

CORNERSTONE 2019 RESOURCE

Programming for \$0

Elective

AUTHOR(S):	Mara Berde, Jonah Wagan
SUMMARY:	Who doesn't love a bounce house at camp or bubble soccer all camp program?! While awesome and fun, these expensive programs often cost a lot as well as a take a lot of pre-planning to run. In this elective you will take away ideas as well as share fun and engaging programs with each other that can be created with little or no supplies. We will dive into all types of camp programs from ice breakers to cabin times to evening programs. Be prepared to laugh, engage, and experience the fun that can be had with \$0 programming. - <i>Submitted by Mara Berde and Jonah Wagan</i>
TOPIC(S):	Programming
LEARNING OBJECTIVE:	<p>Participants will...</p> <ul style="list-style-type: none"> • Experience a series of 4 short games that involve little/no materials and can be replicated at camp • Use a creative programming template to help spark new program ideas • Work in small groups to create new programs or re-design existing camp programs to have fewer materials, lower costs, and/or more creativity • Share program ideas with other participants
AUDIENCE:	Any staff member
TIMING:	90 minutes
APPENDICES:	<ul style="list-style-type: none"> • Creative Programming Template OR Rolling with Creativity • FJC Program Development Outline • How To Play guide for 4 games
MATERIALS NEEDED:	<ul style="list-style-type: none"> • Blue painters tape • Flip chart papers (20) • Sharpie Flip Chart Markers (10) • Plastic sheet or tablecloth • Scissors • Projector, speaker, laptop • Scratch paper (1 sheet per participant) • Copies of Creative Program Templates (see appendix) • Copies of Program Development Outline (see appendix)
SET-UP DETAILS:	Chairs for participants; large enough space for circle and breakout work groups

SESSION TIMELINE & OUTLINE:

0:00 - 0:10	Introduction & Video
0:10 - 0:35	Modeling Short Programs / Energizer Games
0:35 - 1:05	Brainstorm & Share: Evening, Unit, All-Camp Programs
1:05 - 1:20	Program Share
1:20 - 1:30	Wrap-Up

0:00 - 0:10 (10 min) Introduction & Video

Welcome group and immediately start playing this video of BJ Novak reading a children's picture book that has no pictures. <https://www.youtube.com/watch?v=EZwY5BeYcyo>

After video, ask group for thoughts/feedback. Specific questions can include:

- Why did we show this video?
- Why were the kids so entertained?

Introduce session goals (written on flipchart paper, hanging on wall)) and what we'll cover in the next 90 minutes:

- Modeling a few shorter programs ("short games" are 5-20 min. long)
- Program ideas brainstorm and sharing for longer programs (45 min up to full day)
- Introduce creative programming template
- Super simple program planning template (FJC Program Development Outline)
- Sharing ideas & collecting resources

Ask: anything else you're hoping to get out of this session?

0:10 - 0:35 (25 min) Modeling Short Programs / Energizer Games

Explain:

Short programs (5-20 min) are good for transition times or downtime. Can be used as energizers too, to get a group up and active if they've been sitting for a while (like during staff week).

Play:

Series of games listed below, explaining directions for each game at the beginning. Each one is in a corner of the room and rotate every 4 minutes.

- Hopscotch rock paper scissors
- Cheer rock paper scissors
- Flip the bed sheet
- G'day Bruce

See attachment for explanations of how to play games.

Debrief / Discussion:

What are these games good for? How can they be useful at camp?

Was it a program? Ask for feedback, how it can be improved.

How do you get a toolbox of programs?

Quick sharing of other favorite games/ energizers. Write on flipchart as people are sharing. (At the end, if time, they will explain and we can play a few games.)

0:35 - 1:05 (30 min) Evening, Unit, or All-Camp Programs

Explain:

We're going to spend the rest of the session focusing on longer programs, such as evening, unit programs, all-camp programs, special events. We could run an entire conference on this topic alone, but we're going to use this time to share programs and ideas. This session isn't simply about giving you programs that you can use at camp, it's about creating them together and inspiring creativity and innovation. Ask group: what is the difference between creation and innovation?

Small Group Sharing & Work:

Have participants get into small groups of 4-6 people, from different camps. Part 1 will be small group discussion. After 5 minutes is up, facilitators will ask for a few people to share. Then introduce Creative Program Templates and Program Development Outline that we will be used during Part 2. Part 2 will use creative programming templates to create new programs or re-design existing programs. Groups will spend about 10-15 minutes working in groups.

Part 1: Discussion (5 min)

What is the most memorable program you have planned or participated in?

What was the most meaningful/impactful program you have planned or participated in?

Are those two different programs or the same?

What is the recipe for a successful program? (Fun? Learning? Memorable?)

9 Dots Exercise (2 minutes)

Have 9 dots (3x3) drawn on a flipchart paper, along with instructions:

- Draw these 9 dots on a piece of scratch paper or in your notebook
- 4 straight lines which will go through each of the dots, without lifting your pen off the paper.

Resource: <http://www.brainstorming.co.uk/puzzles/ninedotsnj.html>

Part 2: Creative Programming (15 min)

Using the creative programming templates and working in small groups, plan new programs or re-think existing camp programs. Groups can use the time as they wish, based on the needs of the individual group members. As they are working, they should keep in mind the elements of a successful program (fun, learning, memorable, etc.?) Groups will have time to work for 10-15 minutes before coming back together to share with the whole group.

1:05 - 1:20 (15 min) Program Share

Back in the large group, we will do a quick whip-around of most successful programs that you want to share with the group. On a flip chart, we will write name of program, type of program, and person/camp so that people can follow up.

Additionally, groups may share ideas that they came up with during their small group work.



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1:20 - 1:30 (10 min) Wrap Up, Questions, Buffer

To conclude the program, we will review what we've covered and make sure people have time to ask questions and exchange contact information.

ADDITIONAL NOTES FOR BRINGING IT BACK TO CAMP:

The purpose of this program is to inspire creative programming and innovation within camp, so that camp programs don't require a ton of money or supplies, but are fun, meaningful, and memorable. Elements of this program can be replicated at camp but the program as a whole is meant for staff rather than camper participation.

See appendices and handouts for explanations of games and additional resources.