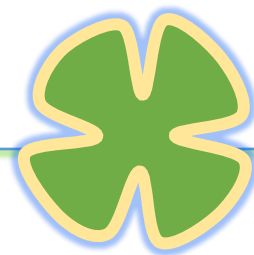


YW CAMP CLOVER

Program Outlines



PROGRAM OUTLINES

STARTING THE DAY

Upon arrival all campers meet in their age groups, put away their bags and put on insect repellent (if heading into the forest) and sunscreen if not already applied.

Each day opens with the Camp Clover song and a fun activity in which everyone participates. Campers then break into their respective groups, have snack and then continue the day's activities.

SEEKERS - Age 5

Ratio 1:8

Seekers are YW Camp Clover's youngest campers. Children are offered a variety of skill development choices that include: discovering plant and animal life, learning new games and crafts and meeting new friends at a comfortable pace and level. Extra attention is given to self-help skills such as the application of bug spray and sunscreen.

Children are given an opportunity to have a snack and drink (brought from home) before morning activities. Seekers have forty-five minutes of free time at the waterfront where they can swim, make sand castles or play games. The Navigators are scheduled to be at the waterfront at the same time giving the young campers an opportunity to canoe or swim with someone older.

Time is allotted each week for nature exploration, creatives, songs, group games and canoeing with Camp staff.

Lunch (brought from home) is eaten in the dining hall followed by a quiet period when the children sing songs, tell stories or play games.

EXPLORERS - Ages 6 -9 Ratio 1:10

Children are given an opportunity to have a snack and drink (brought from home) before morning activities, which are devoted to skill development.

The six and seven year olds are offered a daily selection of activities including sports and games, arts and crafts and nature exploration.

The eight and nine year olds are offered a daily selection of activities to increase their skills in the areas of nature, water sports, sports, and arts and crafts.

Lunch (brought from home) is eaten in the dining hall, followed by a quiet period to sing songs, tell stories or play quiet games.

Each group then has an hour of swimming including games organized by the waterfront staff and free swim time followed by creative time for arts and crafts, active games and music.

A great deal of time will be spent outside each day. Please send your child to camp with sunscreen already applied. Counsellors will help with insect repellent and sunscreen upon arrival (if needed), after lunch and after swimming.

ADVENTURERS - Ages 10 - 11 Ratio 1:12

The program for Adventurers Camp is always environmental. Campers make group decisions based on personal interest about whether the weekly camp will focus on skill development, camping, hiking, orienteering, animals, vegetation, etc.

The morning is dedicated to developing new skills in the chosen area of interest through games, arts and crafts. The afternoon is a loose structure that allows for free swimming, sports, games and other camp fun.

NAVIGATORS - Ages 12 - 13 Ratio 1:12

As YW Camp Clover's most mature campers, Navigators do not need constant direction and will spend an exciting week involved in planning their own daily activities, games and skill development. The leader working with this group will act as a team member, resource and guide.

The mornings will be spent with camp leaders and their groups where they will participate in the events and have an opportunity to observe leadership and programming skills. Throughout the week, Navigators will participate in hands-on learning experiences given by different staff members.

Navigators can choose to spend their free swim time with friends in the group or may buddy-up with one of the five year-old Seekers and act as a big brother or sister.

AT THE END OF THE DAY

At the end of the day, all the campers and staff gather in front of the cabin for snack. Afterward the campers are shown lost and found items and divided into bus groups.

RAIN DAYS

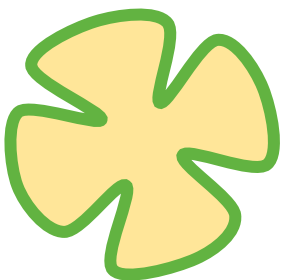
Camp will run a full program on rainy days. The morning will consist of weather appropriate activities and may include outside activities. Please send rainwear and extra clothes.

Afternoon programming may include a performance of one of YW Camp Clover's famous staff skits - a take-off of a fairy tale, movie or game show.

In the event of thunder and/or lightning NO programming will take place outside and the children will not be permitted outside of the cabin for leisure activities.

5C CEREMONY

Parents are invited to join us at camp on the Friday afternoon of each week from 2:30 to 3:30 p.m. for our 5C ceremony. Each group will present a song or skit and 5c awards will be presented to campers.



The 5 C's of Camp Clover:

- ★ Cooperation
- ★ Caring
- ★ Courtesy
- ★ Common Sense
- ★ Consideration

