



Technology Goddesses™

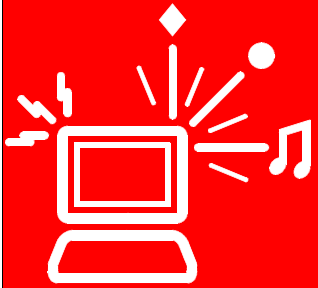
Day Camp Training

June 13



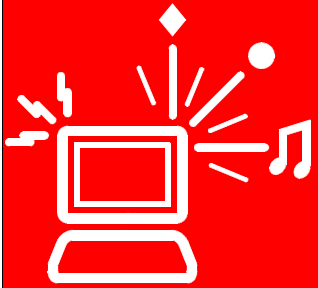
Agenda

- Safety Moment
- Icebreaker
- Introduction
- Fun
- Program & Schedule
- Staff Expectations & Responsibilities
- Logistics
- Plan for July 25th



Safety Moment

- Safety is our TOP priority
- How many people have current First Aid/CPR/AED?
- Point out Emergency exits, fire extinguishers, other safety features



Icebreaker

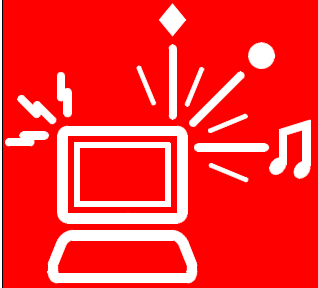
- This is an icebreaker you will likely play on the first day of camp
- It's like troop bingo, but we call it

Human Google™



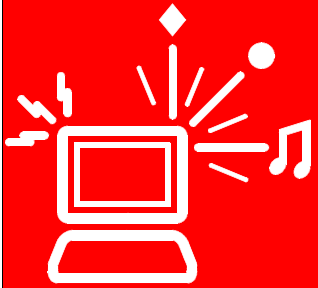
Introduction

- GS Mission/Leadership Model
- Camp Overview and Goal
- Day Camp Manual and other handouts
 - Song Books
 - Evaluations
- Camp Organization;
 - Unit formation
 - Core Team roles
 - Unit roles



GS Mission

- Girl Scouting builds girls of courage, confidence and character to make the world a better place.



Focus of GS Activities

- **Discover:** Girls understand themselves and their values and use their knowledge and skills to explore the world.
- **Connect:** Girls care about, inspire, and team with others locally and globally.
- **Take Action:** Girls act to make the world a better place.

Discover

+

Connect

+

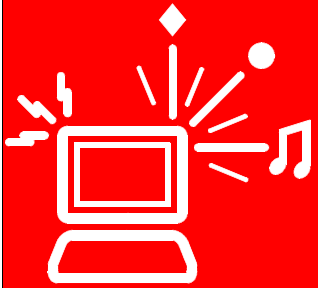
Take Action

=

Leadership



Girl Scouts.



GS Processes

- Girl Led:
 - Girl led is just what it sounds like—girls play an active part in figuring out the what, where, when, how, and why of their activities. They lead the planning and decision-making as much as possible.
- Learning by Doing:
 - A hands-on learning process that engages girls in continuous cycles of action and reflection that result in deeper understanding of concepts and mastery of practical skills.
- Cooperative Learning:
 - Through cooperative learning, girls work together toward shared goals in an atmosphere of respect and collaboration that encourages the sharing of skills, knowledge, and learning.

FOCUS OF
GIRL SCOUT
ACTIVITIES

**Discover
Connect
Take Action**

GIRL SCOUT
PROCESSES

**Girl Led
Learning by Doing
Cooperative Learning**

15 SHORT-TERM
AND INTERMEDIATE
OUTCOMES

**Girls gain specific
knowledge, skills,
attitudes, behaviors,
and values in
Girl Scouting.**

LONG-TERM OUTCOME

**Girls lead with
courage, confidence,
and character
to make the world
a better place.**

Discover



Connect



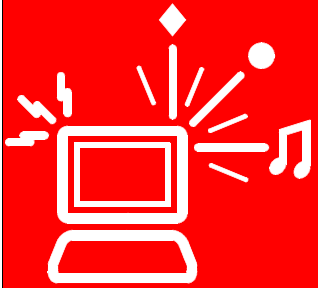
Take Action



Leadership

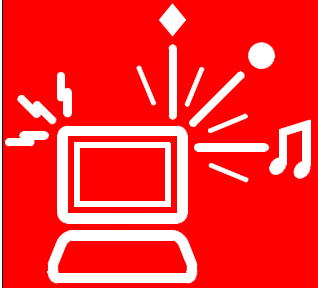
15 GIRL SCOUT LEADERSHIP EXPERIENCE OUTCOMES

