



Summer Camp

Voyage to Ulithi Day 14

3-8TH GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say: "Today we are going to solve a puzzle, play some fun games, and cool off with a water day!"



Remind students they have the opportunity to earn sand dollars when they complete a task, help another student, help set up or clean up, write in their journal, read a book, etc. Tally the amount of sand dollars that each student earned from helping and record it on the weekly pay role sheet.

GAME TIME

(30 min)

WORD ASSOCIATION RACE

Objective: Help your team list more words associated with the given theme than the other team.

Materials:

- Pencils
- Paper

Theme Ideas:

Beach- sand, water, sand castle, swim, bathing suit, picnic, shark, sunscreen, Hawaii, sandals

Dog breeds- Poodle, German Shepherd, Dalmatian, Boxer, Golden Retriever, Beagle, Labrador

Instructions:

1. Organize the students into teams of approximately 4-8 players, and send the teams to different parts of the room.
2. Each team will have a person assigned to write the words given by their team.
3. Tell the players they will have 2 minutes to list as many words as possible, then give them the theme and start the timer.
4. Each team will quickly, but quietly, call out words for their writer to write. Be careful not to talk too loud, or the other team will use your words.
5. When the timer goes off the teams stop writing. You may need to blow a whistle, or yell "Stop!"
6. Each team will count their words, then the writers will read off their team's words for the group. The team with the most words wins!
7. Play as many rounds as you like!

STEM TIME

(90 min)

Materials:

- Puzzle



PUZZLES

Say: "Today we are going to solve a puzzle together! Solving puzzles is a perfect way to develop problem solving and data organization skills. These skills are important in coding and math."

Instructions:

1. Choose a puzzle for the students to solve together. Some students may be familiar with puzzles, and others may have never done a puzzle like this before. When solving a puzzle there are some techniques that can be used. Share the following techniques with the students.
2. Flip over all the pieces.
3. Find all of the border pieces. These are the pieces with a flat edge.
4. Form the border.
5. Gather pieces that look like they belong together.
6. Form little piles of these pieces.
7. Try putting them together in the space they look like they might belong.
8. Experiment and work as a team. Little by little the puzzle will come together.

WATER TIME!

(60 min)

Materials:

- Refer to the "Water Games Printable" document for materials
- Paper or plastic cups
- 2 large buckets
- 2 small buckets
- 2 large jump ropes

EXPERIMENT WITH WATER!

Instructions: This is your special water day! The last 10-15 minutes is clean up and drying time! Have an amazing water day!

3rd-8th

- Leaky Cup Relay
- Jump Rope Water Splash
- Over-under Bucket Relay

The games can be found online in the extra resources tab for this day. You will need at least 1 hose to help fill the buckets or small tubs.

Each activity will be 15 minutes long. Some may take a bit longer, and that's okay. If you choose to do 2 games, then it is best to do 25 minutes, and 3 games 15 minutes. If there is more than one class per water session, then it is best to alternate games. Before starting the activity, you will need to explain to the students the directions from the Water Games Printable.

Now it's time for some water fun! Encourage the students to be respectful, work together and have a blast!



FREE TIME

(55 min)

Materials:

- Books
- Various board or card games
- Camp journals
- Supplies for decorating camp journal

GAMES, BOOKS, AND JOURNAL

Objective: Allow students time to connect with each other through a fun game. Spend some time reading some fun books with your class, and prompt your students to take a few minutes to write in their journals about what they did today.