

Facilitating Arts & Crafts



2-3 min ACTIVITY OPENING, WELCOME CAMPERS!

- **Every activity begins with an enthusiastic HELLO & Welcome to Arts & Crafts!** NOW introduce yourselves as their Arts & Crafts A.C's! Remember 1st is Last & Fast! Campers will love their time at Arts & Crafts as much as you do! Have so much fun!
- **NOW it's time to share names, by leading a NAME WHIP!** This builds community & connection! Get creative & circle up! Ex. Ask them to share their name & where would you live if you could live anywhere, ie. mountains, beach, desert etc.

2-3 min ARTS & CRAFTS WITH INTENTION - EVERY OPENING NEEDS A 3 KEYS & 4 OUTCOMES DISCUSSION

Refer to 'Arts & Crafts with Intention' on the next page to guide you in having a 3 keys & 4 outcomes conversation with campers at the start of each activity period.

- Please address all 3 keys AND talk about what we hope they experience/gain from their time at Arts & Crafts!

45 min TIME TO STRETCH OUR CREATIVE MUSCLE!

This year campers will have the opportunity to design, construct, create & contribute to a Tiny Town. For each session of summer camp there will be a designated area for a Tiny Town to grow.

The seasonal staff constructed their own for reference and can be found on the backside of Kerry Cabin.

It's time to let creativity flow! Space village, tiny skyscrapers, or huts? Do they want roads or walking paths? Campers can pair up and work on something together or each camper can create their own something to add to the town.

Campers will need time to create and complete their project and place their creation in Town, please keep time at the top of your mind!

A supply list can be found below, it includes a little of everything to help visions come to life!

10-12 min BUILD THE VILLAGE & CLOSE IT OUT!

It's time to place your Tiny Town creations! Clean up space before leaving the PAB!

Thank them for participating! -- Be specific, what were some great qualities you saw in campers? Tell them! Encourage them to do the same!

Closings are a perfect time for reflection! ex. Name + your favorite Tiny Town creation, their own or someone else's?

Arts & Crafts With Intention

COUNSELORS ARE ASKED TO HELP CAMPERS GROW IN CAMP'S FOUR OUTCOMES. DURING YOUR ACTIVITY OPENING TELL THEM A LITTLE ABOUT WHAT WE HOPE THEY GAIN FROM THEIR EXPERIENCE AT ARTS & CRAFTS:

SOCIAL COMPETENCIES

Share equipment
Practice patience
Teamwork
Manage big feelings

POSITIVE SELF-IDENTITY

Participation
Patience
Pride in what they create

INDEPENDENCE & SELF RELIANCE

Making their own creative choices
Completing their project
Ask for help

SENSE OF SUPPORT

Encouragement
Participation
Helpfulness



3 Keys to Success

Physical Safety.

Hot glue use should always be supervised by a counselor. Visit the hot glue station for instructions.

Do you have your water bottle? Have you applied sunscreen?

Emotional Safety.

It important to create a supportive environment at Camp! Let's all remember to be encouraging, kind & helpful!

Stretching our creative muscle takes practice - be kind and encouraging of yourself & others. Have fun!

Respect Camp Facilities & Equipment

Have fun, but remember the equipment and supplies need to last the session, summer & for years to come. Please use with care.

Help clean up before leaving Arts & Crafts!

Prepping for Your Activity

- USE YOUR RESOURCES!!! Your support directors are human resources, don't forget about them!
- Lesson planning can be tough, but the best instructors remain flexible. Have a Plan A and a Plan B. Something that reaches one group of campers may feel different with the next, and the same goes for individual campers.
- Think about your timing...work backwards! How long for your closing? How long will it take to execute this activity? What will your Opening/Intro/Frontloading be?
- Be prepared for each cabin group, HAVE A PLAN!
- SET THE STAGE! Have all supplies and equipment ready to go BEFORE cabins arrive...prep for the morning...prep for the afternoon!



Facilitation: Things to Consider

The activity experience will vary greatly depending on your activity. Some general tips for successfully working with groups include:

- Think about group comfort
- Think about group size
- Make sure you have their attention & then deliver
- Be clear & concise in your words
- Make instructions easily digestible & age appropriate
- Sequencing - timing when its best to present what information for superb camper engagement
- Front Loading - what information is necessary & helpful to present early or during transitions
- How will you & your Co's share facilitation, who will say what and when and how?!

What is the role of the Cabin Counselor at Arts & Crafts?

Cabin Counselors are expected to help keep their campers engaged, respectful, and safe.

At Arts & Crafts, ask cabin counselors to help you:

- Supervise any campers, especially if they're struggling to engage.
- Be on the lookout for dangerous behaviors, intentional or not.
- Cabin counselors should never leave you alone at an activity, 1-2 cabin counselors must always be present.
- Ensure their health & safety - drinking water & wear sunscreen too!

Counselors are asked to stay present and engage with their campers throughout the activity, and NOT jump into their own Tiny Village project. This isn't because we don't have the supplies, but rather to ensure that all counselors are staying focused on helping campers! It's hard to be attentive to others while immersed in your own project.

Equipment & Storage

All Arts and Crafts Activity supplies can be found in the storage closet of the Pond Village Activity Building (PAB). Please let your program director know if you're running low or want more of something! Some building items may change for session to session, based on supply and purchasing, and won't be listed here.

The following supplies are a guarantee:

- hot Glue Gun, hot glue sticks, popsicle sticks (various sizes), cardboard cut (various sizes), wood glue, birdhouse, rocks, moss, mini building supplies, figurines, found natural items.

Health & Safety

- If a participant gets a hot glue gun burn send them with a counselor to the Med Shed. (Rule of 3 applies!)
- Should a more serious incident occur:
 - Calm the individual
 - Send an adult to Med Shed for IMMEDIATE assistance
 - Have an adult supervise remaining campers
 - Immobilize the individual
 - Pack and isolate injured area using the activity First Aid kit and supplies
 - Bandage and immobilize in place and is safe, proceed to the Med Shed.
- In case of thunder and lightning we ask that you stay inside for the entirety of your activity period. We will find another time for them to place their Tiny Village creations. (see Lightning procedure)
- First Aid and Universal Precaution kits are maintained at this activity.