

CORNERSTONE 2019 RESOURCE

Working with Young Campers (Part 3) *Specialty Track*

AUTHOR(S):	Asya Gribov
SUMMARY:	Participants will explore ways to work with young campers! - <i>Submitted by Asya Gribov</i>
TOPIC(S):	Bedtime Ritual, Young Children, Communication Skills, Community Building, Group Dynamics,
LEARNING OBJECTIVE:	Participants will learn about and discuss the 10 Jewish sensibilities. Participants will learn about gamification of education. Participants will gain ideas for engaging team building activities for young campers.
AUDIENCE:	Staff, campers, small to medium size group, all ages
TIMING:	75-90 minutes
APPENDICES:	Unique Talents PDF
MATERIALS NEEDED:	Cloth, felt materials, scissors, sharpies, masking tape, straws, a small cup, pennies, toothpicks, and paper.
SET-UP DETAILS:	No specific set up.

SESSION TIMELINE & OUTLINE:

Unique Talents Ice Breaker

Participants work to fill out the Human Bingo Sheets learning about each other's quirks and unique talents.

Bedtime Rituals (20 minutes)

The Shema allows us to reflect on our day and make sure that the last thoughts prior to sleep are positive ones. Campers do not have any time to themselves in camp. How can you give campers a time to reflect on their actions, day, emotions?

Participants work in small groups to come up with three evening activities that allow campers to reflect on their day.

Thinking of a day at camp, ask everyone to write down their account of this scenario from the different perspectives of counselors, campers, and even inanimate objects.

(shy camper, outgoing camper, homesick camper, bored camper, overly excited camper, tired counselor, anxious counselor, tree, clipboard, etc.)

Participants share their accounts.

or

Tell the story of Cinderella from the perspective of the shoe.

Tell the story of Noah's Ark from the perspective of a tiger on the ark.

Tell the story of Cornerstone from the perspective of the flagpole.

Tell the story of Max from the perspective of the monsters.

or

Working in pairs, participants write an alternative ending, or an additional chapter to a popular kids book.

Participants share their work.

Make your superhero cape and mask (20 minutes)

"Now that you are part of The Superhero Team, you can make your own superhero cape and mask."

Participants make individual capes from materials and masks from felt pieces.

Participants create their superhero name as it relates to their job in the summertime.

Bringing it Back to Camp (20 minutes)

Debrief the entire three sessions and the gamification of the workshop.

What is gamification? How can gamification be used in our programs? What worked about this type of workshop? What didn't?

- What is the overall approach to working with kids that can be brought back to camp from this session?
- What are the specific activities from this workshop that can be brought to camp?
- What might be some of the challenges in implementing any of these activities with campers? How can they be resolved?
- What questions have still not been answered?
- How can these activities be adapted to different ages, themes, other idea