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ARTS AND CRAFTS

Section 1 : Award List

Campers attempting this award must be Junior or equivalent aged Day campers:

1. Junior Creative Craft

Proficiency in Arts and Crafts requires that the camper has beginning, intermediate and advanced in the following (in any order):

1. Beading
2. Weaving
3. Drawing
4. Painting
5. Nature

Proficiency in Arts & Crafts also requires the awards listed below:

1. Creative Craft
2. T.A.

Section 2 : General Rules & Safety

1. General Camp Emergency Procedures (search siren, fire, severe weather), which will be found at the back of this handbook
2. Staff supervision required for every craft – without supervision there are extra messes and the possibility of a child getting hurt.
3. Remember to take time with each child – it may be frustrating at the time (so much gimp), but it means the world to every child and you should remember that. They are the reason we are here.
4. There is no wrong way to do a craft. Every craft should have some supervision to prevent this but don't worry, you can convince any child (if done with enthusiasm) that their craft is awesome, even if it's not identical to the person next to theirs.
5. Don't let the kids put the beads on the tables – you will quickly understand why.
6. Have the kids help clean up, if you don't you will be left with a huge mess and you will never get out of the craftshop.
7. If you want to have any special periods or restrictive periods (i.e. an outside period or a juniors only period etc.) remember to check with whomever is above you. Sometimes they simply won't work out and if you check first they may make changes so it can work out. Don't simply announce it during a skit without being cleared beforehand.
8. Try to stay away from doing your own crafts. It is very tempting to work on a craft for yourself with all of the interesting things you come across but try not to on a regular basis. Try to limit it to one a week and that can be too many. There is a



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reason for this. When someone is working on a craft the child that may need help with his or her particular craft may feel like you are unapproachable. This effects the kids and we want them to be able to approach us at any time if they need help so make yourself appear to be open to help them.

9. When you unlock the door remember to lock it open every day for both open program and all periods. This is a must because it is a hazard to not lock it open because you could be locked inside.

Section 3: Award Requirements

Junior Creative Craft

Objective

- To introduce the program, in general, to the younger children

Prerequisites

- Must be a Junior camper or Junior Day camper

Safety Rules

- See general camp safety rules

Skills Required

- Participate in one craft of the three options each day of the week.

Beading

• Beginner Beading

Objective

- Campers will learn how to make bracelets and or necklaces with beads with both a planned and random pattern method.

Prerequisites

- None

Safety Rules

- See general Camp Rules

Skills Required

- Ability to produce a bracelet/necklace which can have no pattern scheme and one which has an obvious pattern.

• Intermediate Beading

Objective

- Campers will gain the ability to produce more complicated beading crafts

Prerequisites

- Beginner Beading

Safety Rules

- See general Camp Rules



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Skills Required

- The ability to produce a bracelet/necklace which is looped in design (you start out with two strings and after a certain, equal amount on each string, put one bead on both strings – thus a loop).
- The ability to make a bracelet/necklace which has flowers on it.
- The ability to tie clasp onto string – this may seem like common sense but some kids don't know how to and if they are going to be proficient then they should know how to tie a string to a clasp.

• **Advanced Beading**

Objective

- Campers will show that they have mastered the basics of beading and will move onto the most advanced beading craft available.

Prerequisites

- Beginner and intermediate beading awards

Safety Rules

- See general Camp Rules

Skills Required

- The ability to plan out a pattern which they will transfer to a loom and make a beaded bracelet/necklace (this should not be a simple design it should show that the camper is willing to put forth time and effort).

Weaving

• **Beginner Weaving**

Objective

- Campers will learn how to make crafts, which will utilize a small amount of weaving technique.

Prerequisites

- None

Safety Rules

- See general Camp Rules

Skills Required

- Ability to produce a hemp or floss necklace/bracelet or to make a twisty or square gimp key chain.

• **Intermediate Weaving**

Objective

- Campers will gain the ability to produce more complicated weaving crafts.

Prerequisites

- Beginner weaving

Safety Rules

- See general Camp Rules



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Skills Required

- The ability to produce a floss bracelet/necklace which has a pattern (i.e. "v" pattern of straight lines)
- The ability to make a more complicated gimp item which has at least four strings if not more.

• **Advanced Weaving**

Objective

- Campers will show that they have mastered the basics of weaving and will move onto the most advanced weaving crafts available

Prerequisites

- Beginner and intermediate weaving awards

Safety Rules

- See general Camp Rules

Skills Required

- The ability to weave a basket in the water which has a form and a lid.
- The ability to do six or more strings on a gimp item.
- The ability to start a gimp item with or without a key chain.

Drawing

• **Beginner Drawing**

Objective

- Campers will learn how to make utilize their more creative side with respect to the arts.

Prerequisites

- None

Safety Rules

- See general Camp Rules

Skills Required

- Camper should be able to sit down and draw something (it can be virtually anything - whether set up by a counselor or found outside).

• **Intermediate Drawing**

Objective

- Campers will continue to hone their drawing ability

Prerequisites

- Beginner drawing

Safety Rules

- See general Camp Rules

Skills Required

- The camper should be able to sit down and plan two or three drawings and take multiple class periods to finish it.



