



Camp Carpenter @ Home

Adventure Kits

2020



Introducing: Camp Carpenter @ Home

Camp Carpenter is coming to your Home! We are in difficult times as we navigate through COVID-19 and we want the magic of Camp Carpenter's stellar program to continue with you at home, just like you were at camp. We have prepared a program that scouts, non-scouts, siblings, and parents will be able to enjoy.

Is this for everyone?

Yes! Camp Carpenter @ Home is open to everyone non-Scouts and Scouts alike. Each kit is labeled according to the grade or Cub Scout rank the youth will be entering in the fall.

How does this work?

Each kit will consist of 2 days worth of program and it will be open for 7 days during your week of camp. Just like summer camp, there will be a daily opening and closing of flags. Each box will contain 3-4 activities to be completed outdoors with an adult partner and the family and which are not in front of a screen. There will also be 3 to 4 demonstrations, interviews/ conversations, instructions, or activities that can be watched at your leisure during your week. The kit will also contain links to our opening and closing campfires for the week. You will select the kit that is associated with the grade level they are going to be in the fall or their rank.

What's in the kit?

Each kit will contain 2 days worth of program activities for your child and your family, including step-by-step activity guides, reference sheets, supplies needed for each activity, and instructions for accessing digital streams and meetings. Scouts will have the opportunity to complete each Adventure during the week. Each kit will also have Camp Carpenter swag including patches! A t-shirt will be included, but may be shipped separately or later as they are available.

How will the livestreaming work?

Each kit will have a schedule and an attached playlist so that you can watch at your leisure during your week. Live streaming will be scheduled within your kit and done via ZOOM and/or YouTube. The program day will begin at 9:00am EST.

What's the price?

Each week is broken into two adventures. For only \$49 you will be able to participate in the adventure or your choosing for that week, equivalent to half a week. For only \$89 you will be able to participate in both adventures during the week, a full week of camp. For \$149 you will be able to participate in four adventures over a two week period. Payments are due at the time of registration. All boxes will be shipped FedEx and will take 5-7 days in the continental United States.

How do I sign my child up?

Registration will be available at granitebasecamp.org

Contact Information

Please direct all questions about Camp Carpenter @ Home to Mark Hamel at Carpenter@dwccamping.org.



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The adventure continues!

Opportunities for all ages, scouts and non-scouts, to have a summer camp experience.



Each program includes:

- Adventures- Activities themes around character, citizenship, leadership, personal fitness, and outdoor skills.
- Campfires- Our silly, funny, goofy talent show with skits and songs from participants and staff
- Flag Ceremonies starting and ending each program day
- Presentations and Guest Speakers
- Crafts and Projects
- Games and Challenges

Registration fees:

\$49 - 1 kit

\$89 - 2 kits (1 week)

\$149 - 4 kits (2 weeks)

Weekly Program are available for any youth entering grades K-5, and for each Cub Scout Rank: Lions, Tigers, Wolves, Bears, WEBELOS, and Arrow of Light



Weekly Schedule

Sunday Evening	Opening Campfire
Monday-Thursday	
9:00AM	Opening Flags
9:15AM-11:30AM	Activity Time - Instructional video/ZOOM meeting/Project
11:30AM-1:00PM	Lunch/Break Time - Meal Time entertainment
1:00PM-3:30PM	Activity Time - Instructional video/ZOOM meeting/Project
3:30PM-4:30PM	Snack/Quiet Time
4:30PM-4:45PM	Closing Flags
Friday Evening	Closing Campfire
Friday-Saturday	Camp-in at your home!

For additional Information: Mark Hamel - Camp Director - mark@dwccamping.org or Carpenter@dwccamping.org



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Program Schedule

See the next page for Adventure descriptions

The first adventure for each grade level is Mon/Tues, the second adventure is Wed/Thurs of the week.

