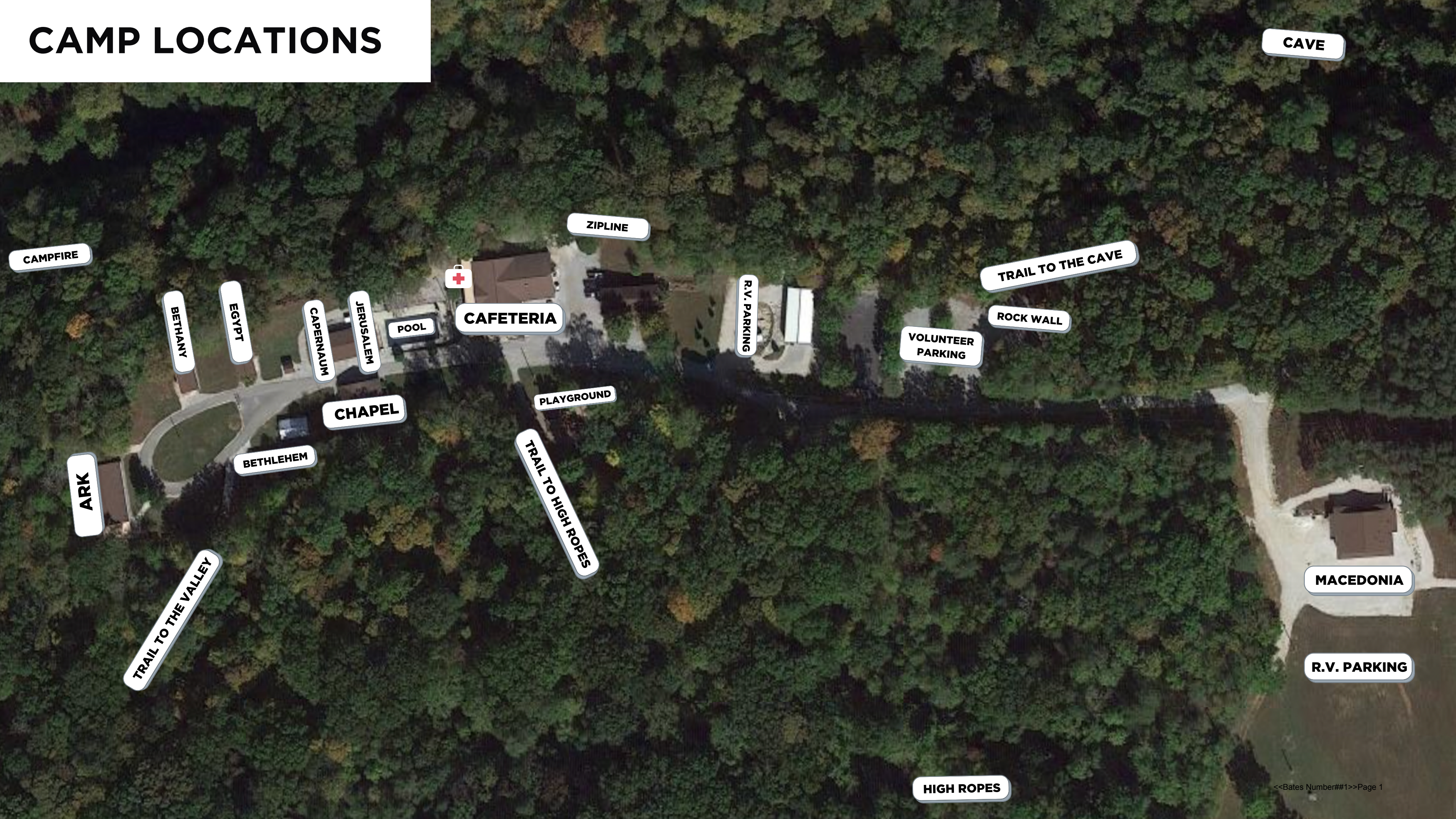




# WONDER VALLEY VOLUNTEER



# CAMP LOCATIONS



CAVE

CAMPFIRE

BETHANY

EGYPT

CAPERNAUM

JERUSALEM

POOL

CAFETERIA

ZIPLINE

R.V. PARKING

TRAIL TO THE CAVE

ROCK WALL

VOLUNTEER PARKING

CHAPEL

BETHLEHEM

PLAYGROUND

TRAIL TO HIGH ROPES

ARK

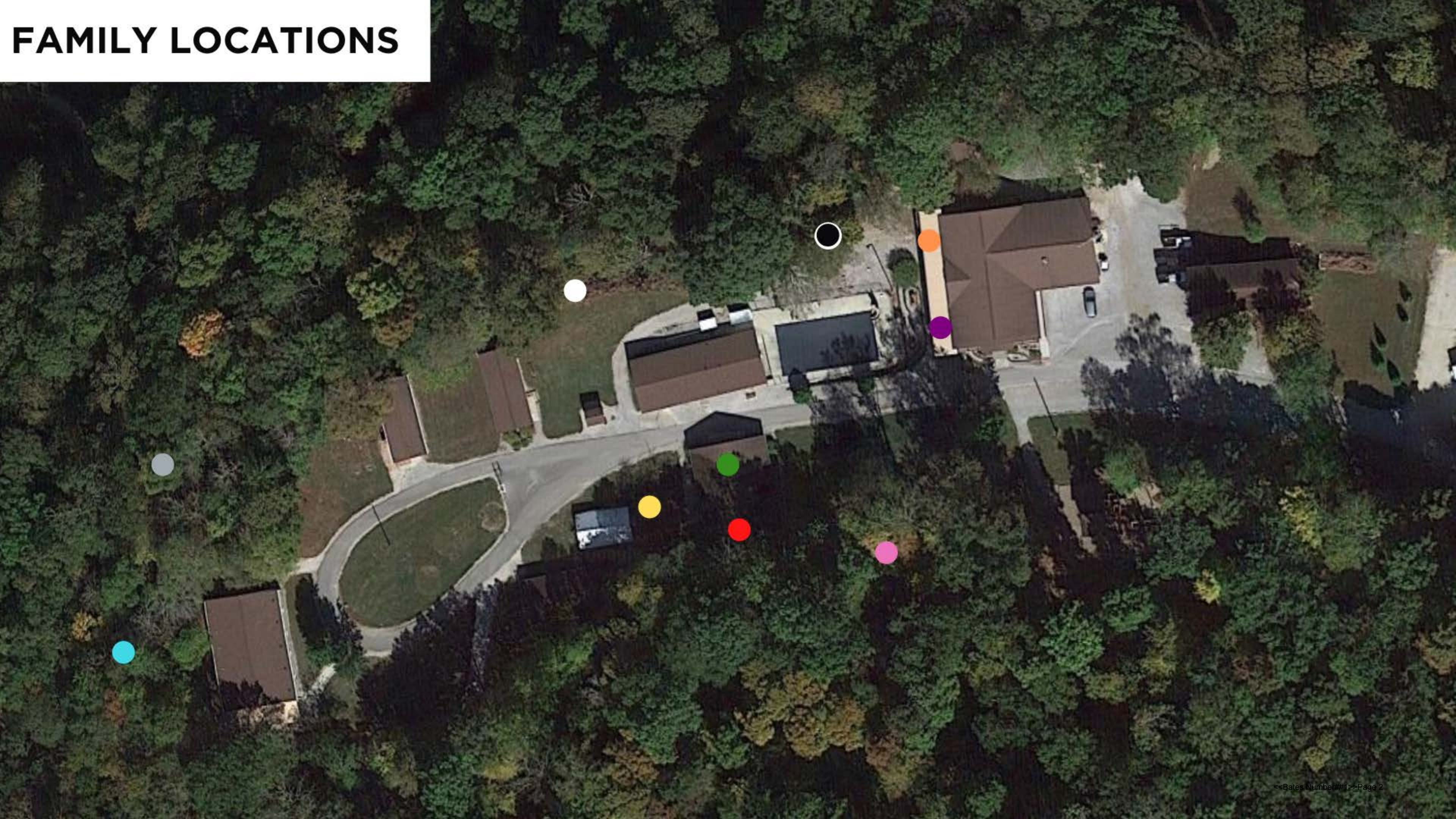
TRAIL TO THE VALLEY

MACEDONIA

R.V. PARKING

HIGH ROPES

# FAMILY LOCATIONS



## **SUNDAY SCHEDULE**

4:00 - 5:00 Registration  
5:00 - 5:30 Let's Get Started (meet in Ark)  
5:30 - 6:00 Dinner  
6:00 - 6:30 Family Team Formation  
6:30 - 7:15 Team Building Time & Create a Name  
7:15 - 7:45 Name Presentation  
7:45 - 8:15 Ice Cream  
8:30 - 9:15 Worship  
9:15 - 9:30 Campfire Prep  
9:30 - 10:00 Campfire  
10:00 - 10:30 Family time  
10:30 - 10:45 Get ready for bed  
11:00 Bedtime

## **MONDAY - THURSDAY SCHEDULE**

7:45 Wake up  
8:15 - 8:30 Gather at the flagpole  
8:30 - 9:00 Breakfast  
9:00 - 9:30 Free time  
9:30 - 10:15 Family Devotions  
10:20 - 11:20 Worship  
11:20 - 11:30 Free time (drop off stuff at dorms)  
