

## 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 "Huddle" staff and their groups meet together to discuss the day ahead of them, 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 for huddle time is to foster the group's sense of inclusion, teamwork, and community.

## Y ENRICHMENT

Each week of Day Camp is tied to a different big-picture theme. Within these themes, youth participate in exciting, fun, hands-on curriculum activity called "Enrichment." This summer your campers will get to experience the best of STEM (Science, Technology, Engineering, Math), Arts and Crafts, Global Learning, Culinary Exploration "Grub Club," and Health and Wellness to enhance an action packed Day Camp experience!

## SOCIAL EMOTIONAL LEARNING

Social and emotional learning (SEL) is an incredibly important aspect of youth development. EMM believes that with a combination of direct and indirect teaching of SEL; youth will gain a greater awareness of themselves and others, develop positive and healthy relationships, and foster compassion for themselves and the world around them. Students need to know how much and why they matter. The YMCA works with Every Monday Matters Curriculum and Sanford Harmony Enrichment, to allow natural relationships to form through engaging enrichment activities

## STATIONS

Life is full of choices and allowing youth to choose activities they love is super important to not only keep them excited or engaged with learning but help them create independence. During Station time, campers have the opportunity to choose between kid lead activities each day such as, Art, STEM (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 and out 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.

**Yellow Band (N/A for the Colony Pool)**– Swimmer was able to swim 15ft. however, had to be recovered/touched the bottom of the pool. Swimmer may be in the shallow section of the without a Personal Flotation Device.

**Green Band**– Swimmer is able to swim 25yds. 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.