1. Girls develop a strong sense of self
 2. Girls develop positive values
 3. Girls gain practical life skills
 4. Girls seek challenges in the world
 5. Girls develop critical thinking
1. Girls develop healthy relationships
 2. Girls promote cooperation and team building
 3. Girls can resolve conflicts
 4. Girls advance diversity in a multicultural world
 5. Girls feel connected to their communities, locally and globally
1. Girls can identify community needs
 2. Girls are resourceful problem solvers
 3. Girls advocate for themselves and others, locally and globally
 4. Girls educate and inspire others to act
 5. Girls feel empowered to make a difference in the world



Camp Overview

- Campers will enjoy a mix of traditional Girl Scout camping activities, while exploring the parallels in technology.
- Age-appropriate exposure to technologies is planned, with attention to increasing the girls' comfort and skill with computer software.
- Every day will have a different theme which will form the backdrop for our activities.
- An overnight for the older girls (rising 5th graders and up) will take place **Wednesday** night with a traditional campfire and the technology counterpart – karaoke!



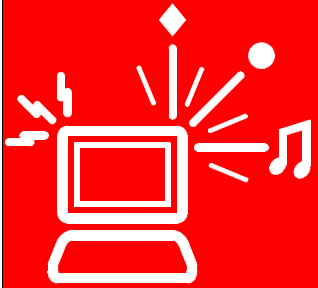
Camp Program Goal

To support the 15 Girl Scout Leadership Outcomes

1. Girls develop a strong sense of self
2. Girls develop positive values
3. Girls gain practical life skills
4. Girls seek challenges in the world
5. Girls develop critical thinking

1. Girls develop healthy relationships
2. Girls promote cooperation and team building
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4. Girls advance diversity in a multicultural world
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Day Camp Manual

- This is on-line, all staff should get a copy today as well
- This is an invaluable resource for terminology, policy, practices, and ideas
- Note the Safety Wise ratios
- Pgs 12/13 point out our responsibilities regarding Child Abuse and how to recognize it.
- Page 17 points out good reminders for managing your units



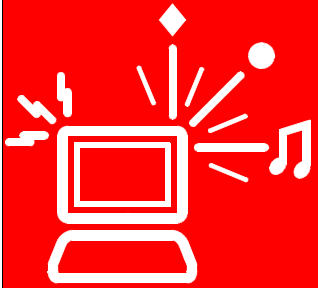
The Lab

- Main Lab
 - 21 Dell laptops running Windows XP, Office 2003, MS Front Page, Digital Image, Kid Pix, Sponge Bob, Streets and Trips, Google Earth, Picasa
 - 10 digital cameras, 4 laser printers
 - 2 scanners, 1 Dell server
- Side Lab
 - 5 Dell laptops running Windows Vista, Office 2007, Expression Web, and Pinnacle Studio 11



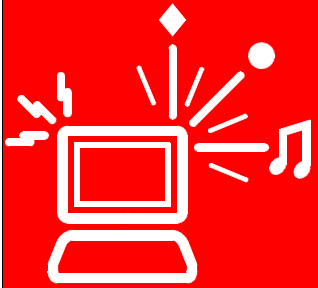
New in the Lab

- More emphasis on Google
 - Google Docs
 - Gmail
 - Picasa
- Demos



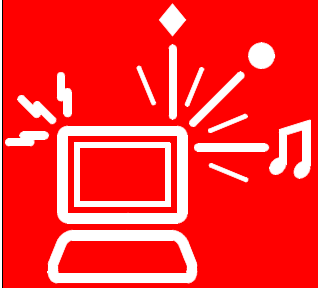
Unit Formation

- Each unit will have 1-2 leaders
- Each unit will have 1-3 aides
- Camp Composition so far – X slots left
- Boys; 6
- Kindergarten; 3
- Grades 1-2; 7
- Grades 3-4; 7
- Grade 5; 12
- Grade 6; 9 (1 unit with 2 leaders or 2 units)
- Program Aides; 30??!!