11:30 - 12:00 Chapel (creative lines)  
12:00 - 12:30 Lunch  
12:30 - 1:15 Rest time  
1:15 - 1:30 Chapel (gather w/ family and head to rec locations)  
1:30 - 3:00 Recreation 1  
3:00 - 3:15 Break  
3:15 - 4:45 Recreation 2

4:45-5:15 Clean up  
5:15 - 5:45 Dinner | Mail  
5:45 - 6:00 Free time (get your stuff for worship/teaching)  
6:00 - 7:00 Worship  
7:00 - 7:45 Family time (response)  
7:45 - 8:15 Canteen  
8:15 - 9:15 Evening activity  
9:30 - 10:00 Campfire  
10:00 - 10:30 Family time  
10:30 - 10:45 Get ready for bed  
11:00 Bedtime

## **FRIDAY SCHEDULE**

9:30 Wake Up  
10:00 - 10:15 Gather at the Flagpole  
10:15 - 10:30 Mail Call  
10:30 - 11:00 Brunch  
11:00 - 11:15 Free Time  
11:15 - 11:45 Family Devotions  
11:45 - 12:15 Worship (Announcements)  
12:15 - 12:45 Clean Dorm & Get Packed  
12:45 - 2:15 Recreation 1  
2:15 - 2:30 Break  
2:30 - 4:00 Recreation 2  
4:00 - 4:30 Clean Up & Finish Packing  
4:30 - 5:00 Pizza  
5:00 - 5:45 Closing & Baptisms  
6:00 - 6:30 Check Out From Dorms

