

## Camp Kay Summer 2022 Schedule

### *Senior Scouts – ages 6 to 12*

Week 1: (June 21 – June 24) Anansi the Trickster

Weeks 2 & 3: (June 27 – July 8) Lights, Camera, Action

Week 4: (July 11 – July 15) Voyage Under the Sea

Week 5: (July 18 – July 22) Science Rules!

Week 6: (July 25 – July 29) Playing Games Around the World

Week 7: (August 1 – August 5) The Invention Convention

Week 8: (August 8 – August 12) Dog Days of Summer

#### Anansi the Trickster (Week 1):

Anansi the Spider has promised Tiger that he can catch Snake alive and has invited us to help him. We will be traveling to Anansi's various homes in the villages and forests of West Africa, then on to Jamaica, helping Anansi blend magic and mischief as we encounter various dilemmas.

Classes will explore local woods, a pond, and fields to discover the magic and mischief of nature. Their work will culminate in writing and performing their own Anansi play based on their explorations, to be presented to the younger campers.

#### Lights, Camera, Action (Weeks 2 & 3):

Have you ever dreamed of directing and starring in your own film or creating your own comic strip? Well, here's your chance! We will be writing/drawing our scenes on paper, building our sets, then using stop motion animation to finalize our films. Join us in a variety of fun theatre activities—including improvisation, storytelling, and mime. Classes emphasize theatre skills and games designed to increase spontaneity, engage the imagination, promote self-confidence, and foster collaboration. At the end of this two-week camp, participants will share their creations with younger campers. Senior Scouts will have copies sent home.

#### Voyage Under the Sea (Week 4):

Poseidon is calling us! He knows what good problem solvers we are, and he needs our help. We'll turn our classrooms into an underwater world (creating a plethora of sea life and plants to hang), build a gigantic submarine for exploration, and fashion our own scuba diving costumes and gear. Art media we will employ include painting, collage, and printmaking. The characters and predicaments we encounter along the way are as limitless as our imaginations! The journey will culminate in writing and performing our own Poseidon musical, play or film!

#### Science Rules! (Week 5):

This week campers will be creating chemical reactions, learning how they work and sharing their larger experiments with other campers on our stage. Experiments will include elephant's toothpaste, slimy oobleck and an exploding volcano.

#### Playing Games Around the World (Week 6):

Did you know there are children playing everywhere around the world? We will travel around the world to see and learn the games played in different countries. Games like Corre Corre la Guaraca, Ounch Neech, and Pilio from countries like Chile, Pakistan, and Ghana.

#### The Invention Convention (Week 7):

This week presents an ultimate challenge in creativity and collaboration and figuring out how things work! What would make things easier? What would be fun to play? I have a great idea; how can I create it? All these and more will be answered during this week's camp. This week's inventors will design and build their perfect creation.

#### Dog Days of Summer (Week 8):

This is our five-day, end of summer, play-based camp. Campers will be divided into two groups by age. There will be guided activities in music, creative movement and art, along with ample free play and exploration indoors and outdoors in nearby woods, fields, hills, pond, wetlands and our organic gardens. Outdoor activities will include water play, sensory exploration, and nature-based art.