




Creating memories & experiences to last a lifetime!

CAMP: Camp Adventure

WEEK: July 4-7

MONDAY	TUESDAY	WEDNESDAY	THURSDAY
<p>Welcome!</p> <p>8:30– 10:00: Sign –in, Free Time, Ice Breakers, Snack</p> <p>10:00– 10:30: Introduction and, Welcome</p> <p>10:30– 12:00: Relay Race Bonanza!</p>  <p>12:00– 1:00: Lunch and games at Good Shepherd</p> <p>1:00– 2:30: Dodgeball</p>  <p>2:30-3:30: Origami Ordeal</p>  <p>3:30– 4:30: Sign-out, Snack, Games</p>	<p><i>*Drop-off & Pick-up @Riverfront Park*</i></p> <p><i>*Bring Bathing suit *</i></p> <p>Pirate Day</p> <p>8:30– 10:00: Sign –in, Free Time, Snack</p> <p>10:00– 11:00: Pirate Treasure Hunt</p>   <p>11:00– 11:45: Pirate Boat Making</p> <p>11:45– 12:30: Lunch and Games at Riverfront</p> <p>12:30-12:45: Walk to Splash Park</p>  <p>1:00– 2:00: Splash Park!</p> <p>2:00– 2:15: Pirate Boat Battle</p> <p>2:30– 3:30: Walk to Riverfront: Defenders of the Ship, Shark Water</p> <p>3:30– 4:30: Sign-out, Snack, Games</p>	<p><i>*Drop-off & Pick-up @Kinsmen Park*</i></p> <p>SPCA Visit</p> <p>8:30– 10:00: Sign –in, Free Time, Snack</p> <p>10:00-11:30: Kickball</p>  <p>11:30– 12:00: Cup Tag</p> <p>12:00- 1:00: Lunch and Games at Kinsmen</p> <p>1:00– 1:15: Walk to SPCA</p>  <p>1:15-2:15: SPCA Visit with Animals</p> <p>2:15-2:25: Walk to Co-op</p> <p>2:30– 3:00: Slushies!</p>  <p>3:00– 3:15: Walk to Kinsmen</p> <p>3:30-4:30: Sign-out, Snack, Games</p> 	<p>Outside Fun</p> <p>8:30– 10:00: Sign –in, Free Time, Snack</p> <p>10:00– 11:00: Volleyball</p>  <p>11:15- 12:15: Norman’s Nature Presentation</p> <p>12:00– 1:00: Lunch and games at Good Shepherd</p> <p>1:15-2:15: Zombie Apocalypse at Arboretum</p>  <p>2:15-3:30: Solar S’more Ovens</p> <p>3:30-4:30: Sign-out, Snack, Games</p> 

CAMP NOTES:

Please bring to camp EVERYDAY: healthy lunch & snacks, refillable water bottle, sunscreen, good walking shoes, weather appropriate clothing, and a positive attitude!

CAMP LOCATION: Baytex Energy Center (Gym 3)

LEADERS: Broenyn and TBD

All schedules are subject to change