# CAMP POLICY & EXPECTATIONS FOR FACULTY

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- **Faculty are expected to embody the love of Christ** in their actions, language, and interactions with campers, staff, and peers.
- **Faculty are to ensure appropriate supervision of campers at all times.** Campers are not permitted to enter dorms or other buildings on campus without faculty supervision.
- For the safety of our campers and faculty, **faculty should never find themselves alone with a camper.** A minimum of three persons need to be present at all times, with at least one being a faculty member. In the same way, a faculty member is not permitted to drive a camper in their personal vehicle at any time. Transportation will be provided for students when needed.
- With the exception of designated check in and check out times, **members of the opposite gender are not permitted in the dorms.**
- Alcohol, tobacco, and vaping products are not permitted on campus at Wonder Valley.
- **Campers and faculty are expected to dress appropriately** for daily activities and weather conditions.
  - Campers and faculty need to be fully clothed when walking to and from the pool (shirt and shorts or a swim covering of some sort). In accordance with camp policy, ladies are expected to wear a modest one-piece swimsuit. A long tankini that covers the stomach is also acceptable. A dark colored shirt should be worn over any two-piece swimsuit. Gentlemen are expected to wear modest swim shorts.
  - According to camp policy, spaghetti strap shirts are not permitted. Clothing containing explicit content or that promotes alcohol/tobacco products is also not permitted.
  - All underclothing (bra straps, boxers, etc.) should be appropriately covered at all times. Pajamas and overnight clothes should not be worn outside of the dorms.
- Following the scheduled check-in, **faculty are not permitted to leave campus without approval from the Dean.** If prior arrangements have been made to leave campus, please notify the Dean prior to your departure and upon arrival back to campus.
- If campers have reasonable access to your belongings (sharing a dorm or another location on campus that cannot be secured by lock and key), **faculty are required to provide all medications to the nurse, both prescribed and over-the-counter.** This is to ensure that campers are not given access to these medications.
- Due to allergies and the potential for animals being attracted to the dorms, **food is not permitted in the dorms.** All food items will be collected at check-in, labeled appropriately, and stored in the kitchen. Campers and faculty may access these items at meal times and snack times.
- In accordance with camp policy, **campers are not permitted to bring phones, ipads, or other devices.** In an effort to create a week away without distractions, We will encourage students to turn these in at the beginning of the week. They will then be labeled, and stored securely. *In the situations that the phone is part of students' ability to be at camp a Dean will set appropriate boundaries with the student about this.* Although faculty members are permitted to have their cell phones, **please refrain from using your device in front of campers.** We encourage faculty to bring a wristwatch, a Bible, notebook, pens, and any other supplies that might be replaced by a device.
- In accordance with Indiana Code, **any disclosure of child abuse or neglect must be reported immediately.** This should be reported directly to the Counselor for the week (Kenzie Hutton for MS and Jacki Wilson for 812). Thoughts of suicidal or homicidal ideation should also be reported immediately to the Counselor.
- Any and all forms of physical punishment are strictly prohibited.

# Junior Faculty Expectations (MS week only)

**Junior faculty are absolutely essential to a successful week of camp!** We are blessed to have a strong team of student leaders (LIKE YOU) that have stepped out and volunteered their time and talents for this week of camp. We are so excited to work together to show the love of Jesus and ultimately grow the Kingdom of God. It is our goal that as junior faculty you are able to develop and experience, through relationships and modeling from experienced faculty, what it means to be a servant leader.

We are asking you to be assistants and helpers to your family teams and the other faculty while at camp. You will have additional duties, mainly behind the scenes, to make sure that the camp experience flows smoothly, efficiently, and effectively.

These duties include (but are not limited to):

- Helping set up and tear down areas (specifically the ark).
- Helping serve meals to keep the line moving quickly.
- Being first in and/or last out of most events to help set the atmosphere.
- Small errand runs around camp for deans as needed, etc.

These things are requested of you in love and are ways to be servant leaders to the campers and other faculty.

During family time, junior faculty is expected to assist the family leaders as needed. This will look differently in each family. Some groups will need more guidance in discussion time. Some may require help leading in games during fun/free time. Please be flexible and adaptable to the needs of your family campers and family leaders. If campers are having a difficult time (*examples: homesick, trouble communicating/opening up to group, shy, lonely, etc.*), please take the time to sit with the campers and make them feel more comfortable.

Some family leaders may also have individual conversations with campers (*appropriately within eyesight but not earshot*) about spiritual decisions or decisions of baptism. During this time, please assist by leading your other family campers in discussion, games, or activities.

Finally, there are some additional rules for junior faculty. There are as follows:

- **Junior faculty are never to be alone with a student, especially in a dorm.**
  - Another camper, junior faculty, or faculty must be present. If a camper requests to get something from a dorm and it is just one of them, you may stand holding the dorm door open as they quickly get what they need and exit the dorm. This

also goes for after lights out - an adult faculty member must always be present in the dorms.

- **Must be back to your dorm by midnight.**
  - Sometimes a few faculty members will stay up late in the cafeteria. This is allowed as long as there is an adult present in each dorm. Junior faculty must leave the cafeteria and go back to their dorms no later than midnight.
- **Junior faculty are not permitted to leave camp once they arrive.**
  - Even if you have your license and a vehicle, you may not leave the property (for food runs, walmart runs, etc.).

The junior faculty leads for middle school week are Jayke Youell & Amanda Dickerson. They will be directing most of the additional duties requested of you. If you have any questions or concerns, they will be more than willing to help. If you are ever in a situation where you don't know how to respond or feel uncomfortable providing an answer to a camper, please immediately reach out to them or another faculty member.

# THE ROLE OF A DORM / FAMILY LEADER

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## LEADING A DORM:

- **Why it matters:** God is working in the ordinary, mundane moments
  - The mundane moments matter. Don't miss an opportunity to model the love of Christ to a child during transitions from one event to another.
  - Creating an environment where campers feel safe, secure, and seen is important. This is home for the next five days.
  - Physical rest is essential to a camper's ability to engage with content throughout the week.
  - The tone and culture that is set within the walls of each dorm will either encourage transparency and growth or squash it.
- **Setting up the dorm and making preparations:**
  - Faculty bunks should be positioned at each exit and spaced throughout the dorm to ensure safety.
  - Ensure that supplies are well stocked in bathrooms, including feminine products. If additional supplies are needed, please communicate this to one of the deans.
    - Regarding feminine products, ensure that these items can be accessed discreetly. For example, you might place a bag of feminine products on top of the toilet in the restroom closest to the showers. You could announce to the dorm, "There is a bag of feminine products placed in the stall closest to the showers. You don't need to ask permission, please take what you need."
  - A posted schedule for recreation, teaching, and daily schedule will be provided in each dorm so that campers know what to expect.
  - Coordinate with other dorm leaders and consider bringing mirror markers or decor to make the dorm feel inviting.
  - Consider bringing a bluetooth speaker to play worship music in the mornings or before dinner.
  - Consider bringing a clock that can be displayed in a prominent area of the dorm. Be aware that some children may not have learned how to read an analog clock.
  - Consider bringing cards, catch phrase, or other small games that can be accessible to campers during dorm time before dinner.



