

FCS WELCOME, FRIEND

FCS Summer Camp Weekly Newsletter





From the Desk of the Director

In preparation for the opening of camp this week, I reflected with my Camp Manager, Danielle Probst Rich about where we were last year around this time with preparations. It was all new to us then. We've learned many lessons, but also had many celebrations with how we envisioned our camp should operate from the selection of camp topics to the recruitment of teachers and staff who shared our values.

This year, we were happy to see many familiar faces from teachers, assistants counselors, and of course, campers and their families who chose to return to our program.

With a full heart and much excitement for the upcoming weeks, I would like to say for the first time this year, "Welcome to Friends Community School Summer Camp. Let's have some fun!"

IN THIS ISSUE

FROM THE CAMP
DIRECTOR

A LOOK INSIDE OUR SUMMER CAMP PROGRAMS

CAMP ACTIVITIES YOU CAN TRY AT HOME!

ACTIVITY PAGES!

THIS WEEK'S PHOTO GALLERY

Written by Support Staff Produced by Danielle Probst



01A1 - Little Explorers: Animal Planet

Led By: Crystal A. Robinson Assisted by: Julian Craig

We began our day getting to know each other. The morning was spent in free-play. During lunchtime, Crystal did a read-aloud of the book, "Crinkleroot's Book of Animal Tracking" by Jim Arnosky. Thankfully, our guinea fowl were happy to be tracked during recess!

We all loved making paper snakes with googly eyes, and after all of the fun with crafts and recess, our afternoon nap/quiet time was well-deserved!

01B1 - Summer Blossoms

Led By: Lauren Hill

Assisted by: Ingrid Aguilar

This camp is BUDDING with future gardeners as our week came into full BLOOM!

Our teacher wanted us to know that we can all play a role in protecting and conserving our environment. We explored eco-friendly practices that can assist in creating a greener world.

We were taught the different parts of flowers, plant life cycles, and gardening tips. We all had green thumbs, for a greener tomorrow.



01B2 - Sticky Science & Creative Construction

Led By: Jazlyn Olivera Assisted by: Lottie Potter

We became scientist-builders and got down and sticky from day one. Some of the projects this week included testing recipes for DIY clay and slime, making puffy paint art, building tabletop volcanos using recycled bottles while exploring baking soda and vinegar, and even made marble runs with homemade playdough!

We also got to explore and play with HexBug mini robots. The tiny bugbots ran under, over and through obstacles charming everyone so much that tiny houses were built for them.





O1B3 & O1B4 Math Early Numeracy & Math Fundational Skills

Led By:

Alexandra Whyte (B3) & Gerry Stewart (B4) Assisted by: Catherine Cousins

We played and worked on number writing/formation and quantity changing between 1 and 20. We also colored and painted, worked dot-to-dot pictures, counted and sorted and made their own homemade playdough.

Practicing number formation became a tactile experience when using sandpaper to write the number with our fingers.



01C3 - Wilderness Skills & Archery

Led By: Alex Andrews & Mark Evans Assisted by: Liya Abebe

This year, the Archery and Wilderness courses were team-taught by Teachers Mark and Alex. Mark handled the archery courses for both the morning and afternoon while Alex taught Wilderness Skills for both sections.

Both cohorts of our wilderness survivors made a camp fire and built a shelter from found branches in the forest. They also learned the appropriate way to handle archery equipment and did a lot of target practice to develop their newly acquired skills.

01C1 - Theatre Arts 3-5

Led By: Kiersten Whitehead Assisted by: Liya Abebe

LIGHTS! CAMERA! ACTION!

Our young thespians learned about the various aspects of being of an actor but most importantly how to use the actor's tools: the body, voice, and imagination.

After warming up with some fun improv practice throughout the week, the campers then worked to put on a one act play called *Sleepy Bear* by Deborah A. Cole.

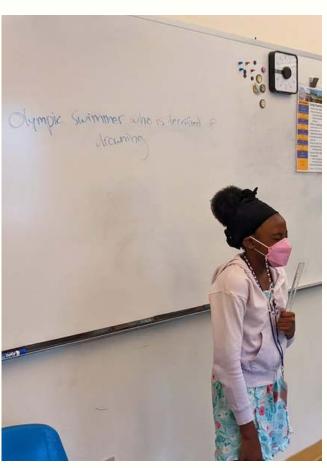


01C4 - 3/4 Math: Building Blocks

Led By: Danielle Martin Assisted by: Liya Abebe

Mathematical principals collided with art making as students used chance and probability to create unique and individual drawings based on the numbers.