Core Team Roles

Leslie Biasi	Whitewash	Director
Cora Carmody	Wombat	Director
Kelly Ma	Overload	Crafts Director
Stevie Hall	iPod	Crafts
Andrea Egli	Spreadsheet	Business Manager
Susie Schmitt	Spyder	Lab Director
Sabine Rice		Lab
Kris Coats	Wiki	Health & Safety/Floater
Deanna Mackey	Blackberry	Floater



Unit Leaders

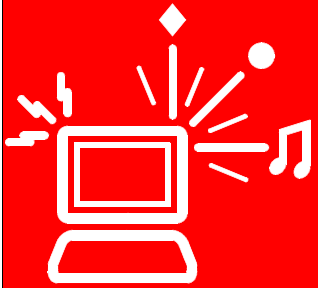
	Camp Name	Unit Name	Unit Color	
Haines, Ellen	Rock n Roll		Purple	5th
Brazele, Elaine		MegaPixels		Kindergarten
Burke, Linda	Scribe			6th?
Navapanich, Alyssa	Bungee			5th?
Santoro, Denise				Grade 1-2?
Walker, Kelly				Grade 3-4?
Fike, Kim	Kimikazi	Cyberspace Cadettes		AITs and Aides
Sabako, Emily	Ebay	Firefox	Red/ Yellow/Black	Boys
Jackie Freedman	Sunshine			
Wilson, Kellie				5th?



Camp Aides

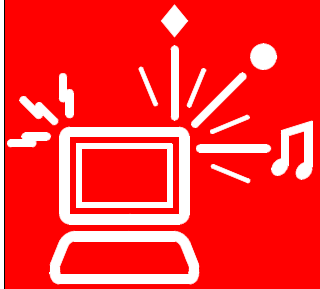
- Aides have a wealth of Girl Scout knowledge and camp tradition. Involve them in all discussions and decisions. Aides are also a great resource for songs and games that can be used as you lead your campers from center to center or have unexpected time to fill.

See page 22 in the
Day Camp Manual



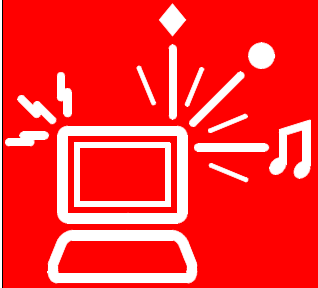
Aides in Training

- Technology Goddesses camp is unique in this council as we offer an early leadership opportunity for girls too young, or not ready to be a program aide
- These girls are at least rising 6th graders and do not need to go through pre-camp training
- They stay together as a unit at all times except when helping out the younger units
- This is the 5th year of camp, and 4 of our original AITs are returning for the 4th or 5th year; Crash, Platypus, Virus, Mac, and Google



Fun; Camp names/unit names

- We like to play up the technology theme of our camp into camp and unit names
- Brainstorm camp names for yourself, names for your units, and site names
- Attach any site names to the large site map with stickies
- Unit leaders, with aides, should bring a sign for their units on the first day of camp – or make one together as a unit
- Girls may adopt camp names but their name tags must have their given names as well (back is ok)



Fun; Songs and Games

Most activities will be pre-programmed, but it's always good to be prepared!