- Meet with all dorm leaders prior to campers arriving to discuss dorm expectations and to pray together.
- **Being present when campers arrive:**
  - It is essential that faculty are present and available as campers arrive at the dorm.
  - Welcome campers with a friendly face and give instructions for them to choose an open bunk, offering help, as needed.
  - Parents may experience anxiety as they prepare to leave their child. It is an incredible privilege and responsibility that they've entrusted us with the well-being of their child. Your confidence and kind spirit will provide comfort and reassurance as parents prepare to say goodbye. Answer all parent questions to the best of your ability. If you don't know the answer, find out! Resource another experienced faculty member, as needed.
  - Please collect all food items that campers may have brought with them. This might sound like, "Did your camper bring any food or snacks with them? It's okay if they did, but due to food allergies and to keep animals away from the dorm, we collect all of those items and store them in a safe place. Your camper can always access their food or snacks at meal times and during snack."
    - You will be given gallon sized ziploc bags and a sharpie marker to label all collected items. After check-in, the food items can be taken to the kitchen.
- **Introduction to dorm leaders and expectations on night 1:**
  - On the first night of camp, dedicate time in your bedtime routine to gather all the campers and introduce dorm leaders. Although you may have had an opportunity to meet some of the campers earlier in the day, this is a great opportunity to introduce faculty and build connection among campers.
  - Use this gathering to also discuss general expectations. We have included a few below for your reference:
    - Campers are expected to stay inside the dorm after dismissal for bed at night and in the mornings until the bell, during rest time (after lunch and before recreation), and after recreation (before dinner). Campers are not permitted to leave the dorm during these times unless given permission to do so.
    - Campers are not permitted in the dorm without a faculty member, this includes after recreation time and in between events. For the safety of faculty and campers, three people need to be present at all times (including one faculty). If a camper needs to enter the dorm quickly for

something (forgotten notebook, etc.), the faculty member can stand inside the doorway until the camper exits the dorm.

- For safety reasons, campers are not allowed to push bunks together.
- Campers are expected to stay in their bunks in the morning until the scheduled wake up, unless to use the bathroom, of course. This ensures that campers are provided with enough physical rest and provides time in the mornings prior to the scheduled wake up, for faculty members to shower, get ready, etc.
- Be respectful of the shared space. Keep belongings tidy, don't leave toiletries or personal belongings in the bathroom or vanity area, hang wet towels outside, etc.
  - One way to encourage good housekeeping within the dorm is the "best bunk" designation. After all campers have exited the dorm in the morning, dorm leaders will choose two campers who have exhibited exceptional care in keeping their space clean and tidy. Please keep in mind that you are not necessarily choosing the student who brought items from home to "decorate" their bunk. Rather, you are choosing a student who has been intentional in keeping their space clean and organized. Each morning at breakfast, give the names of both students to Graham or Jami Jones. The camper names will be announced and their family will be awarded additional points.
- Don't spray bug spray, cologne, or sunscreen inside the dorm. Step outside.
- Campers are expected to shower regularly, meaning daily or at least every other day depending on the activities.
  - If there is a student in your dorm that struggles with proper hygiene, attempt to address it in a "blanket" announcement to the entire dorm, such as "Gentlemen, as a reminder, if you did not shower this morning, you need to make time to shower before bed tonight." If poor hygiene continues to be a concern, you might need to have a specific conversation with the camper. Please be reminded that these conversations should be discreet and handled with care, as to not unintentionally shame the child or cause distress. If needed, please consult with an experienced faculty member or someone on the lead team for additional support in these conversations.



might make an announcement in a hushed tone, “Good morning ladies. It is 7:45am. I’m turning the lights on now.”

- Alternatively, some dorm leaders begin playing quiet worship music a few minutes before the scheduled wake up. After five minutes, an announcement is made in a moderate voice, “Good morning, gentlemen. It is 7:45am. Please start getting out of bed. I’m turning the lights on now.”
- **Rest time:** This time is a gift to both faculty and campers. When expectations are stated clearly, dorm leaders can help campers to prioritize rest.
  - Share the heart behind why we include rest time in our daily schedule. Consider sharing about how God modeled rest in the story of creation.
  - Campers are not required to sleep during this time, but they are required to be on their own bunk. Provide examples of things they can do: sleep, journal, read, write letters home, memorize scripture, etc.
    - If a camper chooses to write a letter home, there is an outgoing mailbox located above the drink fountain in the cafeteria. Postage can be purchased at canteen, if needed.
  - Ask that campers do not rummage through their belongings during rest time; ample time will be given to prepare for the next event.
  - Campers should use the restroom prior to rest time and are not permitted to leave their bunks until the end of rest time is announced by the dorm leader.
- **Encourage smooth transitions from one event to another:**
  - As the day progresses, give campers reminders about what is needed for the next event. Examples: grab your bible, pen, notebook, and water bottle; if you are going to the rock wall, you will need to wear closed toed shoes; if you are going to a high ropes event, wear longer shorts due to the harness; a covering needs to be worn to and from the pool area, etc. Some campers may struggle with multi-step preparations; these prompts can be helpful.
  - Provide assistance with time management by offering occasional time reminders. Example: 10 minutes until the bell, 5 minutes until the bell, 2 minutes until the bell.
  - Prior to every event, ensure that every camper has left the dorm. Two dorm leaders need to remain in the dorm until all campers have exited. Alternatively, if only one dorm leader is available, the dorm leader can stand in the doorway with the door propped open until all campers have left the dorm.

