

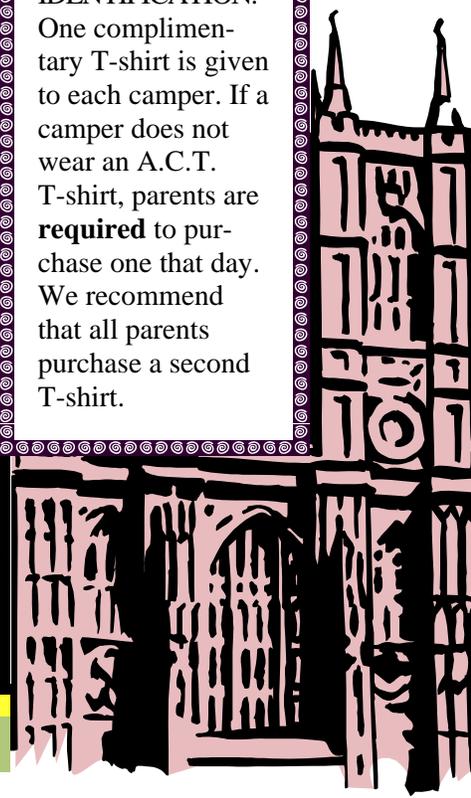


# A.C.T. 2016 Camp: Events

Themes	Mon.	Tue.	Wed.	Thurs.	Friday.
<b>1970's Flashback</b>	27 Prep Unit Event Block Party <small>Story teller Kapok Tree</small>	28 Theme Assembly: <i>Thunder and Sunshine</i> Rock Band @10am	29 Lake Welch Preps	30 Bear Mt. Voyagers & Pioneers	1 Assembly: Gong Show  Voyager Unit : Disco Party
<b>Summer Celebration</b>	<b>A.C.T. is closed</b>	5 Theme Assembly Summer Holiday	6 Shephard Lake Preps <b>Camping trip for 5th grds. and Pioneers</b>		8 Story Party Assembly Voyager Unit : Birthday Party
<b>Medieval Times</b>	11 Medieval Storytelling Preps Unit Event	12 Theme Assembly Medieval Show <b>Mini-Act Camp Out</b> Preparation for Village Square	13 Tomahawk Lake Preps	14 Shephard Lake Voyagers Pioneers Randall's Island	15 Camp Pictures @ 9:30 Voyager Unit Entertainment Fair
	18 Prep Medieval Game Event	19 Theme Assembly Medieval Skits	20 Ringwood Forest Preps	21 <b>Medieval Festival 11am-3pm</b> Lisa Lou show @10am Camper Show:9:45 Visiting & Alumnae Day 11am-2pm	
<b>ACT OLYMPICS</b>	25 Preps Olympic Group Events <small>Story teller Tortoise and the Hare</small>	26 Olympic Field day Track and Field Individual Events Morningside Park	27 Tomahawk Lake Preps Voyager/Pioneer Group Events	28 ACTION Park Voyagers Return at 6pm Luna Park Coney Island Pioneers Return at 6pm	29 <b>End of Day Camp Assembly at 2:00</b> No Sunset camp at 4pm
<b>Mini ACT Theme: Animals in Motion</b>	1 Welcome Day begins with a medieval snack . Check in by tent Knocker Ball Games 12-2pm	2	3 Aqua Day: Water slides 11am-2pm Bring bathing suit	4 Staff vs camper challenges during noon time.	Visit from Green Meadows farm Art show and Sports League Tournaments on Fridays Mini act performance on Friday 8/11/16 <small>*Mini Act ends at noon. *No Sunset camp at 4pm</small>
<b>Specialty Group Theme: Medieval Delights</b>	8 Welcome Day begins with a medieval snack . Check in by tent.	9	10 Aqua Day: Water slides 11am-2pm Bring bathing suit	11 Staff vs camper challenges during noon time.	
<b>Adventure Themes</b>	15 Travels Scavenger Hunts Trek across RFK bridge with 3rd grade and up	16 Chef's Challenge Recipe and ingredient bake-off for all	17 Shore Fun Aqua games for the young one's Trip to Lake Welch for 2nd grade and up	18 Wild Things Reptile farm visits For k- 2nd grade Trip to BX Zoo for 3rd grade and up	Games Festival Minutes games and even practice through post day Minutes Games challenges & Record holders begin after lunch

**TRIPS:** All trip plans and events are subject to change. Details will be outlined in the weekly Monday newsletter. Chartered buses are used. **Prompt departure time on trip days is 9:30 a.m. returning by 4:00 p.m. unless otherwise stated.** A.C.T. T-SHIRTS must be worn on ALL TRIPS FOR IDENTIFICATION. One complimentary T-shirt is given to each camper. If a camper does not wear an A.C.T. T-shirt, parents are required to purchase one that day. We recommend that all parents purchase a second T-shirt.

