



SUMMER CAMPS 2018

Join the Fun!



Grades K – 12th

(Plus Adults for Boatbuilding Workshop and Adult Pirate Camp)

June 18 – August 24

Activities are Virginia SOL based and directly relate to school programs. Materials and activities described herein are not sponsored or endorsed by the School Board

****Week-long Camps Include Free Watermen's Museum Family Membership for 1 Year****

**The Watermen's Museum
P. O. Box 519
Yorktown, VA 23690
757-887-2641
www.watermens.org
e-mail: admin@watermens.org**

Education Program Guidelines

Ages:
Grades K – 12th (and Adults for Workshops)

Week-Long Camp Times:
Hours will be 9 a.m.-3 p.m.
Students may be dropped off at the Events Tent after 8:45. Please pick up promptly at 3pm.

Day or Partial Day Camp Times:
Hours will be as scheduled for that session. Students may be dropped off at the Events Tent 15 minutes prior to camp start and picked up within 15 minutes of camp conclusion.

Drop Off and Pick Up:
A staff member will sign each participant at the beginning of the day. At the end of each day, a staff member will sign out the student to their parent. If the person picking up is not the person on this Registration Form, a signed letter or designation on the morning of pick-up must be submitted. Use any of 4 nearby parking lots.

Lunch:
Week-long Campers will have lunch around 11:30 each day. Lunches are stored inside a cool building, but not refrigerated. Water, sports drink or juice are also recommended.

Sun and Swimming:
Campers spend a lot of time outdoors. Pack sunblock every day. We also recommend you provide a water bottle and hat. For week-long camps, please provide water shoes, sunscreen and a towel. Supervised campers will be wading or swimming in shallow water only - if concerned, provide your child with a *life jacket*.

Conflicts and Weather Plan
Schedules may shift in response to rain or heat advisories or for personnel or boat availability. No one will be in/on the water during periods of dangerous weather or spend prolonged periods outside during heat index advisories.

Registration

A **Medical Release Form** will be provided at check-in on the first day of the program. *Completed form MUST BE submitted prior to or during first day of attendance.* Please bring insurance data with you on the first day.

Week camps include \$50 non-refundable deposit
Day camps include \$25 non-refundable deposit
Families with enrollees in more than one full week-long Camp Session (Any combination of week-long camps) receive a **\$20 discount on all other week-long Registration Fees**

Make Checks payable to:
The Watermen's Museum

Payment can also be by Cash, MasterCard or Visa at our Gift Shop

FSA Dependent Care Eligibility:
Section 125 of the Internal Revenue code states that if you have a child that is under age 13 enrolled in an eligible FSA plan, daytime education program fees are eligible reimbursement items.

Child's Name: _____

Date of Birth: ____/____/____ Age: _____

Name of Parent(s)/Legal Guardian: _____

Street Address: _____

City _____ State ____ Zip _____

Primary Phone: _____

Secondary Phone: _____

Email: _____

Please mark 1st and 2nd week choices if possible:

Week-Long Camps

PIRATE CAMP - 9AM-3PM - \$165

June 25-29 _____
July 9-13 _____
July 16-20 _____
July 23-27 _____
July 30 – August 3 _____
August 6 - 10 _____
August 13-17 _____
August 20-24 _____

BOATBUILDING - 9AM-3PM - \$180

July 9-13 _____
July 30 - Aug 3 _____

ARCHEOLOGY - 9AM-3PM - \$180

June 18-22 _____
July 16-20 _____
August 6-10 _____

NATURE EXPLORER - 9AM-3PM - \$180

June 18-22 _____
July 23-27 _____

***** NEW *** MARINE EXPLORER**

9AM-3PM - \$180
August 13-17 _____

ALL-ABOUT-BOATS - 9AM-3PM - \$210

June 25-29 _____

MARITIME TRADES - 9AM-3PM - \$190

August 20-24 _____

***** 1-Day Camps & Workshops *****

MERMAID TEA - 9AM-1PM - \$45

July 3 _____
July 5 _____

ART CAMP - 9AM-1PM - \$45

July 2 _____

BOATBUILDING WORKSHOP - 9AM-2 PM - \$55

Adults Welcome
July 6 _____

ADULT PIRATE CAMP – 5:30PM-10 PM - \$55

April 27 _____
TBA _____

Grades K-5th (Week-long)

Pirate Camp

Avast, All Ye Young Pirates



All pirates attending training will participate in a host of activities designed to let you experience life of a colonial Pirate. As new crew members ye will be divided into four watches according to age and experience. Old salts will show ye

the ropes and learn ye about jobs aboard our ship. Activities will change daily to will build up yer skills so as to make ye ready to conduct a pirate treasure hunt and defend yerself from a pirate raid on the last day of yer Pirate Training.

Pirate Drills

Ye will learn all about military drills used on board of a pirate ship to include sword drill, musket drill, and cannon firing drill. At the military station ye will also learn how to set a sail and work a ship while under attack.