- After recreation and before dinner is another time when intentional connection can be fostered. For middle school girls, this time is generally spent braiding hair, putting on makeup, and preparing for dinner. These are excellent opportunities to build connection. For guys, this is generally a time of relaxation and hanging out. As suggested earlier, consider bringing cards or games for campers to access during this time.
- **Bedtime routine:** consider how you can create an environment where campers feel safe, seen, and loved. Again, you are likely the last interaction before he or she closes her eyes for sleep. Don't miss an opportunity to express the love of Christ.
  - At nighttime, consider praying together, reading a story, or chatting about the day before lights are turned out. Be intentional about creating a calming environment for students and discuss ideas with other dorm leaders prior to camp.
- **Missing home:** Dorm leaders are often the first to be confronted with a child who is missing home. As the day winds down and the excitement of the day passes, some campers can begin to feel sad or even panicked at bedtime. The dorm leader's response to home sickness can significantly influence a child's willingness to stay, despite those feelings.
  - Try not to minimize or dismiss the feelings, instead validate their feelings, offer comfort, and a next step.
  - It might sound like "I'm sorry you are missing home tonight. It's okay to feel that way. I'm actually missing home a bit tonight too. It can be really hard to be away from the people we love, even for a short time. Is there anything I can do to help you feel more comfortable here? (Perhaps pray together. Maybe replicate a bedtime ritual that the child does at home. You can also suggest that the child journal about each day and they can share it with their caregiver or whomever when they get home). Try to rest and close your eyes now. The office is closed now, but if you are still feeling strongly about this in the morning, we can talk to a Dean about possibly calling home."
  - In most cases, the child will be feeling much differently in the morning and you can avoid a call home. If the child stays for the first 1-2 nights, they are more likely to work through those feelings of home sickness and complete the week.
- **Overnight emergencies:** If there is an overnight emergency, send a faculty member to alert a dean immediately. There will be a Dean lodged in the Dean Cabin located behind the gazebo on the left side, near the pool. This Dean will alert other deans, staff, and the nurse, as needed.

- **Closing and checkout procedures:**
  - Campers will be given time to pack their belongings and clean the dorm. Provide specific tasks for campers to complete (sweep, mop, clean countertops, wipe mirrors, etc.).
  - After each camper has packed their bags, all unclaimed items (towels, washrags, clothes, towelitries, etc.) should be placed on the vanity counter at the front of the dorm for parents to view during closing.
  - Each camper must be signed out prior to leaving campus. The office admin will manage sign-out for campers who leave early.
  - A road block will be positioned above the cafeteria and a faculty member will be posted on the road near Macedonia or greet parents and to remind them that campers will not be permitted to check out early unless prior arrangements have been made. Parents will be encouraged to remain in their vehicles until 3pm. At that time, they may approach the dorm.
  - On the final day, each dorm will receive a list of camper names. It is expected that each camper is signed out by an authorized adult prior to leaving campus.
  - During checkout, all campers will be in the dorms. A faculty member will be positioned at the dorm entry to obtain the appropriate signatures.
  - Once the person's signature has been obtained, they are welcomed into the dorm to greet their camper and gather belongings prior to leaving campus.
  - After all signatures have been collected and every camper from the dorm has left campus, submit the completed form to a dean.
  - Ensure that the dorm is picked up and take all "unclaimed" items that have been left behind to the chapel. Staff at Wonder Valley will deep clean the dorms following check-out.
  - Turn out the lights prior to leaving the dorm.

## LEADING A FAMILY TEAM:

- **Role of a family team leader**

- Your role as family leader is one of the most intentional and hands on roles at camp. Period.
- As a family leader you are responsible for
  - Creating a safe space for students to connect.
  - Setting the tone for how students apply what they are hearing.
  - Coaching/Cheering them through activities and all moments of the day.
  - Leading them through discussions by challenging them to be active participants.
  - Helping your team get from one area to another on time and ready for what's next.
  - Knowing each student's name in your group and learning throughout the week where they are at in their walk with Jesus.
  - Helping students take their next step in what it means for them to follow Jesus.
- A student won't feel known until someone knows them. If you want the students in your group to feel known, you can't force it and you can't fake it.
  - *Before a student can know God loves them, they may need to be known by people who know God.*
- Our desire is for our students to do more than just listen and respond. We want them to engage with the topic that is before them. Think, share, question, discuss, debate, own, personalize, etc...
  - Although the temptation might be to just hang out and chat in your small group, we must remember that what we have the opportunity for is extremely important. They can go and find a group of friends to chat with but what we offer is different. It's the gospel!
  - Your family won't remember every small group conversation you'll ever have. But they will remember more than you think.

- **Leading family devotions**

- The reality is that there is a large number of students who have never done a devotional before. Our desire through this week is to help lead them through this process, encourage them to be active in their bibles and set them up for the rest of the days teaching.
- As a family leader you will be responsible for leading your family every morning after breakfast through a 45 interactive devotional time.

- All of the material and questions will already be provided for you. Your job as a family is to **OWN IT** and make it **REAL** for your family.
- **OWN IT & MAKE IT REAL**
  - Be intentional to read through the devotional that you will be leading again and again. Consider marking the parts that are really important and making your own notes. Remember that you know your family the best so don't be afraid to tweak the content to fit your family's needs.
  - Use the provided material as a reference not a script. Students want to see your eyes, hear your heart and be engaged. They don't want to be read to.
  - As you read through the material consider how you can tie in something you have seen, heard or been a part of to make a personal connection to the text.
- **Family Leader Rotation**
  - Keep in mind that this role can be and is encouraged to be split up between all the leaders in your group.
    - Please do this ahead of time so that you can prepare properly. Don't wait until camp starts to assign who is doing what!
- **Supplies**
  - It is essential for you as a Family Leader to ensure every student has their Bible, notebook and at least a pen with them before starting devotional time each day. You will have additional supplies in your bag in case they have forgotten something. Don't start this time until everyone has what they need. Even if that means taking 5 minutes for a student to get what they need.
- **Be intentional with your time**
  - As the leader of the devotional time, you set the tone for how fast or slow things move forward.
  - It can be easy for us to rush through our time of leading (*especially if we are nervous*) or stay stuck in one spot of the material too long.
  - Be mindful in preparation to plan out how long the material will take. Consider timing yourself at home as you practice.
  - Remember that the students' time in reading, underlying and discussing is far more important than you trying to fill the dead space with talking.
  - It's ok if you ask a question and no one raises their hand to answer. They are thinking of the answer, but they might not be ready to share it just yet. Be patient to give them a minute or two, if no one answers, consider



coaching your family by calling on a student and say something like “Jimmy what do you think about this?” If all else fails, consider answering the question from your own experiences to get the ball rolling and then go back to a different student and see if they might have something to say.