July 12-July 18	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Into the Woods Build My Own Hero
	4th Grade (Webelos)	Walkabout Aware and Care
	3rd Grade (Bears)	Bear Claws Paws for Action
	2nd Grade (Wolves)	Call of the Wild Council Fire
	1st Grade (Tigers)	Games Tigers Play My Tiger Jungle
	Kindergarten (Lions)	Lion's Honor / Animal Kingdom Fun on the Run

July 19-July 25	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Building a Better World Outdoor Adventurer
	4th Grade (Webelos)	Stronger, Faster, Higher Castaway
	3rd Grade (Bears)	Fur, Feathers, Ferns Bear Necessities
	2nd Grade (Wolves)	Howling at the Moon Paws on the Path
	1st Grade (Tigers)	Tiger Bites Tigers in the Wild
	Kindergarten (Lions)	Ready, Set, Grow / Rumble in the Jungle King of the Jungle / Mountain Lion

July 26-August 1	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Adventures in Science Art Explosion
	4th Grade (Webelos)	Into the Wild Cast Iron Chef
	3rd Grade (Bears)	A Bear Goes Fishing Crittter Care
	2nd Grade (Wolves)	Air of the Wolf Cubs Who Care
	1st Grade (Tigers)	Earning your Stripes Floats and Boats
Kindergarten (Lions)	Lion's Honor / Animal Kingdom Fun on the Run	

August 2-August 8	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Castaway Movie Making
	4th Grade (Webelos)	Looking Back, Looking Forward Maestro!
	3rd Grade (Bears)	Beat of the Drum Roaring Laughter
	2nd Grade (Wolves)	Grow Something Hometown Heroes
	1st Grade (Tigers)	Curiosities, Intrigue, and Magical Mysteries Tiger Theater
Kindergarten (Lions)	Ready, Set, Grow / Rumble in the Jungle King of the Jungle / Mountain Lion	

August 9-August 15	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Castaway Outdoor Adventure
	4th Grade (Webelos)	Into the Wild Stronger, Faster, Higher
	3rd Grade (Bears)	Paws of Action Bear Necessities
	2nd Grade (Wolves)	Council Fire Howling at the Moon
	1st Grade (Tigers)	My Tiger Jungle Earning your Stripes
Kindergarten (Lions)	Lion's Honor / Animal Kingdom Fun on the Run	

August 16-August 22	Grade in the fall (Rank)	Adventures in the box
	5th Grade (Arrow of Light)	Adventures in Science Movie Making
	4th Grade (Webelos)	Walkabout Castaway
	3rd Grade (Bears)	Bear Claws Fur, Feathers, and Ferns
	2nd Grade (Wolves)	Grows Something Call of the Wild
	1st Grade (Tigers)	My Tiger Jungle Tiger Bites
Kindergarten (Lions)	Ready, Set, Grow / Rumble in the Jungle King of the Jungle / Mountain Lion	



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Adventures are what we do!

Our program is based on Adventures, themed sets of activities which help kids develop character, citizenship, leadership, personal fitness, and outdoor skills. These age-appropriate activities are designed to give kids a sense of fun and achievement.

Arrow of Light (entering 5th grade)

- **Into the Woods**- learn to identify plants and trees and how they differ in locations around the world.
- **Build My Own Hero**- discover what being a “hero” means to you as well as the community you live in.
- **Building a Better World**- become strong, participating citizens in your communities, your nation, and the world at large.
- **Outdoor Adventurer**- develop new outdoor skills and put them to use outdoors.
- **Adventures in Science**- practice the tools of science, such as experiments, observation, and note taking.
- **Art Explosion**- find what inspires you by creating their own pieces from various materials and exploring an art museum.
- **Castaway**- practice survival skills essential for anyone who might ever become lost in the wilderness.
- **Moviemaking**- use old and new media in this adventure to bring stories to life as movies.

WEBELOS (entering 4th grade)

- **WEBELOS Walkabout**- prepare for an outdoor experience and hiking activity.
- **Aware and Care**- learn firsthand how people live with disabilities that affect their sight, hearing, dexterity, and mobility.
- **Stronger, Faster, Higher**- learn about and practice physical fitness and good health.
- **Castaway**- practice survival skills essential for anyone who might ever become lost in the wilderness.
- **Into the Wild**- learn about our ecosystem and grow in your appreciation of nature.
- **Cast Iron Chef**- learn about good nutrition, how to safely cook meals in the outdoors, and how to balance meal planning and finances.
- **Looking Back, Looking Forward**- information from the past has helped shape our world today, and information from today will help shape the future.
- **Maestro!**- discover ways to make and play music that sounds good to them.

