GUIDE TO DAILY CAMP ACTIVITIES FRENCH DAY CAMP • WEEK-AT-A-GLANCE





FRENCH DAY CAMP • WEEK-AT-A-GLANCE



MONDAY

TUESDAY

WEDNESDAY

THURSDAY



8:45 - DROP-OFF

8:45 - DROP-OFF



8:45 - DROP-OFF

9:10 - BRICOLAGE



9:10 - BRICOLAGE

8:45 - DROP-OFF



8:45 - DROP-OFF



9:15 - BUS LEAVES FOR...





9:10 - WELCOME

10:00 - BRICOLAGE

10:50 - RECESS

11:10 - CRÉATIVITÉ



10:00 - CRÉATIVITÉ

10:50 - RECESS

11:10 - COOPÉRATION

12:00 - LUNCH + RECESS

1:50 - JEUX DE S<u>OCIÉTÉ</u>



10:00 - CRÉATIVITÉ



10:50 - RECESS

11:10 - COOPÉRATION

12:00 - LUNCH + RECESS





12:00 - LUNCH + RECESS



1:00 - COOPÉRATION

12:00 - LUNCH + RECESS



1:00 - SPORTS



1:00 - SPORTS



1:50 - JEUX DE SOCIÉTÉ





3:50 - WRAP UP

4:00 - PICK UP



4:00 - PICK UP





3:50 - WRAP UP

2:40 - RECESS

3:00 - GRAND JEUX





3:50 - WRAP UP 4:00 - PICK UP

2:40 - RECESS

3:00 - GRAND JEUX



3:50 - WRAP UP

1:00 - FACE PAINTING

1:50 - OLYMPIADES

3:00 - GRAND JEUX







2:40 - RECESS

3:00 - JEUX DE SOCIÉTÉ ()



3:50 - WRAP UP

4:00 - PICK UP



CAMP PROCEDURES

DROP-OFF

Counsellors will greet campers and their parents outside of the school at a specific location. For more information about drop-off procedures at your local campus, please see your parent handbook that will be emailed at the end of May. At 9:00am, counsellors will bring campers inside to the gym, to then partake in the Welcome.

WELCOME

Monday morning begins with a welcome to all campers, including introductions to all counsellors, and an overview of camp's procedure. Campers will also receive a tour of the campus, including the art room, the bathrooms, the water fountains, and the boundaries outside. Finally, campers will be taught that campus's Rally Rap to be sung throughout the rest of the week.

RECESS

Recess is 20 minutes long and happens twice during the day: once in the morning, and once in the afternoon. During recess, campers are encouraged to eat a snack, drink some water, apply sun protection and have Fun in French with their new friends!

GRAND JEU

We wrap up the day with a "Big Camp Game," a game that is extra fun the more people you have playing!

Sample games:

Queue de taureau: Otherwise known as "Bull's tail", this is a counsellors-vs-campers game where campers are trying to steal the tail (bandanna) from the counsellors, who are hiding in their bullpen. **Pieuvre:** A camper-favourite, "Octopus" has a few campers acting as octopuses try to tag their friends, who are running to one end of the field. If you are tagged, you sit and join the game as a seaweed.

WRAP-UP

The day ends with all campers returning to the gym to partake in wrap-up procedures. Campers receive any badges they earned for great participation, leadership, or use of French for example and we award one Campeur Étoile tattoo per group. All campers then participate in our Rally Rap before gathering their belonging to leave.

PICK-UP

Campers will be brought outside by their counsellors around 4pm every day.



Lunch time is one hour long. Campers who have ordered lunch through our meal program will receive their lunch at the beginning of the hour. Campers will eat either in classrooms or outside in the shade. Lunch is followed by free time to play games with their friends and counsellors.



DAILY CAMP MODULES

BRICOLAGE (ARTS AND CRAFTS)

MONDAYS, TUESDAYS AND WEDNESDAYS

Why we do this: This module offers a period of down-time for campers, introducing arts and craft activities and hands-on work. It also gives campers the chance to create! Something they can proudly show off at home.