- *Please be cautious when sharing your own journey. We want you to be transparent, but I also want you to be discerning – remember you are working with teenagers. Sometimes in our quest to help students avoid the mistakes we made when we were young- we end up revealing too many details that then only raise up new questions.*

○ **Managing group dynamics**

- Remember that group discussion and “connection” is based on several things. (Their leader, the location, what’s happening around them, what’s next, their energy level, their emotional state, etc...) But the thing that makes or breaks a family discussion time is TRUST.
- You build trust with students when you are present with them physically, emotionally and you show yourself to be a safe space for them.
- Keep in mind that every group and every student will be different. Here are a few tips on how to engage them.
- Extroverts (Chatty Cathys)
  - Hear them
  - Be patient with them as you set good boundaries
    - Say things like, “Cathy that was great but on this next question I want someone else in our group to answer.”
  - Empower them through helping them see the value of others speaking and Cathy helping to encourage the other students.
- Introverts (Silent Stephens)
  - Don’t forget them
  - Don’t surprise them
  - Don’t force them
  - Empower them by meeting them on their level. Even if that means at first all they give you is a head nod.
  - Find out what they are into and play on that.
- Distracted (David’s)
  - Know their Distractions
  - Help eliminate their distractions through healthy conversations
  - Sit near them and engage them through encouragement

- Move them to what's next!
  - Once you have engaged your family in a conversation about authentic faith, your final step before telling them what activity they will do next, is to move your family to engage in a life of authentic faith. In other words, after we have engaged them inside of the circle, it's our job to move them to engage outside the circle and outside of this week as they head home
    - **Help students identify "next steps"**
      - Challenge and encourage individual students (and the group) with measurable/attainable goals
        - For example, if Jimmy shares that he is wanting to follow Jesus more whole heartedly in worship. Consider challenging him to not worry about what people around him are doing during worship but for him to raise his hands in surrender during the next worship time.
    - **Pray Together**
      - Always pray during group time to open, close or both
      - Help students see you pray at first and then encourage one of them to pray.
      - Make it your goal to see each student in your family lead prayer time for the group before the week is over.
    - **Say Something Meaningful | Finish Strong**
      - As your Family Time conversation comes to a close, and you prepare to leave that conversation for what's next, you have the opportunity to say something meaningful-something that has the potential to stay with them for a long, long, long time like...
        - "I'm praying for you." | "I love you." | "I'm proud of you." | "I'm here for you." | "I believe in you." | "I am thankful for this moment" | "I see Jesus working in your life!" | "Thank you for \_\_\_\_\_"
- Self-care and shared responsibilities
  - Here is the truth, this week is awesome in every way but it's a lot. The level of expectation, the number of hours required and the spiritual withdrawal that is required is BIG! This is why it is so important for you to know upfront the importance of self-care.
    - Make arrangements with other leaders within your family for intentional moments of rest. Afternoon recreation time is a great opportunity to share the responsibility of supervision. If your family is scheduled for the

rock wall or another high ropes event, staff members and facilitators will also be present. Only 1-2 leaders are needed to accompany students to these events to cheer them on. By sharing responsibilities during recreation time, this allows faculty to take time for rest.

- Arrangements can also be made among dorm leaders for time before campers wake in the morning and after campers go to sleep. At least two adult faculty members need to remain in the dorms. Otherwise, if you would like to get up early and take a run or enjoy a cup of coffee on the front porch, please make arrangements to do so.
  - In the evenings, faculty are welcome to gather in the dining hall after campers are asleep, as long as two adult faculty members remain in the dorm. Please be respectful of the shared space and mindful that camp staff are housed in the lower level of the dining hall.
  - Faculty will have access to a refrigerator in the dining hall; however, the space is shared among 50+ volunteers. If you bring a case of your favorite soda, there might only be space for 1-2 cans to be chilled at a time.
  - Family leaders are often confronted with difficult conversations. We are reminded every year that students carry heavy hearts and may come from difficult circumstances. Although it's a sincere privilege to have these conversations with campers, it can be difficult for faculty to know how to navigate these conversations or process their own emotional response to the child's experience. Please resource Kenzie Hutton and other members of the lead team, as needed. It is our intention to equip and empower faculty in these conversations and to encourage and support you in your role as a family leader. Do not hesitate to ask for help or guidance.
    - Please note that any disclosure of abuse, neglect, or suicidal ideation MUST be reported to the Counselor immediately (Kenzie Hutton for MS and Jacki Wilson for 812).
  - Lastly, take time to share your experiences with other faculty members. Share moments of celebration, sadness, and everything in between. We have an incredible team of volunteers whom God has gifted uniquely; resource one another.
- Prepare for the conversation you'll have in your family time. Connect with your family and help them connect with each other. Know your family and help them know each other. Engage your family by speaking less, listening more, controlling less, leading more and always look for the moments that matter. Thank you for leading your family toward a life of authentic faith outside of the boundaries of Wonder Valley!

## CAMP GAMES

This is a guide of helpful activities for you to have in your pocket for when you need to get to know your family, kill some time between activities, change things up a bit or just have some fun while standing in line for a recreation activity.

Forgive me if these don't make sense. I'm much better at explaining them to you, so please come and see Whitney Sweeney (MS week) or Jami Jones (812 week) if you have any questions or are confused.

### **Icebreakers/"Get to know you"/Team Building**

#### **1) 4 Corners (get to know you version)**

Map out four corners of your playing area. You will have one "caller" who will have their back turned to the playing area so they cannot see the players. When each round begins you let all the campers pick a corner to stand in. When all players are in a corner the caller will call out a number (corner # 1, 2, 3, or 4). When a camper is eliminated they must say their name and something about themselves. The game continues and you eliminate every round UNTIL you pick a top one or more campers OR the caller calls an empty corner.

#### **2) Find Someone Who...**

This "get to know you game" has you going around and finding different people you have something in common with. A faculty leader will holler out "Find someone who..." and each camper will find another camper.

