

Start Times (30 min increments)	Monday	Notes	Start Times (30 min increments)	Tuesday	Notes	Start Times (30 min increments)	Wednesday	Notes	Start Times (30 min increments)	Thursday	Notes	Start Times (30 min increments)	Friday	Notes
1	Icebreaker/Camp Rules	Camps rules and expectations will be discussed, and students will introduce themselves.	1	Daily Check in: Have you ever played a Role-playing Game Before? What do you think it is?	Students will check in with a question about Role-playing games, and try to use context clues to predict what a role-playing game (or RPG) is.	1	Daily Check in: What does it mean to be competitive?	Students will explore the idea of what it means to be competitive, and ask themselves if they think they have a competitive spirit within themselves.	1	Daily Check in: Do you think you are a creative person?	Students will think about what it means to be a creative-minded person, if they consider themselves to be creative.	1	Daily Check in: What do you think is your best quality?	Students will ask themselves what quality do they believe is their best. Giving them a chance to be thoughtful and reflect on themselves.
1:30	Cooperation/Teamwork	Name Toss Game: As a group we will toss a ball and say our name one person at a time. The next person has to toss the ball to someone else and say their name. Once everyone has tossed the ball to someone, then we will have to go backwards in order. If the ball drops we have to restart. A fun way to get to know everyone!	1:30	Mindfulness/Free Writing	Students will spend 10 mins practicing "free-writing." The idea is to put whatever is in their minds down on pen and paper, and to not worry about spelling, grammar etc. Students will also take part in a 5 min "mindfulness" exercise of quiet reflection and breathing techniques.	1:30	Mindfulness/Free Writing	Students will spend 10 mins practicing "free-writing." The idea is to put whatever is in their minds down on pen and paper, and to not worry about spelling, grammar etc. Students will also take part in a 5 min "mindfulness" exercise of quiet reflection and breathing techniques.	1:30	Mindfulness/Free Writing	Students will spend 10 mins practicing "free-writing." The idea is to put whatever is in their minds down on pen and paper, and to not worry about spelling, grammar etc. Students will also take part in a 5 min "mindfulness" exercise of quiet reflection and breathing techniques.	1:30	Mindfulness/Free Writing	Students will spend 10 mins practicing "free-writing." The idea is to put whatever is in their minds down on pen and paper, and to not worry about spelling, grammar etc. Students will also take part in a 5 min "mindfulness" exercise of quiet reflection and breathing techniques.
2	Mindfulness/Free Writing	Students will spend 10 mins practicing "free-writing." The idea is to put whatever is in their minds down on pen and paper, and to not worry about spelling, grammar etc. Students will also take part in a 5 min "mindfulness" exercise of quiet reflection and breathing techniques.	2	Dungeon World/ quick 1 off RPG w/ Narrative theme	Students will break into their groups and play a role-playing game. The chosen RPGs are designed to allow students to explore their character, and work as a team to overcome a challenge.	2	Conflict	Human Knot Puzzler: http://bit.ly/1yOJ8P9 Students will have to work in a group to untangle themselves, and handle any conflict within the group as they try to figure out this classic teambuilding game.	2	Imagination	Sentence Circles: http://bit.ly/2o3S0kX Students will work together in this fun writing game, where they attempt to create sentences 1 word and person at a time.	2	Werewolf	Students will play the popular group game "Werewolf" where some of the students are villagers and some are werewolves. It will be up to the villagers to decide who isn't what they appear to be, can they find the werewolves in time to save their village?
2:30	Craft: Dice Boxes	Students will get to create and decorate their own dice box, and get their first set of dice!	2:30			2:30	Pokemon Card Game	Students will break into pairs and be taught how to play the popular trading card game: Pokemon. Students will learn how to be good sports, while exploring the strategic thought necessary to play the game.	2:30	Quiet Year	Students will play the famed map making imagination game, "The Quiet Year" Where they use their imagination to create a community of survivors, living at the whims of the groups creative thinking.	2:30		
3			3			3			3			3		
3:30	Sentinels of the Multiverse-	Students will break up into groups and play their first game.	3:30			3:30			3:30			3:30		
4	Lord of the Rings-Forbidden Island/Desert	The focus of these board games are teamwork and cooperation	4	Exploration	Scavenger Hunt around the game store. finding characteristics from a survey then the kids have to find other students with the said characteristics http://bit.ly/2o3VpQD	4			4			4	Quick Chat: Why was it easy/hard to play Werewolf?	Students will talk about what was easy or hard about the game, as werewolf combines teamwork, exploration of character, conflict, and imagination, it serves as a great end to our camp.
4:30	Quick Chat: What made cooperation easy in your group? What made it hard? Is teamwork about always getting your way?	Students will close the day discussing how to improve their social and teamwork skills, and may continue their chosen board game when they are finished with the discussion, until camp ends	4:30	Quick Chat: What did you like about your RPG? What didn't you like? Was it fun to act? To explore a new character?	Students will close the day discussing how they liked the RPG they played and may continue their chosen RPG (or a previous game) when they are finished with the discussion, until camp ends	4:30	Quick Chat: How to Resolve Conflict & be a Good Sport.	Students will close the day discussing what it means to be a good sport, and how to resolve conflict between peers, and may continue playing Pokemon (or a previous game) when they are finished with the discussion, until camp ends	4:30	Quick Chat: What happened in your Quiet Year Game? What Could have gone better? What was fun?	Students will close the day discussing what happened in their game of The Quiet year, and if they saw a way to make something better. They may continue playing The Quiet Year (or a previous game) when they are finished with the discussion, until camp ends	4:30	Thoughtfulness	Nominations Game: Students are placed into their gaming groups, and a "trait" is called out. The group decides among themselves a single person who best represents that trait. Ranging from sincere to silly and fun!