Week-Long Camps
Please mark 1st and 2nd week choices if possible:

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

BOATBUILDING - 9AM-3PM - $180
July 22-26
August 12-16

ARCHEOLOGY - 9AM-3PM - $180
June 24-28
July 6-12

NATURE EXPLORER - 9AM-3PM - $180
July 29 – August 2

MARINE EXPLORER - 9AM-3PM - $180
July 15-19

Rising 3rd thru 8th 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 10th 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 – 10th

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 sunscreen 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.

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

Eight Summer Camps
Awarded 2018 Summer Camp Peninsula Gold
Voted Best Small Museum by Chesapeake Bay Magazine
Join the Fun!

Grades K – 10th

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.
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 teach 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.

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 5-10th (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 19th and 20th 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 Boating: 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 5-10th (Week-long Cont.)

Survivor: Yorktown Camp

(Our Newest Week-Long Camp)

What was life like for the Kiskia 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 20th 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-10th – 3:5-5:30 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.