Examples include:

- have the same favorite color as you
- have the same pet
- go to the same church
- have the same birth month

You can make it that they can only be in pairs, OR if there's a group that it applies to they can do that. (Ex. there's at least 5 campers that have the favorite color blue)

### **3) Group Counting Game**

This game is very cooperative and requires everyone to work together! The point of the game is to count together to get to the same number of people that are counting. (If you have 12 campers in your family you are trying to count to 12). Only one person can be counting at once. Each person can only say one number. If there is a repeat or two people say the same number at the same time you must start over. Players CANNOT talk in between rounds or during the counting. (basically they can't strategize once you have already started the game)

### **4) People to People**

A faculty member will call out different "commands". When they call it out the campers will do each command with the same partner until you call out People to People. You are going to call out two body parts and they touch their partner using those body parts.

Examples:

-toe to toe

-knee to toe

-elbow to elbow

-shoulder to elbow

-hand to back

-hand to head

-etc.

When the caller hollers out "People to People" they run and find a different person to play with. This game can be super funny to see them find creative ways to get those body parts to touch. Obviously we want to be careful about what we choose so that it stays appropriate.

### **5) Never Have I Ever**

This game allows your family to get to know each other and faculty can play too. Each player starts with 5 fingers held up. Each player gets a turn to say something that they've never done (example Never have I ever broken a bone, been to Wonder Valley, had a pet, etc.). If any other player HAS done that thing they must put a finger down. If you lose all 5 fingers you are out of the game. You can play however long you want and stop whenever you want. Or you can play until there is one or a couple winners.

## 6) **Would you Rather**

This doesn't really have a winner or loser it's just a fun game for transition times when you're trying to pass time or during meal times. Anyone can come up with a fake scenario that asks people to choose between two extreme choices. Ex.: Would you rather be able to speak all foreign languages OR be able to speak to animals? There are a lot of these lists available online. Feel free to look them up and print them to take with you to camp to have ready to pull out.

## 7) **Line Up**

This game is a cooperative game. You will tell your campers to line up using different criteria. You can come up with ANYTHING, but here are some good ideas. You can challenge them extra by having them be silent and/or closing their eyes with only one or two that can see.

-By age

-By name (alphabetically): First and/or Last

-By height

-By birth month

-By school name (alphabetically)

## 8) **Adjective Name Game**

Circle Up as a family. Each person says their name with a descriptive word before it that begins with the same letter as their first name (Example: Whimsical Whitney, Crazy C.J., Kind Kenzie). The player that's up must name all the players before them using their adjective and name before they can give theirs. It continues to build as you go.

## 9) **What's my name?**

Stick the name of a well-known celebrity or public figure on each player's backs. Have players mingle and ask each other questions to find out who they are. Make sure the figures are generally well recognizable.

## 10) **Find Another Seat**

Have the campers sit on chairs in a circle, with one chair missing. The camper without a chair stands in the middle and tells their name. Then the camper calls out a characteristic, or color or type of clothing. For example, they may call out, "Everyone wearing orange!" Everyone wearing orange must get up and find another seat, but not one immediately to their right or left. The camper in the middle races to grab a seat and

the person left standing becomes the next caller in the middle. Other examples include: If you have a pet hamster. If you've ever been to Disney World. If you LOVE camp Wonder Valley!

## **Games that require limited movement**

*These are great for time wasters when you're in transition or waiting with your family, or during your family time.*

### **1) Pick 'em & Stick 'em (heads or tails):**

You need a quarter/coin. Person running the game will shout out "Pick em and Stick em" and campers will either stick their hands on their head (heads) or on their bottoms (tails). The result of the coin toss will be revealed and if the campers chose right they're still in the game. If they chose incorrectly they are out (stand off to the side, sit down, etc.). If you play until you reach two people you play one more round. At this point if they choose differently then one will win the entire game. If they choose the same they are either both winners or both losers.

### **2) Super Heroes:**

Campers will find a partner. If someone doesn't have a partner a faculty will have to join in. The point of the game is to choose the same super hero as their partner. The players can choose from the following super heroes; superman, batman, and wonder woman. Players will start by standing back to back (can be distanced) and cannot discuss what they are going to choose. A faculty will count to three. On three the campers will all turn around and show their partner the super hero they chose. Each hero has an action that goes along with it. If the campers chose the same hero they keep going, if they chose different heroes they are eliminated (stand off to the side).

-Superman: Stand straight up puffing out chest with hands on their hips and shouting "Da da da daaa" (for explanation find Whitney)

-Batman: Put two fingers together (index and middle fingers) and place them at your temples on the side/top of your head to make batman ears. They also say "I'm batman" in a deep scratchy voice

-Wonder Woman: Student will stand with feet spread apart swinging the invisible lasso while making a "woosh" sound

### **3) Rock, Paper, Scissors Posse:**

This is a simple Rock paper scissors game with a "team building" twist. Each camper finds someone to play against. It is a normal rock, paper, scissors game until we find out who wins. The loser of the game is now in the winner's "posse". They must find out the name of the player they played and stand behind them and cheer them on. They can say

positive things such as “come on Cassy!” “You can do it John!” “Oh that was a beautiful rock Sabrina!” Each time a camper wins they gain the entire posse of the loser (Everyone must learn the new name of who they are cheering on). As you play you will see large groups forming and it will come down to two groups against each other. \*To make it pandemic friendly make sure they are spaced out *Note: This is also a good game to learn names!*

4) **Screaming Toes:**

All players will circle up tight enough that their shoulders are touching. Each player will start with their head looking down at their toes, NO cheating by looking up at someone. Someone (player or non-player) will count out loud to 3. On three each player will look up and choose ONE person to look at. Their goal is to look at someone’s eyes but NOT make eye contact. If two players choose each other and make eye contact they must “scream” and are out of the game. If the game gets down to two players each are winners and if the game gets down to three players you will play it out until you have one winner.

5) **Do the Math:**

Each camper will find a partner. A faculty counts to three. On three each person holds out any number of fingers using one or both hands. Each person then tries to add up ALL the fingers between them and their partner. The first person to say the sum out loud wins that round.