Campers built castles of numbers and then populated them with dragons, princesses and knights, each having a different value.





01D1 - Theatre Arts 6-8

Led By: Daniela Rivadeneira Assisted by: Jared McCord

Watch out Hollywood! FCS has some future thespians coming out of theatre arts camp!

Campers began by writing their own wrote unique monologues to get inspired. The they brought them to life through performance. Next, they put their writing, acting, and directing skills to the test by creating unique skits which debuted on Friday for the the rest of the 6-8th grade pods.



01D2 - Archery & Wilderness Skills

Led By: Mark Evans & Alex Andrews Assisted by: Jared McCord

Why is this archery different from every other archery? Because these students were taught to WEATHER all of the elements!!

Despite the rainy days, campers were excited to learn new skills in tracking, navigating with a compass, creating shelter, and starting fires.







Paper Snakes!

SUPPLIES:

- Green Card Stock (2 sheets)
- Yellow Card Stock
- Scissors
- Stapler and Staples
- Glue
- Googly Eyes
- Red Balloon

DIRECTIONS: Cut out eight strips of paper for each color. Create circles with each strip by looping and gluing. Alternate colors as you go to make the body of the snake. For the head, cut out a rounded triangle and glue on eyes. You can make a tongue out of the red balloon. You can make this snake as long as you want! A great activity to talk about adding and subtracting!!

Nature Names

Want a cool activity that helps to celebrate the beauty of nature as well as the beauty of being an unique individual?

Nature Names is the activity for you!! Young ones will love scavenging around to find different foliage and and other pieces found in nature to create these works of art.

After finding the materials to your liking, have your child write out and then decorate their names with flowers, sticks, rocks, etc. This craft is sure to STICK out!





Playdough Marble Run

Do you love building marble runs? Why not build a marble run with a unlikely material...playdough! This activity combines science and crafting all in one.

For this activity you will need to start with making the playdough. For the best playdough all you need is

- 2.5 cups of water
- 11/4 cup of salt
- 1 1/2 tablespoon cream of tartar
- -5 tablespoons of vegetable oil
- 2.5 cups of all purpose flour.

Paper cups and paper towel rolls are great materials to use for supporting your structure. They can be cut to any height, and the playdough is great for molding into any shape for ramps and curved pathways.

Math Games

Apartment building: This game provides practice with the relationship involving adding and subtracting.

- Game board: a ten frame two rows of 5 squares each)
- One die
- Some small blocks of the same size: e.g. stacking cubes, wood cubes, etc.

Roll a die. put that many cubes in one box on the game board. Each completed apartment building must have 6 cubes and must be completed before a new apartment building can be built on the next "lot" on the gameboard. The next player rolls the die and adds that many cubes on -- if the first building is not complete (i.e. does not have 6 cubes or stories), the second player must add on to that building until it is finished before starting to build the next building on the adjacent lot.

Two can play it side by side using their own game boards as a race to see who builds their 10 buildings first.





Shelter in the Woods

Summer is here and many of us will be enjoying the great outdoors. If you need survival shelter in the woods, or just want to build a cool fort, here's how to construct your own.

You will need:

A long, sturdy branch a little taller than your own height and some shorter branches to lean against it.

Prop one end of the large branch up against a tree or log.

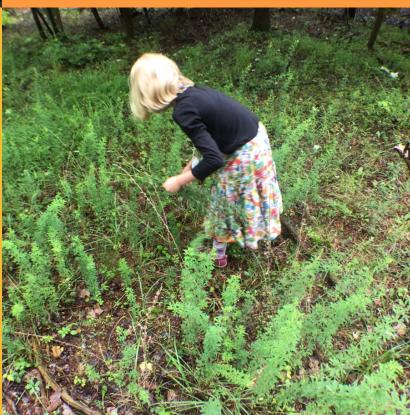
Lean the shorter branches against the large branch to make "walls" on either side.

To help keep out rain, cover the frame you've made with leaves or branches

Remember: shelter first, then hydration, then food.

