

TIDBITS FOR SUMMER PROGRAM DIRECTING

Cabin Assignments:

- **Orchard Hill Cabins:** Harmony, Grace, Emmaus, Wayne, Kedron and Sanctuary
- **Sky Hill Cabins:** Agape, Friendship, Faith, Chester, Hope and Hyde
- Cabin assignments need to be turned into the **Program Coordinator** the week before your event.
- It is easiest to make cabin assignments by age & grade level. (**Innabah Staff will assign rooms for Grandparents & Me**)
- Check for bunkmate requests.
- 8 campers and 1-2 adults can comfortably fit in a cabin. There are 6 beds per room in Bethany, 8 beds per room in Covenant, and 8 people can fit in an Outpost cabin.
- Try to have another counselor or CILT (Camper in Leadership Training) in the P.D's cabin.
- Try to spread out medical needs (bed wetter, ADHD etc.) in different cabins if notified ahead of time.

Staff Counselors

- ❖ If you are requesting any Innabah staff, try to let the Program Coordinator know A.S.A.P

Innabah Events and Programs

- ✓ **Sunday night** all camp worship is at **8:00**.
- ✓ **Tuesday night at 7:30PM** All-Camp Activity, check with Program Coordinator on Sunday for details and location.
- ✓ We will have a **Program Director meeting at 5PM** on the day each new session begins (Sunday or Wednesday).
- ✓ **Archery-** Camps using the archery range must have the youngest campers in grades 3 and up. You may not exceed 16 campers on the archery range at one time. Be sure to send counselors with the campers.
- ✓ **Nature Activities** – plan at least one hour a week or more into your schedule for Nature.
- ✓ **Hay Rides** – Please schedule these in advance and be willing to be flexible.
- ✓ **Night Swims** - Night swims will be offered until 9:30pm this summer with the exception of Thursdays. Swims may only be scheduled until 7:30pm on Thursdays due to Staff Outings.
- ✓ **The Gym** will be available for use during the summer. You can schedule the gym for programming like you do other activities. We ask you not to allow campers into the game room.
- ✓ **Challenge Course** – Challenge Course II (Jr./Sr. High) and Challenge Course I (Elementary Age) are available this summer. We recommend a group size from 7-15 kids at a time. More than 15 your group should be split into two.
- ✓ **Ga-Ga & Frisbee Golf** – Don't forget about Ga-Ga and Frisbee Golf. A second Ga-Ga court has been added to Dayuse.
- ✓ **Service Project** – We are encouraging each camp to schedule at least one hour during their week for a service project for Innabah. You may choose a project of your own or ask us for suggestions. Please come prepared, don't wait till the day of to ask for suggestions! These can include weeding, picking up litter, clearing trails, setting all the tables in the Dining Hall, making a banner, hosting a carnival for another camp, hosting a cookout for another camp, etc.

Scheduling

- **Turn in your schedule to The Program Coordinator TWO weeks ahead of time or earlier!**
- Make sure the schedule is camper and counselor friendly.
- Try not to cram everything in on a particular day and have some built in down time.
- Be sure to include Bible studies daily. Plan them at a time when the campers will be attentive
- Evening vespers are a great way to wind the campers down and let them reflect on the day.
- Think about the age group you have (i.e. Young Children probably would not like Capture the Flag).
- Schedule time off for your counselors. ACA would like to see 2 hours per day, but try to schedule at least one hour a day.
- **Be flexible.** You may not get to do exactly what you want at the time you want it.
- Try to give your counselors a tentative schedule A.S.A.P. If things change, notify them immediately.
- Don't let the campers know the weekly schedule on Sunday. Schedules change, and weather can make complications.
- If you change your schedule, inform the Program Coordinator A.S.A.P.

Games and Activities

- ↻ Have your campers at assigned activities on time.
- ↻ Add variety into your games & include games that are strictly for fun.
- ↻ Be sure to plan some games where the objective is teamwork, group building (i.e. Initiative Games, etc.).
- ↻ Make sure that the games are weather appropriate.
- ↻ Have an extensive supply of games. If a game does not work, you can always try something else.
- ↻ Make sure the games include everyone.
- ↻ If a camper refuses to participate, ask the camper to help whenever possible or provide an individual activity for the non-participating camper(s). If a camper doesn't want to participate and isn't being disruptive, don't force.
- ↻ When choosing sides for games, mix up campers as necessary. There are many ways to split campers up.
- ↻ Vary game paces. Try to mix speeds up so children don't get bored, especially during long sessions.