



Summer Day Camp 2012 Sample Itinerary

Monday: **Colonial Farm Life (1775)**

- 9:00 **Arrival & Check-in** – the Cider Cellar is our “home base”
- Games on the lower green as campers arrive (*Trap Ball, Game of Graces*)
 - Introduction to the staff, the week’s activities, safety rules, and contests
- 9:15 **Ice Breakers**
- Name Game
 - Window art in the Cider Cellar
 - Good, clean joke-sharing time
 - Meet the canines in Colonial Chesterfield
- 9:45 **Berry Picking** (as berries ripen)
- 10:15 **Snack Time** on the Upper Green
- 10:30 **Blacksmithing Demonstration** at the Colonial Chesterfield forge
- 10:45 **Colonial Militia Training** with possible mock battle –**or-** **Games** on the Main Green
- 11:00 **Hayride tour** of the farm
- 11:20 **Animal Tending** in Heritage Homestead
- Meet the horses, cows, goats, and sheep near the Packing Shed
 - Animal tending may include: hand feeding, holding kids (baby goats), milking, brushing, herding, or sheep shearing
- 12:15 **Lunch** in the *Hawk’s Head Public House*, followed by card games (*Murder in the Village*)
- 1:40 **Candle Dipping** on the brickwork –**or-** **Butter Making** in the tavern
- 2:00 Free time, sports, games, and crafts:
- **Archery** lesson
 - **Weaving** lesson –or- practice writing with **Quill & Ink**
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**

Tuesday: **Wilderness Day (Kid –vs- Wild)**

- 9:00 **Arrival & Check-in** –Cider Cellar
- Games on the lower green as campers arrive (*Ninja*)
 - Introduction to the day’s activities
- 9:10 **Warm-Up Challenge Games**
- Keeper of the Flame
 - Blind Drum Hunt
- 9:45 **Orienteering** - Campers learn the basics of using a compass and map
- 10:15 **Snack Time**
- 10:30 **Nature Hike** will feature **four** or more of the following:
- “Solo Walk”
 - Group Survival Scavenging Challenge
 - Plant identification and tips on wild edibles (none are consumed)
 - Gather plant fibers and make cordage
 - Camp water filtration
 - Quail calls
 - Basic fire building skills
- 12:15 **Lunch** in the *Hawk’s Head Public House*, followed by card games (*Murder in the Wild*)
- 1:30 Free time, sports, games, and crafts:
- **Tomahawk throwing** lesson and practice
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
 - Optional Activity: Design and create a unique **target** to use for Friday’s archery contest
- 3:30 **Pick-up**

Note: Camp activities vary based on the ages and interests of each group, and the tours scheduled for each week.
Extended Hours may include: Art, Gardening, Hiking, Music, Paper Making, Printing Press, Wood Burning



Summer Day Camp 2012 Sample Itinerary

Wednesday: **The Gold Rush** (1849)

- 9:00 **Arrival & Check-in** –Cider Cellar
 - Games on the lower green as campers arrive
 - Introduction to the day's activities
- 9:05 **Games** by the Lower Pond
- 9:20 **Pie Making** in the *Hawk's Head Public House*
 - Granny Smith apple mini-pie with delicious crumb topping
 - Hand made by each camper and taken home to be enjoyed!
- 10:00 **Snack Time**
- 10:15 **Hayride** from Colonial Chesterfield to Heritage Homestead
- 10:30 **Gold Rush Adventure**
 - Introduce the Gold Rush of 1849, gold fever, and supply and demand
 - Gold panning
 - Mining for gold
 - Visiting the Assayer's office
- 12:15 **Lunch** in the *Hawk's Head Public House*, followed by card games (*Murder in the Mine*)
- 1:15 **Auction** (campers use their accrued Gold Rush era currency to bid on items from the mercantile post)
- 1:30 Free time, sports, games, and crafts:
 - **Archery** practice
 - **Pirate ship construction** (sloops and frigates)
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**

Thursday: **Pirates & Privateers** (Pirate Day)

- 9:00 **Arrival & Check-in** –Cider Cellar
- 9:05 **Pirate Ships** – Finish decorating ships and set sail
 - Test for seaworthiness, or go to battle on the high seas with another pirate's ship
 - Learn about piracy and privateering as we test the waters
- 9:45 **Sea Shanties & Tug of War challenge**
 - Introduce the "call & response" concept
 - Use the "sea shanty advantage" to win the Tug of War challenge
- 10:00 **Snack Time**
- 10:15 **Fencing lesson and Foam Sword Challenge**
- 10:45 **Treasure Hunt** – Thrilling, farm-wide search for the pirate's booty (a camp favorite!)
- 12:15 **Lunch** in the *Hawk's Head Public House*, followed by card games (*Murder aboard Ship*)
- 1:15 **Knot Tying lesson** to sharpen a sailor's skills at sea and on land
- 1:45 Free time, sports, games, and crafts:
 - **Tomahawk throwing** practice
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**

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Friday: **Water Day** (Splash!)

- 9:00 **Arrival & Check-in** –Cider Cellar
- Games on the lower green as campers arrive (*Bubble Slayer, Ninja*)
- Introduction to the day's activities
- 9:15 **Hayride** tour of the farm
- Visit and tend the animals
- Berry picking
- 10:00 **Snack Time** on the Upper Green
- 10:15 **Tomahawk throwing tournament**
- 10:45 **Archery tournament**
- 11:15 **Bucket Brigade** (with water fight!)
- Teams compete by moving **buckets of water**
- Relay race to extinguish a "fire"
- 12:00 **Lunch** outdoors under the lower green shelter, followed by card games
- 1:15 **Pond time**, free time, games, and crafts:
- Swimming & splashing in the Lower Pond
- Finish any craft projects
- 2:45 Conclude pond time
- 3:00 **Award** for archery & tomahawk throwing tournaments
Award for "sportsman of the week"
Spend any prize credits at the Colonial Chesterfield Mercantile Post
- 3:30 **Pick-up**

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