How this supports French: During this period, campers listen actively in French, and follow the directions in French to complete the craft. It also develops their vocabulary specific to arts and crafts materials, new verbs (e.g. folding, tracing) used in the craft, and instructions (e.g. First do this, then do this).

SAMPLE BRICOLAGE ACTIVITIES

T-Shirt decorating: Monday, campers receive a Tournesol t-shirt. They decorate them with fabric markers and fabric paint and wear them on Splash Pad Thursday.

Dream catchers: Using a paper plate, thread, beads and other decorations, campers made a dream catcher.





COOPÉRATION (COOPERATION)

MONDAYS, TUESDAYS AND WEDNESDAYS

Why we do this: Developing team building and life skills amongst the campers connects team members together to learn about one another and know they can have fun together. It focuses on building everyone's teamwork abilities and leadership skills.

How this supports French: Games are developed specifically to encourage children to talk to one another in French, discuss strategies, and plan together to solve problems. Campers need to communicate to be successful, and often forget that they're speaking in French!

SAMPLE COOPÉRATION ACTIVITIES

Le noeud humain: Also known as the Human Knot, campers join hands resulting in a human knot that they must untangle together.

Le Labyrinthe: We start out with a blank grid drawn on the floor. The campers need to navigate a route in this invisible maze, as called out by the counsellor, one at a time, with the team helping the camper trying to escape.



CRÉATIVITÉ (CREATIVITY)

MONDAYS, TUESDAYS AND WEDNESDAYS

Overview: Campers develop a presentation (usually a song, dance or skit) towards a specific theme during the week. On Festival Friday, every group performs to the whole camp and a winner is declared!

Inter-Campus Contest: Twice a summer, we hold inter-campus competitions. The entire campus will brainstorm during the week to develop a presentation and will compete with Camp Tournesol's other campuses for a trophy!

watch an inter-campus performance

Why we do this: This brings campers' imaginations in a special way where they work together towards a common goal: being creative and winning the contest. Campers' strengths are highlighted as everyone's special skills are included to group's performance, boosting confidence and encouraging teamwork and leadership. It is an opportunity to perform in front of their peers, developing their presentation skills and self-confidence.

How this supports French: Creating something new with their French, bringing everything they know about the language together in the form of a performance is very empowering. It draws on Bloom's taxonomy of thinking, which explains that language skills are better solidified when used to create something new.

SPORTS

MONDAYS, TUESDAYS AND WEDNESDAYS

Why we do this: This promotes active living, which is critical to us and to the children's health. Often campers bring in new ideas, encouraging campers to open up and contribute to their camp experience.

How this supports French: French development is promoted as active listening skills are needed to understand the game. Campers develop their vocabulary specific to the human body (for example, no tagging people above the shoulders or below the hips), sports, and sport equipment.

SAMPLE SPORTS ACTIVITIES

Capture le drapeau: Capture the Flag, this sport requires teams to work together to capture the flag of the opposing team. **Everybody's It Tag:** In this alternative version of tag, no one is out for too long!



JEUX DE SOCIÉTÉ (BOARD GAMES)

MONDAYS, TUESDAYS AND WEDNESDAYS

Why we do this: It is a real opportunity for counsellors to get on the same level as their campers to have fun in French and develop strong relationships. It is also an engaging down-time after a busy and active day.

How this supports French: It is unique in that the board games played really come second to the conversations the campers amongst themselves. The conversations are spontaneous and authentic, as per the Ontario French curriculum: campers are using their French speaking and listening skills to develop friendships with fellow campers.

SAMPLE JEUX DE SOCIÉTÉ ACTIVITIES

Échelles et serpents: Also known as Snakes and Ladders – a favourite among campers. **Uno:** Many campers get together in groups of 8 or more to play large hands of Uno.