Now that you have shelter, did you know there are signs all around you to help determine direction and assist you in basic navigation? For example, the sun rises in the east and set in the west. Moss likes to grow on surfaces that face north.

Once you can orient yourself, you'll be able to use your knowledge to know the time of day, or to fin moss, which also makes great "caulking" in your stick shelter for the winter.





More Math Games

Card games like Solitaire, Go Fish, and Crazy Eight are a great way to work on math through play.

Don't have a deck of cards? You can find the root number of your name, your address or the numbers of all the people in your family by studying the numerical values of letters, words, names or ideas. For example, if your pet cat is called Marmelade, you would add together all the numbers that match the letters of the alphabet which gives you 71, then add 7+1 and you will find that your pet's number is 8! You can also use this method to write messages in "secret code" to your friends.

Improv

Do you think you might have a little actor on your hands? Help them hone their skills with improvisation.

Not only is it fun but it helps children helps to sharpen communication and public speaking skills. It also helps to think on your feet.

Improv needs at least 2 people. Each person will have a character - who they are, a location - where they are, and some form of conflict or problem to solve. These are the starting points and the rest of it is up to your imagination! It's key to listen and respond to your partner and to adopt a yes and, mindset to help move the scene along.

Relax and enjoy and see what kind of story you can create.





Hit The Target

With a friend or friends, set up a variety of targets (e.g. empty milk cartons to knock down, paper targets on the wall). Toss beanbags or nerf balls underarm or overarm to hit the targets.

Take turns calling out for each other which target to aim for, and whether to throw underarm or overarm (e.g. "overarm at the pink heart"; "underarm to the juice can").

Change things up with some different options. Try new target sizes, color, shape, height from ground aim from largest to smallest, from closest to furthest, from lowest to highest etc.

Try numbering the targets (eg: 1-5). Take turns hitting each one in sequence or try it in progressions.

- Hit number 1 once; number 2 twice; number 3 three times, etc. Or invent a new patterns entirely.
- Keep score and/or time so you can total the number of hits, number of knock downs and speed at which you complete the sequence, You are only limited by you imagination!





Spot the Difference!





Session 01

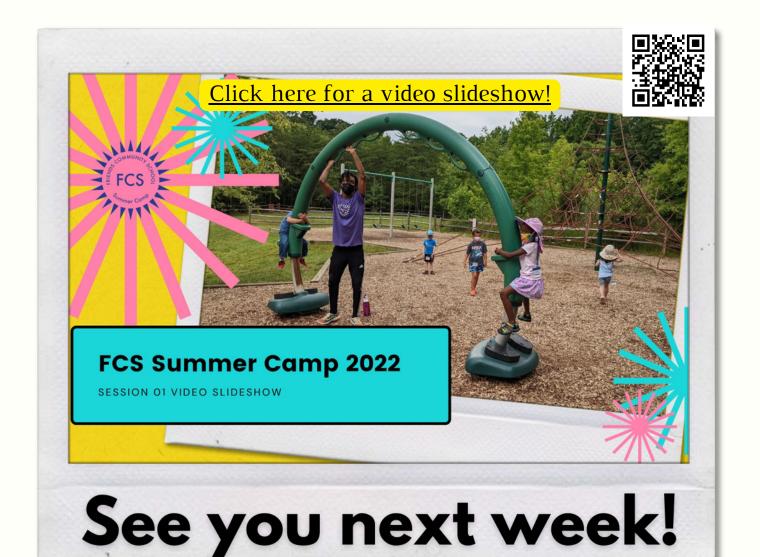
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14	13	8	24	4	12	10	3	11	7	5	9	16

Created using the Cryptogram Puzzle Generator on Super Teacher Worksheets (www.superteacherworksheets.com)







- 02A1 Under the Sea
- 02B1 Agility Adventures
- 02B2 Let's Travel Our World
- 02B3 Language Arts: Emergent Readers (1)
- 02B4 Language Arts: Reading and Writing (2)
- 02C1 Inventioneering
- 02C2 Cooking & Art
- 02C3 Wilderness Skills and Archery
- 02C4 Literacy: Reading Comprehension & Writing (3/4)
- 02D1 Sports and Fitness
- 02D2 Archery and Wilderness Skills
- 02D3 Literacy Academic Support Camp (5-6)
- 02D4 Literacy Academic Support Camp (7-8)
- 02E1 Counselor-in-Training