# **CAMPTIVITY**

## Ages -

## **GOALS & OUTCOMES**

- To provide an encouraging, creative and fun experience
- To provide an opportunity to develop new skills
- To foster personal achievement & accomplishment
- To provide opportunities to work with positive role models
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## **ACTIVITY SPACE / EQUIPMENT**

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## **DELIVERY PROTOCOL**

- Set up area before campers get there, engage campers as they arrive
- Teach rules promptly upon arrival
- Work with each child individually on their skills at their own pace (within schedule constraints) and be sure to use their name when addressing them
- Teach basic skills and progress to more advanced skills throughout the week:
- Use questions such as:
  - o How did you create that effect?
  - o Do you have any questions?
  - o Can I give you a suggestion/tip?
- Engage all youngsters; encourage the smallest effort with positive feedback
- Stop activity with time for all to assist in clean up and care of equipment

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### **RULES/SAFETY**

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## **SEQUENTIAL SKILLS**

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# CAMPTIVITY LESSON PLAN OUTLINE MONDAY

MONDAY Focus: Possible activities:	
Materials needed: By the end of today, my campers can:	
TUESDAY Focus: Possible activities:	
Materials needed: By the end of today, my campers can:	
WEDNESDAY Focus: Possible activities:	
Materials needed: By the end of today, my campers can:	

# **THURSDAY**

Focus:

Possible activities:

**Materials needed:** 

By the end of today, my campers can: