

# ***GUIDE TO DAILY CAMP ACTIVITIES***

***KINDER: BOUTE-EN-TRAIN (SK AND GRADE 1)***

***WEEK-AT-A-GLANCE***



Camp  
Tournesol™

# KINDER: BOUTE-EN-TRAIN • WEEK-AT-A-GLANCE



## MONDAY

## TUESDAY

## WEDNESDAY

## THURSDAY

## FRIDAY

8:45 - DROP-OFF 	8:45 - DROP-OFF 	8:45 - DROP-OFF 	8:45 - DROP-OFF 	8:45 - DROP-OFF 
9:00 - WELCOME 9:05 - ORIENTATION 	9:00 - WELCOME 9:05 - MODULE LANGAGIER 	9:00 - WELCOME 9:05 - MODULE LANGAGIER 	9:15 - BUS LEAVES FOR...	9:15 - FACE PAINTING 
9:30 - CHANSONS 	9:30 - CHANSONS 	9:30 - CHANSONS 	 <p><b>WATER DAY</b></p>	9:45 - FESTIVAL DAY SPECTACLE
9:55 - RECESS	9:55 - RECESS	9:55 - RECESS		
10:30 - JEUX ACTIVES 	10:30 - JEUX ACTIVES 	10:30 - JEUX ACTIVES 		11:10 - RECESS
11:05 - TRAVAIL DU CAHIER 	11:05 - TRAVAIL DU CAHIER 	11:05 - TRAVAIL DU CAHIER 		11:40 - BRACELETS 
11:30 - JEUX DE CARTES ET SOCIÉTÉ 	11:30 - JEUX DE CARTES ET SOCIÉTÉ 	11:30 - JEUX DE CARTES ET SOCIÉTÉ 		12:10 - LUNCH 
12:00 - LUNCH + RECESS 	12:00 - LUNCH + RECESS 	12:00 - LUNCH + RECESS 	12:10 - LUNCH + RECESS 	
1:00 - MODULE LANGAGIER 	1:00 - MODULE LANGAGIER 	1:00 - MODULE LANGAGIER 		1:10 - FESTIVAL + RECESS
1:30 - PARACHUTE 	1:30 - PARACHUTE 	1:30 - PARACHUTE 	 <p><b>CAMP GAMES</b></p>	
1:55 - RECESS	1:55 - RECESS	1:55 - RECESS		3:10 - STICKERS AND REWARDS 
2:20 - CLUB DU LIVRE 	2:20 - CLUB DU LIVRE 	2:20 - CLUB DU LIVRE 		3:40 - WRAP-UP
2:50 - BRICOLAGE 	2:50 - BRICOLAGE 	2:50 - FEU DE CAMP IMAGINAIRE 		4:00 - PICK-UP 
3:40 - WRAP-UP	3:40 - WRAP-UP	3:40 - WRAP-UP		4:00 - PICK-UP 
4:00 - PICK-UP 	4:00 - PICK-UP 	4:00 - PICK-UP 		

# 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 ACTIVITY

**Paper Ladybug:** Using string, paper plates, paint and glue, campers make a paper lady bug.



Click here to see more samples



## PARACHUTE

MONDAYS, TUESDAYS AND WEDNESDAYS

**Why we do this:** The parachute is magical for all ages. Parachute games offer an opportunity to be active outdoors while developing teamwork skills.

**How this supports French:** This module develops campers' active listening skills, in understanding directions and developing their vocabulary (colours or parts of the human body).

### SAMPLE PARACHUTE ACTIVITIES

**Le chat et la souris:** (Cat and Mouse) A camper acts as the cat, on top of the parachute, trying to catch the mouse, underneath the parachute. All other campers hold the parachute and make huge waves, to try and help hide the mouse.

**Le champignon:** (The Mushroom) Campers hold the edges of the parachute, lifting it above them, then running inside and sitting, to create a mushroom.

## COMPTINES ET CHANSONS (SONG TIME)

MONDAYS, TUESDAYS, WEDNESDAYS AND THURSDAYS

**Why we do this:** Campers love to sing! Recent research has also shown that singing in a second language helps improve pronunciation and ability to remember new vocabulary and phrases.

**How this supports French:** The songs introduced to children offer another platform for reinforcing their new French vocabulary, by repeating the words and phrases in a song with actions.

### SAMPLE SONGS

- Tête, épaules, genoux, orteils (Head and shoulders, knees and toes)
- Alouette

Click here for Tête, épaules, .. video

Click here for Alouette video



## JEUX DE CARTES ET SOCIÉTÉ (BOARD AND CARD GAMES)

TUESDAYS AND WEDNESDAYS

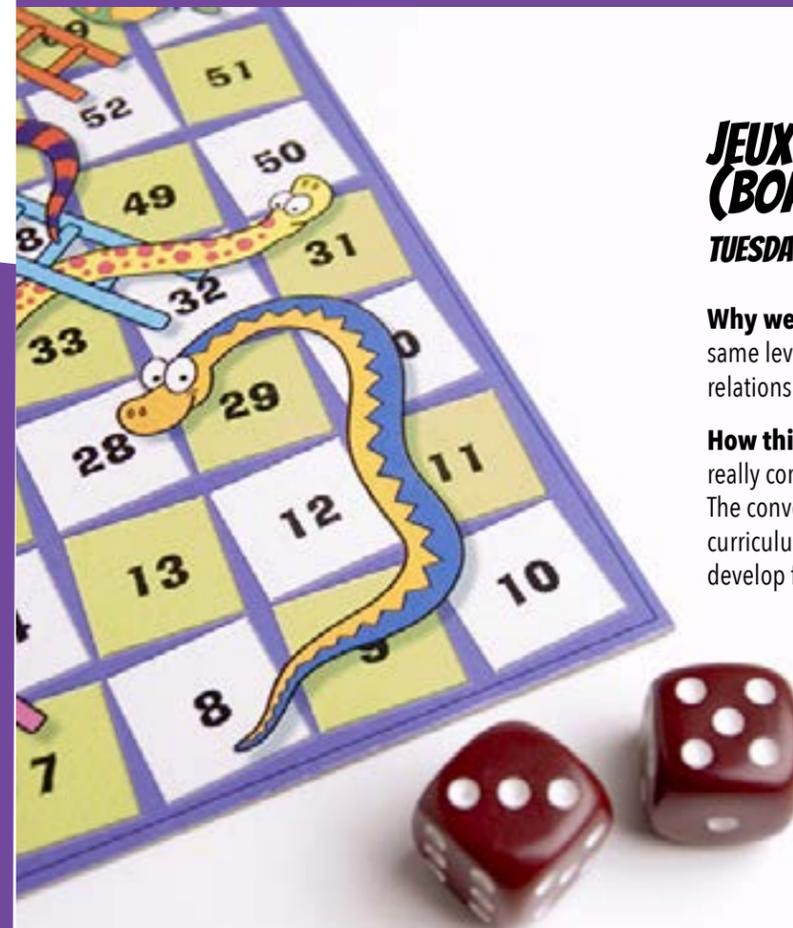
**Why we do this:** It is a real opportunity for counsellors to get on the same level as their campers to have fun in French and develop strong relationships. It is also an engaging down-time after a busy and active day.

**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.



# DAILY CAMP MODULES

## MODULE LANGAGIER (LANGUAGE MODULE)

**MONDAYS, TUESDAYS AND WEDNESDAYS**

This module formally introduces new vocabulary to campers, and reinforces vocabulary learned the day prior. Each week follows a specific theme for vocabulary (for example, the weather or animals)

**Why we do this:** This module offers an explicit opportunity for learning, where campers are formally taught new vocabulary, important to their development of a French vocabulary. These words and key sentences are used throughout the day's and week's activities. By developing their comprehension of this vocabulary, campers are ready to understand games and activities later on.

**How this supports French:** Repetition of vocabulary is the cornerstone for developing a strong language base, as researched by Stuart Wagg. Campers new to the language will enjoy learning new names for things they already know, making vocabulary learning exciting instead of daunting. Campers already exposed to some of this vocabulary will develop an even stronger language base through the incorporation of it into their daily lives.



## ACTIVE GAMES

**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. It also develops campers' vocabulary (for example, Jean dit saute = Simon says jump).

### SAMPLE ACTIVE GAMES ACTIVITIES

**Chat et la souris:** Campers form a circle holding hands, with one camper inside the circle (the mouse) and one camper outside the circle (the cat). The cat attempts to tag the mouse by entering and exiting the circle through any open doors: the campers forming the circle can raise their arms to open a door, or lower their arms to close the door.

**Jean dit:** The French version of Simon Says, one camper or counsellor shouts out instructions that the group must follow, but only if they started with "Jean dit"!

## CLUB DE LIVRE (BOOK CLUB)

**MONDAYS, TUESDAYS AND WEDNESDAYS**

**Why we do this:** We emphasize the importance of reading for understanding and for pleasure by reading aloud to the campers. It demonstrates that reading is an important skill in any language. Campers enjoy this down-time with a favourite blanket or stuffie.

**How this supports French:** Some books are familiar stories to the campers, therefore they can focus on enjoying the story in French. Some others are a simple story written specifically to develop French vocabulary, reinforcing what they have learned in the language module. The critical introduction of basic sentence structures in storytelling is vital in developing children's fluency.

### SAMPLE BOOKS

**En pyjama:** En pyjama - a short story about getting ready for bed  
**Tchou! Tchou! Tchou!:** A story about animals getting around town



## TRAVAIL DE CAHIER (CAHIER WORK)

**MONDAYS, TUESDAYS AND WEDNESDAYS**

**Why we do this:** This module emphasizes the importance of individual learning, because campers complete the cahier pages individually. This is an opportunity to develop their French comprehension through fun activities at their own pace.

**How this supports French:** French vocabulary is reinforced through visual learning. Because the campers are completing the activities themselves, their understanding of French vocabulary becomes much more concrete.

### SAMPLE TRAVAIL DE CAHIER ACTIVITIES

- Colouring and labelling diagrams
- Connecting the dots and tracing



# SPECIAL EVENT DAYS

THURSDAY

## WATER DAY!

On Thursdays, campers will spend the morning having a fun-filled water day! This event will vary by campus and will be offered only where permissible. For more information, visit our Locations page at [camppt.ca](http://camppt.ca).

FRIDAY

## Festival Day

Fridays are our festival days! Campers will get to perform the Créativité that they've been working on all week. Then the afternoon is filled with obstacle courses, special games, face painting, and the highly-anticipated freezies! For more information, visit [camppt.ca](http://camppt.ca).

[Click here for parachute games video](#)

[Click here for silly games video](#)

[Click here for face painting video](#)

# 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 Orientation.

## ORIENTATION

Monday morning begins with a welcome to all campers, including introductions to all counsellors, and an overview of camp's procedure. Campers will be taught that campus's Rally Rap to be sung throughout the rest of the week. Campers will receive a tour of their classroom, including their cubby, the bathrooms, the water fountain, the carpet, and the desks.

## 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 and drink some water, apply sun protection, and have Fun in French with their new friends!

## LUNCH

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 outside in the shade. Lunch is followed by free time to play games with their friends and counsellors.

## 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.

