

CORNERSTONE 2019 RESOURCE

Working with Young Campers (Part 2) *Specialty Track*

AUTHOR(S):	Asya Gribov
SUMMARY:	Participants will solve challenges on their quest to become superheroes. Participants will create programs for meaningful experiences on the first day of camp as well as bedtime rituals. - <i>Submitted by Asya Gribov</i>
TOPIC(S):	Bedtime Ritual, Young Children, Communication Skills, Community Building, Group Dynamics
LEARNING OBJECTIVE:	Participants will get new and effective ideas to welcome new campers. Participants will gain tools to create a respectful bunk community. Participants will gain tools for creating meaningful experiences on the first day of camp as well as bedtime rituals.
AUDIENCE:	Staff, campers, small to medium size group, all ages
TIMING:	75-90 minutes
APPENDICES:	None
MATERIALS NEEDED:	<ul style="list-style-type: none"> • Paper • Pens, markers • Recycled materials
SET-UP DETAILS:	AV set up for watching a video

SESSION TIMELINE & OUTLINE:

Getting Out of Your Comfort Zone Comic (15 minutes)

Think back to a time that you were out of your comfort zone. A time that you took a risk. You might have felt scared, uncomfortable, brave. Think about who was involved. Where this was. How you were feeling.

Draw a comic about that time.

Pass your comic to the person sitting next to you. The participant who receives the comic will create an alternative ending to the story by placing post-its with an alternative ending that was a happy ending. Participants can share their stories and the alternative endings if they wish. Participants can also retell the story from another character's perspective.

1st Day of Camp (20 minutes)

Discuss:

- What is going on inside kids' minds on first day of camp?
- What does it mean to be the first camp experience for young campers?
- What are you planning for the first day of camp?
- How can you ensure that this is a positive experience for campers?

Idea share:

Working in small groups, counselors come up with activities to welcome campers on the first day of camp.

Dancer (20 minutes)

What is wrong with a child that is always moving and can't sit still?

We have a message from another superhero. Turn your attention to the screen and meet Sir Ken Robinson. Watch: Sir Ken Robinson – She's Not Sick, She's a Dancer

YouTube: <https://www.youtube.com/watch?v=HpCIQKSqDd4>

Discussion Questions:

How can this video guide how we treat kids in camp?

Loose Parts Play (30 minutes)

Evil Genius Design a Toy or Camp Tool

Think of a problem you would want to solve in camp. Think of an evil genius solution for it. Using loose parts and random trash, design this tool/machine.

- What does the machine do?
- What problem does it solve?
- How does the machine solve this problem?

Imagine!

It can be an evil solution to a legitimate problem.

What are some problems you have as counselors in camp working with young kids?

Let's get into the mind of our enemies, villains.

How would the villains solve this problem? Create a gadget that has the right intention, but an evil action.