**INTRODUCTION**

Welcome to Camp Immokalee’s Catch the Magic @ Home!

With all the uncertainty out there right now, we want to remind you that we’re family. We often use the phrase “catch the magic,” when we talk about camp, and we know our campers and camper families could use some camp magic now more than ever. We’re channeling the magic of camp into activities, information, and more for you to use at home, and our Weekend Camp Virtual Plans are part of that!

The schedule below is completely customizable - feel free to do whatever camp-y activities you want. Some of these activities involve going outside, and we think that’s important! It’s important to remember that [social distancing doesn’t have to get in the way of spending time in nature](https://www.sierraclub.org/sierra/nature-rx-outdoors-can-be-antidote-quarantine-anxiety) and that spending time in nature is beneficial in many ways. Activities with asterisk (\*) have instructions included later in the packet.

We’d love for you to share your camp weekend with us and the rest of our camp family! Use #catchthemagic and tag YMCA Camp Immokalee so we can see what you’re up to.

Stay healthy, and get ready for summer. We can’t wait to see you!



Allison & Abbi

**SCHEDULE**

*Saturday*

8:50 Flagpole

* Lead one song, sing “We’ve Got to Pray\*,” pray, and do a round of sing off to see who gets to make their plate first.

9:00 Breakfast

* We were planning to serve eggs, toast, bacon or sausage, fruit and hasbrowns for breakfast this weekend, but feel free to choose your own!
* During breakfast, hold your own staff meeting like we do at camp! Go over what everyone needs for the day, and make sure everyone is on the same page with schedule, supplies, etc. Make up a staff chant to close out the meeting.

9:45 Morning Activities - Choose a few or do them all!

* Shark Tank\*
* Nature Bingo\*
* Leaf Poems/Haikus\*
* Dance & Games: Footloose (instructional video on Facebook)

12:15 Flagpole

* Same as earlier! Do a different competition to see who gets to make their plate first.

12:30 Lunch

* We were planning to serve corndogs with coleslaw and tater tots.

1:15 Rest Period

* If you’re not feeling a nap, trying reading a book! You can also watch Abbi and Allison tell a story about a day at Camp Immokalee [here.](http://camp.fcymca.org/catch-the-magic)

2:15 Afternoon Activities - Choose a few or do them all!

* Canoes, Kayaks, & Fishing\*
* Get to Know You Walk\*
* Dance & Games: Rocky Top (instructional video on Facebook)
* Synchronized Swimming\*

5:50 Flagpole

* Same as earlier! Do a different competition to see who gets to make their Hobo Dinner or plate first.

6:00 Outdoor Dinner

* Build a fire and make some [hobo dinners](https://www.youtube.com/watch?v=S0V43G_qYcI) and s’mores! If you can’t make this happen outside, you can still make the dinners and s’mores inside (or choose your own dinner)!

7:00 Evening Activities - Choose a few or do them all!

* Fish Bowl\*
* [Card Games](https://playingcarddecks.com/blogs/all-in/40-great-card-games-for-all-occasions)
* Dance Detective\*

8:30 Fort Building

* Build a fort/pallet in a common area so you can enjoy a sleepover!

9:00 Rose, Bud, Thorn, Watering Can Vesper\*

* Feel free to switch this out for another vesper.

9:30 Bedtime

*Sunday*

8:30 Cabin Clean Up

* Clean up your fort/pallet from the night before.

8:50 Flagpole

* Same as yesterday! Do a different competition to see who gets to make their plate first.

9:00 Breakfast

* We were planning to serve bacon, egg, and cheese breakfast sandwiches.
* Hold another staff meeting. Don’t forget the chant!

9:45 Morning Activities - Choose a few or do them all!

* Land Sports - Go outside and make a game (or games) with whatever you have at home!
* Lip Sync Battle - Divide into teams and have each team choose a song. Make up a lip sync dance to that song, and perform it for one another.
* Postcard Making - Have each person choose a friend, neighbor, etc. who’s at home due to self-isolation/social distancing, and make them a postcard!
* Dance & Games: Cotton-Eyed Joe (instructional video on Facebook)

12:15 Flagpole

* Same as earlier! Do a different competition to see who gets to make their plate first.

12:30 Lunch

* We were planning to serve chicken sandwiches with waffle fries and salad.

1:15 Make Up Time

* Finish any activities you didn’t get a chance to finish.

2:00 Clean Up and Staff Meeting

* After the last activity is finished, go room to room and make sure everything is even neater than you found out. Wipe down surfaces, restock bathrooms, etc. Our staff does this at the end of every session.
* After everything is clean (and only after everything is clean), it’s time for the final staff meeting. You can use this time to go over how things went. If you want to consider another Virtual Weekend Camp in the future, write down some of your takeaways. Some general questions we use after each session are:
  + What went well?
  + What didn’t go well?
  + What do we need to add or fix for next time?
  + Who deserves a shoutout?

