

Roll Into Summer

**Special Instruction for 'Roll Into Summer' Week: Students can bring scooters, skates, skateboards, bikes or anything else on wheels.*

	Monday	Tuesday	Wednesday	Thursday	Friday
1	Memorial Day No Camp	STEM: Bike Sculpture - Painting	GAME: Roll It Bowling	Leadership Activity: TBA	GAME: Rolling Relay Races
2		FIELD TRIP: Skate Park	GAME: Tracks and Relays	FIELD TRIP: Picnic in the Park	FREE PLAY: Extra Wheel Time
3		STEM: Bike Sculpture - Construction	WATER WEDNESDAY: Balloon Fight	GAME: Ping Pong Palooza	FIELD TRIP: Roller Rink
4		ART: Marble Art	POPCORN AND A MOVIE	CREATIVE LITERATURE: Author and Illustrator: Roll It	

Between Activities, we include lunch time, recess, library time, tech time, and centers.

*Lunch Time - Occurs for students participating in full-day summer camp or morning summer camp. Bring a sack lunch or money.

*Recess - Takes place on our playground. This is a chance for campers to enjoy some free play in the sun.

*Library Time - Listen to a story that relates to the theme of the week/free read.

*TechTime - Play educational games, related to the theme of the week, on computers or Ipads (15 minutes) Parents can request this time to be reading/free drawing instead.

*Centers - Games or sensory activities based around the theme of the week.

Tips to ensure a successful day at camp and to be prepared for all activities:

- 1) Bring an extra change of clothes, swimsuit and towel on water Wednesday
- 2) Sturdy shoes, sunscreen and water bottle are required (Sunscreen/Water will be charged to you account if needed)
- 3) Bring a sack lunch or money to purchase lunch

Campers can bring their own scooters or rollerskates to use at the rink

Morning Activities

Afternoon Activities

*Please complete all forms upon arrival.

Outdoor Explorers

	Monday	Tuesday	Wednesday	Thursday	Friday
1	Art: Camp Lantern	Leadership Activity: TBA	STEM: Fire Building	Leadership Activity: TBA	FIELD TRIP: ALL DAY Camping Day Trip (half day morning campers will be transported from camp trip back to school for regular pick up. half day afternoon campers will be transported to camp trip with regular drop off time.)
2	GAME: Night Fishing	FIELD TRIP: Hike	GAME: How does it Taste?	FIELDTRIP: Picnic in the Park	
3	ART: Campfire Dessert Design	Art: Rock Painting	WATER WEDNESDAY: Sprinkler Play	STEM: Tiny Tents	
4	CREATIVE LITERATURE: Campfire Stories	GAME: Camp Trivia	POPCORN AND A MOVIE	CREATIVE LITERATURE: Campfire Stories	

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*Recess - Takes place on our playground. This is a chance for campers to enjoy some free play in the sun.

*Library Time - Listen to a story that relates to the theme of the week.

*TechTime - Play educational games, related to the theme of the week, on computers or Ipads (15 minutes) Parents can request this time to be reading/free drawing instead.

*Centers - Games or sensory activities based around the theme of the week.

Tips to ensure a successful day at camp and to be prepared for all activities:

- 1) Bring an extra change of clothes, swimsuit, and towel on water Wednesday
- 2) Sturdy shoes, sunscreen and a water bottle are required (Sunscreen/Water will be charged to you if needed)
- 3) Bring a sack lunch or money to purchase lunch

Morning Activities

Afternoon Activities

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Hogwarts Week

	Monday	Tuesday	Wednesday	Thursday	Friday
1	THE WAND SHOP: Design your wand	Leadership Activity: TBA	CARE OF MAGICAL CREATURES: Magical Art	Leadership Activity: TBA	CARE OF MAGICAL CREATURES: Free Dobby the House Elf
2	SORTING HAT: House Sorting Ceremony	FIELD TRIP: HIKE <small>CARE OF MAGICAL CREATURES CLASS</small> Creature Identification	BROOM FLYING CLASS: The Snitch	FIELD TRIP: Picnic in the Park <small>TRIP TO THE FORBIDDEN FOREST</small> Escape the Womping Willow	OWL TEST: Harry Potter Trivia WIZARD CHESS/CHECKERS
3	TRANSFIGURATION CLASS: House Ties	TRIWIZARD TOURNAMENT: Relays, Races, Challenges	WATER WEDNESDAY: Quidditch Practice	POTIONS CLASS: Potion Brewing	MAGICAL VISITOR
4	CHARMS CLASS: Spell Books	HISTORY OF MAGIC: Wizard Story	POPCORN AND A MOVIE	HISTORY OF MAGIC: Wizard Story	

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*Recess - Takes place on our playground. This is a chance for campers to enjoy some free play in the sun.

*Library Time - Listen to a story that relates to the theme of the week.

*TechTime - Play educational games, related to the theme of the week, on computers or Ipads (15 minutes) Parents can request this time to be reading/free drawing instead.

*Centers - Games or sensory activities based around the theme of the week.

Tips to ensure a successful day at camp and to be prepared for all activities:

- 1) Bring an extra change of clothes, swimsuit, and towel on water Wednesday
- 2) Sturdy shoes, sunscreen and a water bottle are required (Sunscreen/Water will be charged to you if needed)
- 3) Bring a sack lunch or money to purchase lunch

Morning Activities

Afternoon Activities

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SPLISH SPLASH - SAILS AND TAILS

	Monday	Tuesday	Wednesday	Thursday	Friday
1	STEM: Binocular Design	Leadership Activity: TBA	ART & Game: Pirate Tales and Mermaid Tails	Leadership Activity: TBA	GAME: Treasure Hunt
2	ART: Pirate Flags	FIELD TRIP: Hike	GAME: Steal the Jewels	FIELDTRIP: Picnic in the Park "I 'sea you'	ART: Sunken Treasure Chest
3	WATER GAME: Pirate's Code	WATER GAME STEM : Sink the Ship	WATER WEDNESDAY: Cannon ball water balloons Walk the Plank	WATER GAME: Gem Cleaning	FIELD TRIP: Splash Pad
4	CREATIVE LITERATURE: Pirate Tales	ART: Treasure Map	POPCORN AND A MOVIE	CREATIVE LITERATURE: Pirate Tales	

Tips to ensure a successful day at camp and to be prepared for all activities:

- 1) Bring an extra change of clothes, swimsuit and towel every afternoon is a water day
- 2) Sturdy shoes, sunscreen and water bottle are required (Sunscreen/Water will be charged to you account if needed)
- 3) Bring a sack lunch or money to purchase lunch

Morning Activities

Afternoon Activities

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SPACE EXPLORERS

	Monday	Tuesday	Wednesday	Thursday	Friday
1	STEAM: Astrology Telescope Design	Leadership Activity: TBA	ART: Blaster Packs	Leadership Activity: TBA	ART: May the force be with you
2	GAME: Space Hands Challenge	FIELD TRIP: Christa McAuliffe Space Center -TBD	Game: Into the Black Hole	FIELDTRIP: Picnic in the Park	Science: Space Slime
3	ART: Black Light Galaxy Painting	STEM: Space Station Architect	WATER WEDNESDAY:	ART: SPACESHIPS	FIELD TRIP: Planetarium-TBD
4	CREATIVE LITERATURE: Sci-fi Stories	Game: Space Walk	POPCORN AND A MOVIE	CREATIVE LITERATURE: Sci-fi Stories	

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