Additional song
book to be provided

Swap hand out will
be in your TG
Camp Specific
Training



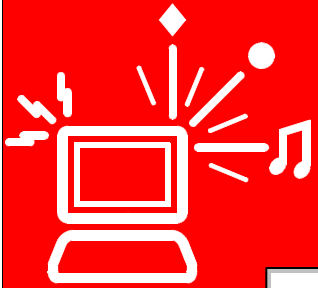
We provide
an additional game
resource booklet
And provide inter-unit
game time
See p. 23, 24, 25 in
Your Day Camp Manual

<http://www.goddesscamp.org/campfire>



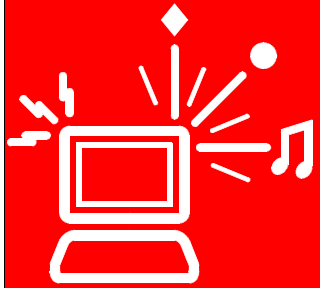
Fun

- Secret Buddies for staff and aides
 - A daily surprise (low or no cost) with clues to your SB
 - Let Wombat know by the 15 of July if you do NOT want to opt in
 - You will get an email assignment of your SB
- Daily spirit award at closing flag – xxx will coordinate



Unit Leaders' Checklist

	<u>Unit Leaders Checklist</u>
	Unit name
	Camper calls
	Unit sign
	strategy for name tags
	unit location
	cooler for lunches
	strategy for swaps
	bandanas dyed and ironed
	lunches planned for you and COVs
	easy dinners that week
	Line up secret buddy gifts
	review flag ceremony procedure
	bring unit tarp/blanket/camp chairs/situpons



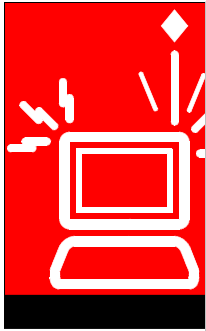
Program

- Booting up the day/Shutting down the day
 - Singing tree
 - Flag ceremony
- Camper Council (Tues and Thurs)
- Sample Schedules
- Overview of each day; subject to change



Schedule

- Camp hours are from 8:30 am – 3 pm daily.
- We ask all staff (including aides) to arrive by 8:00, to be able to accept their unit baskets and process the contents. Campers will arrive early than 8:30 – and we need to be ready to accept them by 8:15. This is especially true on the first day.
- Once all campers for a given unit have been checked out, if there is not a staff meeting the unit leader and aides are free to go.



	Monday	Tuesday	Wednesday	Thursday	Friday
8:30 AM	check-in / attendance				
	opening flag ceremony				
9:00 AM	Welcome and Intros	Unit Time			
9:30 AM	[Green]	[Light Blue]	[Yellow]	[Pink]	Technology Show & Tell and Academy Awards
9:45 AM					
10:00 AM					
10:15 AM					
10:30 AM					
10:45 AM					
11:00 AM	[Pink]	[Green]	[Light Blue]	[Yellow]	Lunch
11:15 AM					
11:30 AM					
11:45 AM					
12:00 PM	Lunch				
12:15 PM	Lunch				
12:30 PM	Lunch				
12:45 PM	Lunch				Water Festival and Craft Rotations
1:00 PM	[Yellow]	[Pink]	[Green]	[Light Blue]	All Camp Kapers
1:15 PM					
1:30 PM					
1:45 PM					
2:00 PM	clean-up / prepare to leave				
2:15 PM	clean-up / prepare to leave				Camp Swaps
2:30 PM	Closing flag ceremony; dismissal to pick up point				
2:45 PM	Regular camper dismissal				
3:00 PM	Program Aide Lab time				
3:15 PM					
3:30 PM					
3:45 PM					
4:00 PM					
4:30 AM					
			Overnight	Ratnight	