All plans and schedule of events are subject to change without notice.



## Why A.C.T. themes?

Throughout the eight week program, many activities and events reflect a theme which brings focus and unity to the summer experience. Staff enhances the campers' experience by planning ahead. The themes support our core values of learning, team work, child centeredness, organization, fun, diversity and safety. Parents and friends are encouraged to share their opinions about the activities and events.



## Get READY, Get SET, A.C.T. Begins! (Week One)



Let's turn back the clocks and get retro in our **45th Season!** To commemorate the opening of A.C.T. Day Camp in 1971, we will be grooving into the 70s. Campers will participate in A.C.T.ivities that promote healthy living with a special regard for Mother Nature. In the spirit of Earth Day, Preps will take over the garden and experience storytelling as well as a *Block Party*. Watch out for hula hoop challenges, smiley faces and face painting. Voyagers will have the opportunity to choose from a unique array of clubs such as body painting, flower art, yoga, and healthy cooking and hold a unit *Disco Party* on Friday afternoon. All campers will play wildly fun games - *dragon's tail* and *blob tag* - with an emphasis on sportsmanship and teamwork. What better way to execute our first theme day assembly than in the form of a rock and roll show by Esther Crow (an ACT camper from the 80's) and *her Thunder and Sunshine Band*. Older Counselors and campers are contestants on *The Gong Show* as we bring back a game show from the 1970s!

## Summer Celebrations(Week Two)

Campers have a chance to continue celebrating July 4th with other summer Festivities. **Tuesday:** The theme skit presents a series of celebratory stations for campers: Teddy Bear Picnic Day, Sand play, National Ice Cream Day the un-birthday party and more **Wednesday** - Our oldest campers leave for their two night *Camping Trip* to Stokes State Park. **Friday** - Our Friday *Story Assembly* will focus on parties from various stories such as Cinderella, Beauty and the Beast and Harry Potter. **Friday** -Voyagers celebrate a unit *Birthday Party*, cakes are decorated, birthday games that encourage cooperation and teamwork such as Capture the Flag and Ultimate Frisbee are played by all.

## Medieval Festival (Weeks Three and Four)



Hear ye, hear ye! Come hither campers and staff of A.C.T.! Take heed to see groups represent guilds, workers, royalty or defenders of the kingdom and build a Medieval Town. The Cathedral of St. John the Divine, the largest Gothic Cathedral is our inspiration for this theme. We will use our lawns, grounds, the Cathedral itself and our imaginations to transform ourselves into knights or princesses, kings, queens, minstrels, farmers, painters, actors, pilgrims or cooks. A two-day Festival awaits. Medieval banners, booths, games, and costumes will be constructed, and Medieval plays will be performed. Look out for jugglers, dancers, banquets, games and rides. Huzzah!

**Week 3**- Preparation of booths and skills are prepared and practiced. **Friday:** Camp pictures are in the morning. **Week 4**—Preparation of Costumes and Games are finalized. Monday **Prep Unit Event: Mini Tournament Medieval Festival**. Carnival days are on **Thursday**, July 21<sup>st</sup> 11:30am-3pm, **Friday**, July 22<sup>nd</sup> show @ 10 am and carnival 11am-3pm

## ACT Olympics (Week Five)

Campers will represent members of Olympic teams from Italy, Brazil, Ghana, to Japan as they participate in a host of activities that explore the culture, arts, and games of each land. Our journey begins in Brazil with the **Prep Unit Event** participating in *team sports*. On **Tuesday**, all campers head to Morningside Park for *Individual Olympic Events*. Each participant will be awarded colored bracelets designating their place in their event. On **Wednesday**, Voyagers and Pioneers participate in *team sports*. Clubs and theme choice will be based on team countries. Campers will be able to choose to cook a variety of national snacks, create artwork in the style of Michelangelo and Leonardo Da Vinci, partake in African drumming, participate in tales of Anansi, make art boxes, experiment with origami, or participate in shadow theatre. By **Friday**, our travels will end in Brazil with team award assembly.



## Animal and Medieval Motion (Week 6 & 7)

August courses carry a medieval theme ranging from a Knights challenge to stop motion Claymation, creating fanciful animals to "taming" animals that come from a farm and to making animal hats for a parade. Other activities are in motion as they learn to play traditional games and participate in unusual ones like the Knockerball challenge and GAGA. In between, they slip to hot tunes or/and they go up and down waterslides each week. On Friday's everyone gets to show off there new found skills.

## Adventure Camp (Week 8)

Every day has a unique adventure theme in store, keeping our younger campers at home while older campers travel about. Some may travel across a NYC landmark while others stay home for a scavenger hunt. Everyone joins in on a bake-off, sports challenges, water games, tug of war and theme based art projects in between. Our session cannot end without our traditional minute challenge games. Let's see if anyone can break a record and earn a place on our Minute Challenge Plaque.