6) **Chain Reaction**

Divide your family into two groups (or you can play against another family). Line each group sitting criss cross applesauce next to one another in a row. The other half will be sitting in a row with their backs to the other group. Each person holds hands and closes their eyes. At one end a faculty will tap on the first person’s shoulder. When they do, the first person squeezes the next person’s hand. When the next person feels the squeeze they then squeeze the next person’s hand. This is continued all the way to the other end until the last person gets a squeeze. When the last person feels the squeeze they will grab an item (I usually use a balled up piece of paper). The first team that grabs that item wins a point. You can play this game as long as you want, or to a specific amount of points. You rotate each time so that everyone gets a turn to be the start and then end.

7) **Telephone Charades**

A twist on two classic games. Divide your family into two groups (or you can play against another family). Line each group up standing in a line all facing the same direction. The person in the back of the line then turns around and they become the individual to get the clue. A faculty will give them some sort of clue to act out to the next person. (Examples: a monkey peeling a banana, a mother feeding her baby, a camper diving and



playing in the pool, etc.). That first camper taps on the shoulder of the next person to get them to turn around. They then act out that clue WITHOUT talking. When that person thinks they are ready they tap on the next person's shoulder to act out that clue. This continues down the line until it gets to the last person who has to guess what it is. The first team to guess the clue correctly wins a point. Then you rotate through so everyone has a chance to guess/get the clue.

### **8) Ninja:**

I don't know how to play this game, but kids always seem to love it every year! So ask the kids or another faculty member to learn how to play this game.

### **9) Hand game**

For this game you need a big enough space that everyone playing can lay down on their stomachs in a circle with their heads in the center almost shoulder to shoulder. Once you've made your circle everyone places their right hand over the hand of the left hand of the person next to them. Everyone's hands should be crossed and in the center of the circle. The game begins by one person tapping one of their hands and then whichever direction you decide to go, the hand next to theirs taps as well continuing to go around the circle. If a person double taps then the directions switches. If you tap your hand out of order/succession that hand is out. When both your hands are out of the game you are eliminated and the circle gets a little smaller each time.

## **Games that require movement**

### **1) Birdie on a Perch:**

Campers will pick a partner. If someone doesn't have a partner a faculty will have to join in. One person is the birdie and one is the perch. All of the birdies will stand in front of one another in a circle, while all of the perches will stand in front of one another in a larger circle outside of the birdies. When the person leading the game tells them to start walking, each group will walk in a circle in different directions. When the faculty shouts out "Birdie on a Perch!" the players will try and find their partner. The perches will get down on all fours and the birdies will gently sit down on the perches back. The last pair to find each other and get in position will be eliminated from the game. Faculty will need to be watching carefully to be able to eliminate someone for each round.

### **2) Diminishing Load:**

I have used this in my P.E. class and it requires some safety precautions.

Mark two areas approx. 30ft apart. The object of the game is for the team to move all of their players from one area to the other, under the following conditions:

1. To get to the other area, players must be carried.

2. The player who carried a person across, must be the next player carried.
3. You may use more than 1 player to carry, but at least one of them would have to be the next one carried.
4. 1 player (the last player) will get a free pass across the area
5. If the team gets stuck or feels they have made a mistake in order, they may start over at any time.
6. If a player touches the ground, in any way, while being carried he/she must go back

### 3) **Human Knot:**

You can play in one large group or separate your family members into two groups. All the players will stand in a circle close enough for your shoulders to be touching. Each player will stick out one hand and grab another player's hand. Then they stick out the other hand and grab someone's DIFFERENT hand. The team will work together to try and get out of their knot. They must be respectful, positive, and safe.

### 4) **Ships and Sailors:**

This is a command and elimination game. One faculty member will call out different commands and the campers must run and find other players to join with to complete the command. If they are the last to perform something OR can't find anyone to work with they are eliminated. Commands and actions are below:

-Ships: jog to the left side of the playing area

-Sailors: jog to the right side of the playing area

-Hit the deck: fall on your stomach as fast as you can

-Captain's coming: stand up straight at attention frozen until the next command

-Man overboard (2 people): one gets on all fours while the other puts either their knee or their foot on back of the one on the floor while "looking" for the man overboard

-3 men rowing: three people sit criss cross applesauce in a line on the floor pretending to row

-4 men eating: four people sit down in a square of the floor facing each other pretending to eat

-5 men dancing: five people join in a closed off circle dancing

### 5) **Tic Tac Toe Relay**

Get 9 hoops or use something else to make a grid for 3 squares by 3 squares, like you would use for Tic Tac Toe. You need 6 items, 3 of the same colour and another 3 of a different colour. You could use bandanas and t-shirts or something of the sort. Divide your family into 2 teams and give the first three players in the teams the items, each

team has the same colour for each player. The first player runs the length of the room and places their items in a square or hoop. They tag the second person who runs and places their second item. Then the third person goes. The aim is to get three in a row, but to also stop your competing team from getting three in a row too! Once the three items are down, the following team members can move one of their items to try to make three in a row or continue to block the other team from getting three in a row. This continues until one team gets three in a row!

## **6) Keep it up**

Using either a beach ball or a plastic playground ball try to work together to keep it off the ground. Using your hands hit the ball up into the air to your other teammates and see how many times you can keep it up without it hitting the floor/ground or getting out of control.

## **Tag Games**

### **1) Everybody's It (a.k.a. Hunger Games Tag):**

This game is pretty self-explanatory. Each player is trying to tag others, while they are in danger of getting tagged. If players can't decide/figure out who it was that tagged first they can come to an agreement that it was a tie tag. Obviously faculty will try and monitor the game to call out those who were tagged first and are out.

### **2) Link Tag:**

Players will find a partner and link elbows together. Each set of partners will walk around in no particular pattern. There is one person who is it and one who is being chased. The person that is being chased can find anyone that is linked and link their elbow to them. The person that is opposite of who just got linked to are now the ones being chased and must find another pair to link to. If the person that's it tags the other then the roles reverse and they must now find someone to link to.

### **3) Lilly Pad:**

This is the same concept of Link tag (see above). However the players are flat on the floor/grass laying on their bellies. They are still laying down with a partner and if the person being chased comes to lay down beside someone the OTHER person opposite that player is now the one that must get up and is being chased. This requires a large area and could get intense (I once got a rug burn on my chin) so play at your own risk.