

## Registration

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

**Week-long camps include \$50 non-refundable deposit. Afternoon 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 their week-long Registration Fees**

Make Checks payable to:  
**The Watermen's Museum**

Payment also by Cash or Credit Card 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: \_\_\_\_\_

## Week-Long Camps

Please mark 1<sup>st</sup> and 2<sup>nd</sup> week choices if possible:  
**Rising Kindergarten thru 5<sup>th</sup> Grade**  
**PIRATE CAMP - 9AM-3PM - \$170**

June 24-28 \_\_\_\_\_  
July 15-19 \_\_\_\_\_  
July 22-26 \_\_\_\_\_  
July 29 – August 2 \_\_\_\_\_  
August 5-9 \_\_\_\_\_  
August 12-16 \_\_\_\_\_  
August 19-23 \_\_\_\_\_

### Rising 3rd thru 8<sup>th</sup> Grade

**BOATBUILDING - 9AM-3PM - \$180**

July 22-26 \_\_\_\_\_  
August 12-16 \_\_\_\_\_

**ARCHEOLOGY - 9AM-3PM - \$180**

June 24-28 \_\_\_\_\_  
July 8-12 \_\_\_\_\_

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

July 29 – August 2 \_\_\_\_\_

**MARINE EXPLORER 9AM-3PM - \$180**

July 15-19 \_\_\_\_\_

### Rising 5th thru 10<sup>th</sup> Grade

**ALL-ABOUT-BOATS - 9AM-3PM - \$220**

July 8-12 \_\_\_\_\_

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

August 5-9 \_\_\_\_\_

**\*\*NEW\*\*SURVIVOR YORKTOWN**

**9AM-3PM - \$190**

August 19-23 \_\_\_\_\_

## **\*\*New Afternoon Camps\*\***

### Rising Kindergarten thru 10<sup>th</sup> Grade

**Topics Vary Daily – 3PM-5:30PM - \$75 per Week**

June 24-28 \_\_\_\_\_  
July 15-19 \_\_\_\_\_  
July 22-26 \_\_\_\_\_

Daily rates are \$25 per day.

*Children do not have to attend weeklong camps to attend afternoon camp sessions.*

## Education Program Guidelines

**Ages:**  
Grades K – 10<sup>th</sup>

### **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.

### **Afternoon Camp Session Times:**

Hours will be 3 p.m. – 5:30 p.m.  
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 drinks or juices are also recommended.

### **Sun and Swimming:**

Campers spend a lot of time outdoors. Pack sunblock and a towel 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 or other flotation devices*.

### **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.



## Eight Summer Camps

*Awarded 2018 Summer Camp Peninsula Gold*

*Voted Best Small Museum by Chesapeake Bay Magazine*

**Join the Fun!**



**Grades K – 10<sup>th</sup>**

**June 24 – August 23**

*AND Afternoon Camps the Weeks of June 24 and July 15 & 22*

**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 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

## Grades K-5<sup>th</sup> (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*

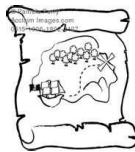
The crew will catch crabs and fish for the Captain's supper as well as making sand forts to defend yer precious beach home from attack.

#### *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 3-8<sup>th</sup> (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.



### **Marine Explorer Camp**

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



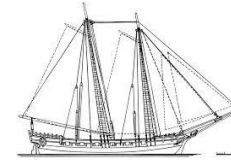
## Grades 5-10<sup>th</sup> (Week-long)

### **All-About-Boats Camp**

Day 1 - Learn about Virginia Indians, their culture and use of the Bay. Burn out a dugout canoe. Paddle a canoe or kayak.

Day 2 - Learn about small rowing vessels, lofting a boat drawing and assembly of a 14-foot crabbing skiff. Row a skiff in the York River.

Day 3 - Campers will learn about 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 19<sup>th</sup> and 20<sup>th</sup> century. Learn about each boat's design, and about crabbing, oystering, aquaculture, and more.

Day 5 - You'll 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.

### **Maritime Trades Camp**

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

Smithing: Experience the arts of black/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.

## Grades 5-10<sup>th</sup> (Week-long Cont.)

### **Survivor: Yorktown Camp**

#### *(Our Newest Week-Long Camp)*

What was life like for the Kiskiak tribe? How did colonist survive? What hardships did people endure during the Battle of Yorktown? What was it like to be a soldier during the Civil War? What challenges faced 20<sup>th</sup> Century people? How will we survive in the future? This camp focuses on uses analysis, problem-solving, and teambuilding investigate what it was like along the shores of the York River.



### **Common to All Week-long Camps**

Education is not all work and no play. There will be plenty of fun, crafts, and games planned into 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.

### **AFTERNOON CAMPS**

#### **Grades K-10<sup>th</sup> – 3-5:30 pm**

*(Also NEW This Year)*

This year, we're offering 3 one-week afternoon camps (3 PM – 5:30 PM) to provide additional fun learning activities and allow the adults in their lives to stay at work or do other tasks. Each day will feature a different topic and craft or game activity. Learn about blue crabs and their habitat. Search for ancient and recent shellfish. Discuss fish habitats and use a seine to capture and examine them. Examine types of birds from marshes and rivers. What are the effects of surface run-off, pollution, and erosion? Sign-ups for these sessions can be for the entire week or for as many single days as you would like.