Remind campers to respect their surroundings throughout the activity.
- You will need water for this activity, so locate the nearest water source at your facility prior to the rotation. Ask a director if you are unsure.
- Make sure that every Paper Maker has the proper items listed in the 'Supplies' section above prior to the rotation. If you read all of the fine print tell your director and they'll be forced, by law, to give you a prize of... one high five. Worth it!

PAPER MAKING DAY 1- DEMONSTRATION AND CAMPERS BEGIN

Instructions:

Pre-Demonstration

1. Ask campers what they think these supplies will be used for and after a few guesses (if they haven't figured it out already), tell campers that they will each be making their own piece of paper. As they start to become informed, demonstrate the process for all campers to see.
2. Throughout your demonstration of the paper making process, call on campers to assist you with each of the different steps and show campers the supplies by holding each item up one at a time for everyone to see.

Time to Make Paper

1. Place the base with handle on top of the drip tray. Then, place the movable pulp tray on top of the base.
2. These items should easily fit on top of each other.
3. Place the mesh screen inside the pulp tray so that it lies flat.
4. Take a small handful of paper pulp from the bag and place it inside the beaker. Using a plastic spoon, flatten the pulp until its final height inside the beaker is 50-75 mL.
5. You may need to return some pulp to the bag if you took too much.
6. Add water to the beaker until it reaches 250 mL. Add 3-5 drops of food dye and use the plastic spoon to stir the contents of the beaker. Continue stirring until the solution is thoroughly combined into a pulp slurry.
7. The pulp slurry will be lumpy - that's okay.
8. Pour the pulp slurry onto the mesh screen (inside the pulp tray) and use the plastic spoon to spread the slurry evenly over the mesh screen.
9. Place two coffee filters on top of the pulp slurry so that the slurry is completely covered. Fold any edges of the coffee filter inward so that they fit evenly on top of the slurry.
10. Place the press plate on top of the coffee filters. Gently push down on the press plate to squeeze water out of the pulp slurry.



PROJECT OVERVIEW

Over the next two days, campers will make their own paper and create a masterpiece!

PAPER MAKING DAY 1 (CONTINUED)

11. Place the half sheet of foam paper on top of the press plate and begin pushing the movable pulp tray until it fits snugly under the roller. Turn the handle to continue moving the pulp tray under the roller, squeezing more water out of the pulp slurry as it goes.
12. Turning the handle will feel awkward and forced when the roller is squeezing against the pulp tray. Take your time and keep going.
13. Once you have moved the entire pulp tray under the roller, turn the handle in the opposite direction to move the pulp tray back under the roller and to its original position.
14. If there is still excess water, you may need to repeat steps 12-13 until most of the water has been expelled.
15. Carefully remove the foam paper and press plate. Pick up the movable pulp tray and gently flip it over onto a paper plate.
16. The coffee filters should be at the bottom, under the pulp slurry, after flipping over the tray.
17. Gently remove the movable pulp tray and mesh screen from the top of the pulp slurry, which should now be more like a rectangular, damp piece of paper.
18. You may need to pat the movable pulp tray to get the mesh screen and paper to separate from the tray.
19. After the demonstration, answer any questions the campers may have. Discuss the different ways they can use their homemade paper and encourage campers to plan how they will use it.

Time to Add Campers

1. Start the rotation by telling campers they will be sharing the Paper Makers and beakers. Explain that counselors will be walking around the room and helping each group throughout the activity. If campers are unsure of what to do next, they need to raise their hand or wait for further instructions.
 - a. Work with your co-counselor to provide instructions for each step of the activity while also checking on each small group.
 - b. Try to give each group the same amount of attention and help, but keep in mind that some groups may need more than others.
2. Divide your group of campers into 5 small groups that will share a Paper Maker. Give each camper a paper plate to write their names on.
3. Give each camper a plastic spoon and a cup. Have campers share the beakers to measure out the next part. Add a small handful of paper pulp inside of the beaker and tell campers to use their plastic spoons to push the pulp to the bottom of their beakers until its final height inside the beaker is 50-75 mL.
 - a. **WARNING:** Do not let campers handle the bag of paper pulp. This pulp is for all Explorer groups at your site, so we don't want to spill any.
 - b. Campers may need to return excess pulp to the bag. Hold the bag open for campers to help them put the pulp back.
4. Once campers have pushed all of the pulp to the bottom of the beakers, have counselor(s) fill the beakers to the 250 mL line. Then have campers transfer the contents to their cup to allow the next camper to do the same.
5. After filling their cups, instruct campers to gently stir the water and pulp until it forms a pulp slurry. While campers are stirring, walk around the room and have each camper pick a color for their slurries.
6. As campers continue to stir, start helping each group set up their Paper Maker.
 - a. Place the base with handle on top of the drip tray.
 - b. Place the movable pulp tray on top of the base.
 - c. Place the mesh screen inside the pulp tray so that it lies flat.
7. Tell campers that, once they have fully combined their pulp slurries, they will take turns using their group's Paper Maker (with assistance from staff).
 - a. Follow Steps 9-15 [Day One] for each camper's pulp slurry to expel as much water as possible.
8. As campers finish making their paper, direct them toward the designated area where campers will leave their paper plates with papers to dry overnight.
 - a. **NOTE:** If weather allows, consider laying the paper outside to dry. Just remember to bring it back inside before the end of the camp day.
9. Toward the end of the rotation, check to make sure there are no spills or food dye on the tables or floor. Wipe surfaces and notify a director immediately if there are any stains.



PROJECT OVERVIEW

Over the next two days, campers will make their own paper and create a masterpiece!

PAPER MAKING DAY 2- CAMPERS USE THEIR CREATION TO CREATE

1. If anyone's paper wasn't finished or didn't turn out that well this will be a good time to attempt it again with them after you get the others going.
2. Once you're ready, explain to campers that they need to be careful when handling their homemade paper. The homemade paper is different from the type of paper they are used to handling and tears more easily.
3. Either let one group of campers at a time visit the designated drying area to retrieve their paper plates (with their homemade paper), or staff will pass out the paper plates to each camper while campers stay seated.
4. Assist campers with peeling the coffee filters off their dried papers. If the paper has not fully dried, do not force the coffee filters off the paper. This will tear the paper.
 - While peeling the coffee filters, some edges of the paper may tear - this is okay. As long as the middle of the paper stays intact, campers can work with it.
 - If a camper's paper has not fully dried, they can still design the topside of the paper if it is mostly dry. Just leave the coffee filters on the bottom of the paper and peel the filters off once the paper has dried more.
5. As campers finish peeling the coffee filters off their papers, they can begin decorating their papers using general art supplies.
6. Ask campers what they learned from this activity, if their homemade paper turned out the way they were hoping, and what they would have done differently if they did this activity again.
7. Allow campers to create art using their new paper. Let them know to be careful while doing so but also that it's ok if their paper does get a little messed up. It's all about the experience!



