



YMCA SUMMER DAY CAMP ACTIVITY DESCRIPTIONS

OPENING AND CLOSING CEREMONIES

What better way to start and end each camp day than with singing, skits, games, challenges, and of course laughs. Opening and closing ceremonies are just that! It is a time for the entire camp to officially start and end their day together all while making friends and memories through community building activities. Opening and closing ceremonies are the essence of camp, where youth learn the camp songs and chants that will stay with them a lifetime while also creating a sense of belonging for everyone.

HUDDLES

Each day during "Huddles", staff and their group meet together to discuss the day ahead, participate in team-building activities, share ideas and experiences, and greet one another. Huddle time creates a sense of belonging and helps the group focus on positive relationships and expectations. The goal of Huddle time is to foster the group's sense of inclusion, teamwork, and community.

Y ENRICHMENT

Each week of Day Camp is centered around a theme. Within these themes, youth participate in exciting, fun, hands-on enrichment curriculum. Campers will get to experience the best of STEM (Science, Technology, Engineering, Math), Arts and Crafts, Global Learning, Culinary Explorations "Grub Club", and Health and Wellness to enhance an action packed Day Camp experience!

CHARACTER EDUCATION

Character Education is an incredibly important aspect of youth development. The YMCA uses the core values Caring, Respect, Responsibility, and Honesty to help youth gain a greater awareness of themselves and others, develop positive and healthy relationships, and foster compassion for themselves and the world around them.

STATIONS

Life is full of choices, and allowing youth to explore new activities is important to keeping them excited and engaged with learning and helps them create a sense of independence. During Station time, campers have the opportunity to explore their interest by choosing activities each day such as, Art, STEAM (Science, Technology, Engineering, Math), Building, Lifesize Board Games, Puzzles and Table Games, Fuse Beads, Sports, and more! Each station has structured activities prepped and planned by staff members for the youth to explore!

AQUATICS

Youth will be swim tested once each week. The Lifeguards determine the swimmer's ability from the following:

Red Band– Swimmer did not complete 15ft of the swim test or chose not to take the test. Swimmer must wear a personalized flotation device and must stay in the shallow portion of the pool.

Green Band– Swimmer is able to swim 25 yds., without stopping or touching the wall/bottom. Swimmer may use any part of the pool.

Ratios– Counselor to Youth 1:10 in the pool, Life Guard to Swimmer 1:20.

Water Play– must be supervised by counselors at all times. No pools, buckets, or body of water are ever be left unattended.