Bears (entering 3rd grade)

- **Bear Claws***- how to responsibly handle and use the pocketknife when they are around others. ***This adventure includes pocket knife safety and use, and contains a pocket knife.**
- **Paws for Action**- learn how to take care of yourself and be a help to your family, community, and the environment.
- **Bear Necessities**- practice your basic outdoor skills.
- **Fur, Feathers, and Ferns**- explore the outdoor world of mammals, birds, plants, and more!
- **A Bear Goes Fishing**- learn about a skill that can become a lifelong hobby, or possibly a career.
- **Critter Care**- learn how caring for a pet fosters responsibility and offers a sense of companionship.
- **Beat of the Drum**- learn about American Indians and their customs, including crafts, ceremonies, music, and dance.
- **Roaring Laughter**- share laughter with others, strengthening your bond with family members and friends.



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Adventures (continued)

Wolves (entering 2nd grade)

- **Call of the Wild**- learn some basic camping skills—selecting and bringing gear, participating with their families in the out-of-doors, and being prepared for bad weather.
- **Council Fire**- learn more about your neighborhood and community, how you can be a part of your community through service, and how others have provided service to our country.
- **Howling at the Moon**- become more comfortable speaking in front of others and help organize and perform at our campfire program.
- **Paws on the Path**- learn and develop hiking skills.
- **Air of the Wolf**- explore basic aspects of air—an often overlooked substance. Then they discover some of the many things that air can do for us.
- **Cubs Who Care**- learn about physical disabilities, and better understand the people who live with them.
- **Grow Something**- understand how plants grow and the importance of taking care of our natural resources and the environment.
- **Hometown Heroes**- learn about the heroes within your community, get to know some real-life heroes, and gain an understanding of what makes a hero.

Tigers (entering 1st grade)

- **Games Tigers Play**- develop appropriate emotional responses and engage in shared decision making in group settings, and will encourage an active and healthy lifestyle.
- **My Tiger Jungle**- learn that there are many types of living things that share the place where we live.
- **Tiger Bites**- practice healthy eating habits, including making the right food choices and practicing good hygiene.
- **Tigers in the Wild**- start to develop an understanding of outdoor ethics as they are introduced to some basic outdoor skills.
- **Earning your Stripes**- show you enthusiasm by helping others and by using their energy to complete tasks. Helping others provides the opportunity to build self-esteem, give goodwill, and create a cheerful attitude.
- **Floats and Boats**- learn about different types of boats, how to build a boat using recycled materials, and how to stay safe on the water.
- **Curiosities, Intrigue, and Magical Mysteries**- explore how things work and learn about cracking codes, solving mysteries, solving problems and understand why things work in certain ways.
- **Tiger Theater**- creating your own adventures to share as you learn about public presentations and build confidence in public speaking.

Lions (entering Kindergarten)

- **Lions Honor**- learn the tradition of your den and pack in the Scouting program.
- **Animal Kingdom**- learn ways to contribute to your family.
- **Fun on the Run**- learn about eating well and getting rest and exercise to stay strong and healthy.
- **Ready, Set, Grow**- learn basic gardening skills, they are learning a valuable way to grow their own food.
- **Rumble in the Jungle**- become stronger, faster, and smarter by playing games with your friends and family.
- **King of the Jungle**- learn how you can be a good citizen of your community.
- **Mountain Lion**- learn to take care of yourself when in the outdoors and how to be respectful of animals and nature.



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Safety At Camp:

Even though we are not physically at camp, we still need to take measures so that our campers are safe!

Youth Protection:

All staff are registered BSA leaders and have updated their Youth Protection training in 2020. All youth protection policies still apply in an online environment. All online activities and meetings will have two-deep leadership, which means there will be two adult staff members in each meeting or breakout. We prohibit one-on-one contact between adult leaders and youth. This applies to all interactions - whether in person, online, through a web conference, over the phone, via text, or in any other form.



Parents:

All aspects of the Scouting program are open to observation by parents. We encourage you to also participate in online programming with your child.

Recording:

NO part of the online activities or meetings may be recorded.

Platforms:

We are only using business-based platforms for Camp in a Box: Zoom or Youtube.

Cyber Chip:

It is strongly recommended that scouts earn their Cyber Chip before participating in Camp in a Box.