A sample
from last
year

8:30 AM	check-in / attendance				
	opening flag ceremony				
9:00 AM	Welcome and Intros	Unit Time	Unit Time	Unit Time	Unit Time
9:30 AM	Human Google, icebreakers	Outside scavenger hunt	Walk through Queen Califia's Magical Garden	Technology Word Search, Crossword Puzzle	Technology Show & Tell and Academy Awards
9:45 AM				Volcanoes, bath bombs, blowing up balloons	
10:00 AM	Outdoor Safety, Intro to Digital Cameras	Trail Signs, Color USA maps, Make site maps			
10:15 AM					
10:30 AM					
10:45 AM					
11:00 AM	Lab	Lab	Lab	Lab	Lunch
11:15 AM					
11:30 AM					
11:45 AM					
12:00 PM	Lunch	Lunch	Lunch	Lunch	
12:15 PM		Camper council		Camper council	
12:30 PM	Semaphores and decorate buckets	O	Tye Die	propeller/gliders	Water Festival and Craft Rotations
12:45 PM					
1:00 PM	Unit Banners	shrinky dink bee sting remover	Pixel Mosaic Fuse Beads	work on scrapbooks	
1:15 PM					
1:30 PM					
1:45 PM					
2:00 PM	Start CD Scrapbooks	DVD Fans	Pixel Stepping Stones	Catch it cones	All Camp Kapers
2:15 PM					
2:30 PM	Decorate journal covers	CD case frames	kaleidoscope /travel brochures	Canvas CD Cases	
2:45 PM					
3:00 PM					
3:15 PM					
3:30 PM	clean-up / prepare to leave				Camp Swaps
3:45 PM	Closing flag ceremony; dismissal to pick up point				Closing Flag
4:00 PM	Regular camper dismissal				
				Overnight	

6/15/2009



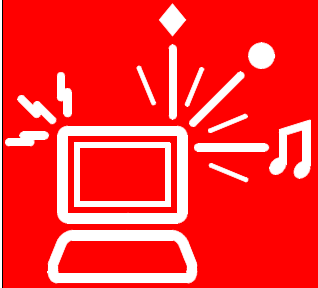
Monday

- Monday's theme is communicating in traditional manners and with technology. We'll go over basics of email and web surfing but no girls will use the computers until we cover Internet safety and taking care of the computers.
- We'll play "getting to know you" icebreakers – the traditional kind with technological twists.
- We'll cover camp safety and have an evacuation drill, and orient the girls to the digital cameras they'll be using all week.
- We will introduce the concept of the Academy Awards and start Powerpoint and Picasa



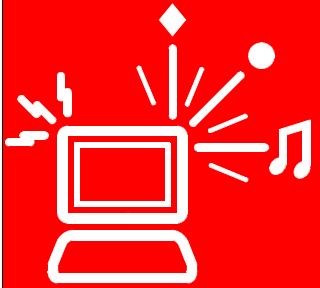
Tuesday

- Tuesday's theme is exploring the world and finding your way.
- Very traditional camp activities of scavenger hunts, trail signs, map reading and orienteering will be included.
- Technological activities include web scavenger hunts, using map software, and using GPS devices.
- Campers will have to find their snacks this day either following trail signs (which might be edible themselves!), or plugging in latitude and longitude coordinates.
- Every unit will make a geocaching travel bug and release it into the wild – they'll learn how to track TBs including seeing last year's travel bug's



Wednesday

- Wednesday's emphasis is on color and sound.
- The digital cameras will be used as the girls make photo collages using Picasa.
- All computer displays are composed of picture elements called pixels – a concept we'll explore outside as we build pixel mosaics.
- Color hikes and a walk through Queen Calipha's Magical Garden round out a day that includes a pixel-like snack



Wednesday - Queen Califia Hike





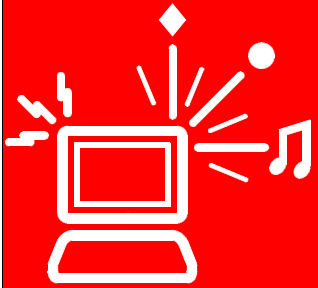
Thursday

- Thursday is the day for motion).
- Outside we'll play active games
- We will make



Friday

- Friday's theme is "Putting it all Together" ("Test and Integration" for techies).
- On Friday, girls who have developed music videos or other technology can share with the camp Friday morning at the "Fourth Annual Technology Goddess Oscars".
- Water games and optional crafts will form the program for Friday afternoon.
- All Camp Clean Up Friday afternoon followed by swaps



Theme/Snack Ideas

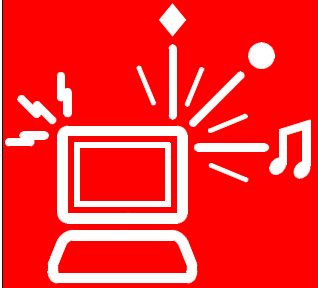
- Getting to Know you/Communications
 - Pie in a Bag
- Color and Sound
 - Pixel Snacks
- Motion