**ACTIVITY INSTRUCTIONS**

**We’ve Got To Pray Lyrics**

We’ve got to…. (Hold it as long as you want) pray - PRAY

We’ve got to pray - PRAY

We’ve got to pray, we’ve got to pray, just to make it today.

We’ve got to pray - PRAY

We’ve got to pray - PRAY

We’ve got to pray, we’ve got to pray, just to make it today.

**Shark Tank**

Give each family member the same supplies and have them come up with a new invention to pitch to investors. Inventions should solve a problem that exists in the real world (but they don’t necessarily have to actually work - you’re really making a model). Some family members could sit out and be the only investors, or you could have each person act as an investor when they’re not presenting their own idea. Give each investor a certain amount of money to invest, hear the pitches, and choose where the money goes. The person with the most money at the end wins!

Supply examples include straws, popsicle sticks, string, soup cans, toilet paper rolls, jars, plastic cups, paper plates, etc.

*This is a great STEM activity that also allows kids to work on their communication, presentation, strategic thinking, and budgeting skills.*

**Nature Bingo**

Use the Nature Bingo card at the end of this packet to go out in nature, look for items on the card, and cross off what you find. You can go for any line Bingo, straight line Bingo, blackout Bingo, or any other pattern.

*This is a great way to get kids outside observing and interacting with their environment.*

**Leaf Poems and Haikus**

Give each person a piece of paper and a writing utensil, and send them outside to find a leaf. Once they’ve picked a leaf, have them trace it onto the paper. Mimicking the shape of the leaf, draw more lines inside the leaf shape, leaving enough space to write comfortably between the lines. Have each person write their own poem or haiku in the shape, then share it with the group.

*This is another great way to get kids involved with nature, and it’s also a great writing activity.*

**Canoes, Kayaks, and Fishing**

Start by giving each person materials to make several fish - the materials and amounts are up to you. Once your fish are created, have each person make one paddle and as a group, learn [different strokes](http://canoeing.com/canoe-paddle-strokes/). Scatter the fish throughout your playing area, and choose a place for everyone to start. Players can choose to be a canoe (2 people) or a kayak (1 person). Each correct stroke earns a step in the right direction, and each incorrect stroke earns a step in the wrong direction. Canoes can move up to two steps at a time (one step per person), but one correct stroke and one incorrect stroke will leave them stranded. Two incorrect strokes will move them two spots in the wrong direction. Appoint one person to be the fishing guide - this person will monitor the strokes to make sure everything is correct. The boat to pick up the most fish wins!

*Creating the fish is a fun art activity, and learning strokes can help campers succeed at canoeing and kayaking when they get to camp. Kids can also learn strategy in making a plan to get the most fish.*

**Get To Know You Walk**

Give each person at least two pieces of paper or sticky notes and ask them to write down one question they want to hear the group answer per piece of paper/sticky note. As a group, go for a walk. Pull questions and have each person answer them as you walk. Some questions to get you started are:

* If you could have one super power, what would it be and why?
* If you could give one super power to one person in the family, what power would you give and who would you give it to?
* What’s your proudest accomplishment?
* If you were a color, what color would you be?
* What’s your favorite month and why?

*This helps families stay active even when self-isolating, and it also helps build relationships.*

**Synchronized Swimming**

Choose whether to break into teams or to be one team together. Each team should select a song and come up with a synchronized swimming style dance to it. All moves should look like they’re in water.

*This gets kids moving, helps with creativity, and creates silly family memories!*

**Fish Bowl**

Divide the group into even teams. Have each person right down three things - a person, a place, and a thing - on separate pieces of paper, and put all the pieces into a hat or bowl. You can add additional pieces/words if you want. Players will have a certain amount of time per round to draw pieces out of the bowl and follow the directions for each round. The round ends when all the papers are gone. At that point, count the score and begin the next round.

|  |  |  |
| --- | --- | --- |
|  | Instructions | Time |
| Round 1 | Say any word but the word on the paper (no motions) | 1 minute |
| Round 2 | Make any motions but don’t say a word | 45 seconds |
| Round 3 | Say only one word (no motions) | 30 seconds |

Words cannot be skipped - keep guessing words you think it could be, and don’t forget you’ve heard the words in previous rounds! The team with the most points at the end of the game wins!

*This is a great activity to encourage creativity and critical thinking.*

**Dance Detective**

Choose one person to be the dance detective, and send that person out of the room. Have the other people put on music and form a circle. Select one person to be the dance captain - all other players must watch that player and mimic their dance moves. Invite the dance detective back in, and dance away without letting the detective figure out who the dance captain is. Give the dance detective an opportunity or two to guess, then play another round!

*This is another great way to get the family moving and to help kids build critical thinking skills.*

**Rose, Bud, Thorn, Watering Can Vesper**

Ask each family member to go around and share a rose, bud, thorn, and watering can from today.

* Rose - a good part
* Bud - something they’re looking forward to
* Thorn - a not so good part
* Watering Can- someone or something who helped them grow today

*This is a great way to recap the day and build relationships!*