Pirate Beach Patrol

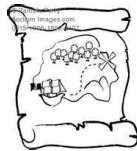
The crew will catch crabs and fish for the Captain's supper as well as making sand forts to defend yer precious beach home from attack.

Pirate Team Building Skills

The crew will be learning about the importance of working together as they go through a series of challenges to include a pirate archeological dig and a treasure hunt.

Pirate Fun and Games

A Pirate's life is not all work and fighting. There will be plenty of time to learn colonial games, make music and sing songs.



Pirate Crafts

As a pirate, ye will need to learn all kind of useful crafts such as sewing clothing, painting, model ship building, and flag making, among other scallywag skills.

Grades 3-8th (Week-long)

Boat Building Camp

Learn the basics of boat construction. Campers will compare and contrast boat types, learn to loft (draw) boat plans, do some rowing, and use hand tools to help build a traditional Chesapeake Bay rowing skiff. Get your hands dirty and join us for a hands-on week of fun learning.



Archeology Camp

What mysteries lie beneath the shores and waters of the York River? Explore the basics of land & underwater archeology. Use an underwater drone. Activities include learning about tools and procedures, creating a dig site, artifact identification, curation and site preservation.



Nature Explorer Camp

Explorers will study and analyze diverse habitats of woodlands, wetlands, dunes and shallow waters on and near Museum property. Learn to become good stewards by helping to preserve our shared Chesapeake Bay resources.



Common to All Week-long Camps

Education is not all work and no play. There will be plenty of crafts, fun and games planned to go along with the program activities throughout the week.

Weather permitting, students will spend time along the shore and go swimming or wading in the shallows of the York River to cool off at the end of each day.

The last camp day includes team presentations allowing campers to demonstrate their new skills to parents and friends.

NEW Grades 5-10th (Week-long)

Marine Explorers Camp

(Our Newest Week-Long Camp)

What can we do to improve our Chesapeake Bay? Explore our brackish water environment and its animals and plants. Measure water quality and erosion. Discuss the effects of sea level rise and land subsidence. Investigate solutions such as living shorelines. Study aquaculture and its positive impacts upon the Bay. Learn how to analyze samples to research water quality, environmental conditions, and biodiversity on the shore and pier. Students will develop and test their hypothesis and chart the gathered data.



Grades 7-12th (Week-long)

All-About-Boats Camp

Day 1 - Learn about the Virginia Indians, their culture and use of the Bay, and how to burn out a dugout canoe. At the end of the day, students will spend time paddling a canoe or kayak.

Day 2 - Learn about uses for small rowing vessels. Discussion items will include lofting a boat design drawing and assembly of a 14-foot crabbing skiff. Row a skiff in the York River.

Day 3 - Campers will learn about the parts of a sailing ship. Weather permitting, students will ride aboard a real Schooner sailing ship.

Day 4 - The Skipjack, Deadrise, and Buy Boat are iconic workboats of the 19th and 20th century. Learn about each boat's design, and about crabbing, oystering, aquaculture, and more.

Day 5 - You learn about various types of modern boats used by professionals on the water and also learn about required safety devices, and be introduced to boating safety, including moving through the Bay and Rivers safely.

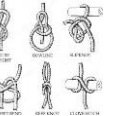
Grades 7-12th (Week-long Cont.)

Maritime Trades Camp

Boats and Boatbuilding: Tour our boatyard and museum. Learn how boats are designed, built, and maintained.

Smithing: Experience the arts of blacksmithing, copper smithing, and cooperage. Each of these metal trades was essential to boat construction, operation, and the daily life of those aboard ship.

Rope and Rope Fancywork: Try your hand at making rope, using rope for caulking and other uses, or fancy knot tying for work and recreation.



Sail Making and Sail Use: Every sailor had to make and repair sails, a job requiring patience, strength, and talent. You'll also go aboard a sailing schooner and set and lower sails.

Rowing: You needed to know how to row boats to get ashore. We'll devote some time to rowing and to learning a bit about boating safety.

1-Day Camps & Workshops

Mermaid Tea (K-Adult - 4 Hrs)

Sara Nade and friends will discuss mermaid etiquette, lore and superstitions. Paint rocks or shells, create crafts, sing songs, and more



Art Camp (4th-Adult -3 Hrs)

Paint with one of our favorite local artists who will guide you through techniques of painting and you will go home with your own work of art. Cost includes all your painting supplies.

Boatbuilding WS (3rd - Adult - 5 Hrs)

Learn the basics of boat construction and how a boat is lofted (design drawn). Learn the parts of a boat as you assemble a 14-foot Chesapeake Bay rowing skiff. (Perfect for kids/adult teams)

Adult Pirate (18 and Up - 4.5 Hrs)

An evening of food, grog, songs and other piratical stuff. Guaranteed fun for everyone.