- Exploring the World/Finding your way
 - Edible Trail Signs
- Friday
- Always have healthy options in the refrigerator



Staff Expectations & Responsibilities

- Staff and aide assignments
 - We hope to have aides “matched” well before the July 25nd training
- Pre camp Paperwork
- Post camp evaluations
- Communicating with Parents
 - Phone call home, daily check-in/out



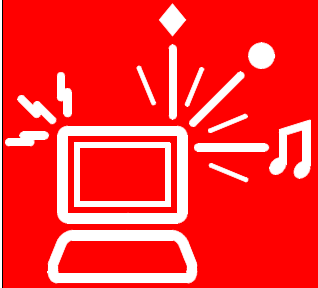
Staff/Aide Expectations

- Set a good example. Proper camp attire and behavior applies to staff as well as campers. Wear socks with shoes; no sandals or open toe shoes.
- Let the campers do it! Provide guidance, but don't do it for them! Each time you do something they could and should do, you deprive them of their rightful camp experience.
- Be concerned with the health, safety and happiness of all campers.
- Be alert for hazards and keep a calm, reassuring attitude in emergencies.
- Read the manual for more assistance in group management and conflict resolution – don't hesitate to bring questions to Camp Day or to directors



Health and Safety

- Do not treat any kind of injury yourself. Send the injured or ill person to HQ with two buddies so that the two buddies may return to the unit together if the injured or ill person must remain with the First Aider.
- If you feel you should not move the injured person, please send a pair of buddies to HQ to alert the First Aider – Whitewash, Wiki, or Wombat



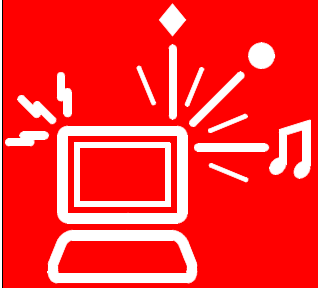
Emergency Procedures

- We will have an evacuation drill sometime Monday – we'll practice this on July 25th.
- Please read the whole H&S section of the Day Camp manual – actually read the whole manual – it has shrunk considerably over the years!



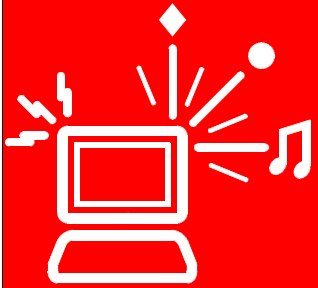
Logistics

- Kapers; Unit and Camp
 - Pre-camp
 - During Camp, especially Friday
- Bus
- First Day Sign-in, First Day (p 14)
- Daily sign-in process
 - Staff; unit baskets
 - Campers
- Off peak sign in/sign out process



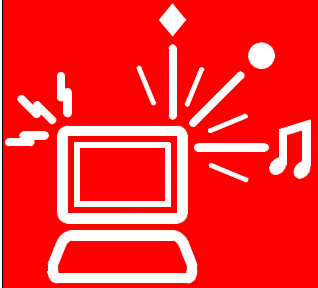
Staff/Aide Kapers

Unit Kaper Charts	
Spirit Awards	
Secret Buddies	
Water Day	
Camper Council	
Inter-unit Game Time	
Playground Rules	
Overnight Schedule and Karaoke	
Academy Awards	



July 25th – Camp Day

- 10 – 3 at EPC
- Training Augmentation/Camp Day walk through
- We will do some of the crafts and some of the computer exercises
- We will work with GPS and overview geocaching
- We will tie dye unit bandanas
- We will have a pot-luck lunch and will also practice some of the snacks
- Hope to have “final” unit assignments and counts



July 25, cont.

- Expect to be by 25th at latest
 - Link to Tech Goddess Camp Manual, including the script for camper calls
 - Your unit roster
 - Your detailed schedule (unit, crafts, lab)
 - Kaper chart
 - Emergency contact list