

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 of camp.

All Camps include \$50 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

Cash or Credit Card Payment is at our Gift Shop (Gift Shop is open Tues-Sat 10-5, Sun 1-5)

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

Rising Kindergarten thru 5th Grade

PIRATE CAMP - \$170

June 28 - July 2	_____
July 5-9	_____
July 12-16	_____
July 19-23	_____
July 26-30	_____
August 2-6	_____
August 9-13	_____
August 16-20	_____
August 23-27	_____

Rising 3rd thru 8th Grade

ARCHEOLOGY - \$180

June 28 - July 2	_____
July 26-30	_____

BOATBUILDING - \$180

July 12-16	_____
August 9-13	_____

ENVIRONMENTAL EXPLORER - \$180

July 19-23	_____
August 16-20	_____

MARITIME TRADES - \$180

July 5-9	_____
August 2-6	_____

All camps run from 9 AM to 3 PM and culminate with a demonstration on Friday afternoon (2 PM for Pirates, 2:30 PM for other camps). This demo gives the children an opportunity to show parents what they have learned during the camp.

Covid-19 virus may still be present. During camp sessions, we will provide sanitizer and encourage children to wash their hands frequently. We will increase social distance as much as possible while maintaining the teamwork approach during camp activities. We do require that masks be worn when indoors, unless eating or drinking. Your child should also wear a mask when near others. So, please provide your child a mask daily and instruct your child to wear it.

Program Guidelines

Ages:

Grades K – 8th

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.

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 free parking lots.

Lunch:

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. Daily, we recommend you provide a water bottle and hat. Also, 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 flotation device.

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.

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.



2021 Award-Winning Summer Camps

Awarded Best Summer Camps by Coastal Virginia Magazine Readers for 3 Years

Voted 2019 Best Small Museum and 2020 Best Community Museum by Chesapeake Bay Magazine

Join the Fun!



Grades K – 8th

June 28 – August 27

Activities are Virginia SOL based and directly relate to school programs.

****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-5th (M-F, 9AM-3PM)

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

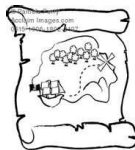
The crew will catch crabs and fish for the Captain's supper as well as making sand forts to defend yer precious beach home from attack.

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.



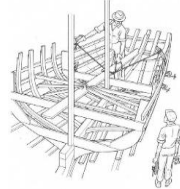
Pirate Crafts

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 (M-F, 9AM-3PM)

Boat Building Camp

Learn the basics of boat construction. Campers will compare various boat types. They will also learn to loft (draw) full size boat plans, use hand tools to create boat components, and work as a team to assemble a traditional 14-foot wooden Chesapeake Bay rowing skiff.



Archeology Camp

Campers will explore the basics of land and underwater archeology. Learn how a shovel test is used to determine where to start an archeological dig. Lay out a dig site grid. Campers will use a powered underwater drone and camera. Watch an aerial drone explore our property and the York River. Perform a dig on our beach area. Activities include learning about tools and procedures, identifying artifacts, curation and site preservation.



Environmental Explorer Camp

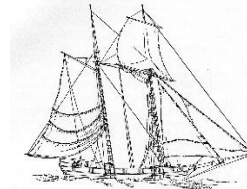
Learn to become good environmental stewards by helping preserve our Chesapeake Bay resources. Explore our brackish water environment's animals and plants. Measure the water quality and erosion results. Discuss sea level rise and land subsidence. Investigate solutions such as living shorelines. Study aquaculture and its positive impacts. Explorers will also study and analyze diverse habitats of woodlands, wetlands, dunes and shallow waters on and near Museum property. Learn about native plants and how to analyze 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 3-8th (M-F, 9AM-3PM)

Maritime Trades

Learn skills necessary for working in a colonial port: Rope and Sail making, Rigging, Blacksmithing, and more. Take a tour of our boatyard and museum. Visit our boat shop and experience how boats are designed, built, and maintained. Experience the lost art of blacksmithing. Try your hand at making rope, using rope for caulking and other uses, and doing knot tying for work and recreation. In the days of sailing ships, every sailor had to know how to make and repair sails. Of course, you needed to know how to row boats to get ashore. So, we will devote a segment of the course to rowing a skiff or canoe and to learning a bit about boating safety.



Common to All 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 the day (Monday through Friday).

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

By signing your child up for camp, you also receive a one-year Museum membership that runs from 1 June through 30 June. This membership entitles you to personal use of our beach and fishing use of our pier for you and your immediate family. You must have a valid license to fish and we ask that you do not climb on any of the rocks along our shore. Also, please refrain from use of these areas during festivals, weddings, or other scheduled events.

Member and Public Activities through the Year

Monthly Member Events

TGIF social events for members

Monthly Public Events

Yoga and Music Jam Sessions

Annual Public Events and Festivals

February: *Polar Plunge*

Early April: *Museum Spring Opening*

Hours: Tues.–Sat., 10 AM–5 PM

Sunday, 1–5 pm. Closed most Mondays.

Early April: *Chili Cook-Off and Yorktown: The Civil War*

Late April: *Yorktown Pirate Invasion*

Early May: *Cystic Fibrosis Run/Walk*

Mid-June: *Yorktown Military Appreciation and 1813 USRC Surveyor Anniversary*

July 4: *Yorktown Fireworks Parking*

Mid-July: *Yorktown Seafood Festival*

Mid-September: *Museum Oyster Roast*

Late September: *Yorktown Folk Festival*

Mid-October: *Yorktown Maritime Heritage Festival, Yorktown Victory Weekend*

Early December: *Christmas In Yorktown*

Yuletide Celebration

Market on Main

Lighted Boat Parade

Late December: *Museum closes for season*

** Note all dates could change. Consult our calendar for details