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- **Advanced Drawing**

Objective

- Campers will show that they have mastered the drawing basics.

Prerequisites

- Beginner and intermediate drawing awards

Safety Rules

- See general Camp Rules

Skills Required

- The ability to sit down and plan one big drawing which should, like the intermediate drawing award, take them multiple class periods. They should also be able to add color to it if is drawn in pencil.

Painting

- **Beginner Painting**

Objective

- Campers will learn how to utilize the different types of paints available.

Prerequisites

- None

Safety Rules

- See general Camp Rules

Skills Required

- Camper should be able to sit down and paint something that is already made (i.e. a plaster mold) and paint a picture of some sort as well.

- **Intermediate Weaving**

Objective

- Campers will continue to experiment with the different paints.

Prerequisites

- Beginner painting

Safety Rules

- See general Camp Rules

Skills Required

- The camper should be able to paint a picture with either oil paints or watercolors.
- The camper should be able to sit down and paint something while taking their time on it. He or she shouldn't rush it.

- **Advanced Painting**

Objective

- Campers will show that they can paint with tempera, watercolors and oil pastels/oil based paint.

Prerequisites

- Beginner and intermediate painting awards



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Safety Rules

- See general Camp Rules

Skills Required

- The ability to sit down and plan one big painting which should, like the intermediate painting award, take them multiple class periods.

Nature

• **Beginner Nature**

Objective

- Campers will learn how to make crafts using things they find outside.

Prerequisites

- None

Safety Rules

- See general Camp Rules

Skills Required

- Camper should be able to make a rainstick and do a nature collage or something else that the program staff will determine.

• **Intermediate Nature**

Objective

- Campers will continue to use nature for their crafts.

Prerequisites

- Beginner nature

Safety Rules

- See general Camp Rules

Skills Required

- Camper should be able to collect nature items to do an intermediate level project. This project will require more time, planning, and effort than a beginner level project. Approval required.

• **Advanced Nature**

Objective

- Campers will show that they can use nature to make a more advanced craft.

Prerequisites

- Beginner and intermediate nature awards

Safety Rules

- See general Camp Rules

Skills Required

- The camper will display the ability to sit down and plan one large project which involves more than one aspect of nature. They will successfully complete this project as planned. Approval required.



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Creative Craft Award

This is the final award to get for your proficiency. You must first get every other award and then sit down with the staff and plan this project. This has to show a mastery of two of the fields (i.e. painting and drawing). It should also show time and effort. This should be a big project.

T.A. Award

A teaching assistant's award is mandatory for every proficiency on camp. The camper should be able to help you teach the kids how to do something and just help out in general. They should also come to arts and crafts at least two open programs to get a feel for how they run and to help you out.

Section 4: Theory Sheets

There are no theory sheets in arts and crafts. Our finished projects are the theory sheets. You should have at least one example of every craft you are going to do finished. This is so that the campers themselves can see what they will be making and it will make it easier for them to finish their crafts. But some crafts will not have an example completed because it's simply impossible. This is fine. Arts and crafts is about being creative. There should be no set way of doing something. It's all about individuality and what the child wants it to look like and how they think it should look; always remember that.

Section 5: Billing

Although people don't believe it arts and crafts does actually cost money. So what you must do is bill a flat rate for every child in your class (there are always a few exceptions like the TRAM kids or possibly kids who are working on their proficiencies so you must add or subtract the cost accordingly). To do this simply make a copy of your signup sheet by breakfast Monday morning and either give it to whoever is in charge of the store or leave it in their mailbox. This must be done by the end of breakfast. Keeping track of kids money is hard enough and we ran into a lot of problems and this is the best solution. Also, you will be billing the kids for open program (obviously) so what we have done this year is give them the open program list directly after open program with the amount of money owed next to each child's name. This works well also and prevents the child from overspending because of arts and crafts.

Section 6: Day-by-day Schedule

This is an example of a schedule from Sunday to Saturday (assumes 3 staff: A, B, C).



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Sunday: Program Sign-up

- **Skit:** Make up a skit. It should be creative – you do work at arts and crafts. Sing a song write a skit or just be crazy. The more the staff gets into the skit the more the kids will want to sign up for it.
- **Sign –up:** This is fairly self-explanatory. Sign the child up (write down their name and camper number) on the sign up sheet. One word of caution however, make sure to watch the numbers in each period. If there is something that may bring extra non-arts and crafts people to the program (i.e. Day camp or an outside group), make sure that you close a period off around fifteen to twenty kids (it all depends on how many staff will be available with night outs and thirties).

Monday:

Periods 1 to 4 -

A, B & C Take attendance and take the kids outside. Play games with the kids (i.e. The Indian Chief, Green Glass Door etc).When you are done, take the campers inside and give them a choice or two or three crafts which they can take with them (i.e. Gimp, hemp or floss). with theory, then how to build rocket instructions. Have Apollo campers help.

Open Program

- A. Sit by the door to the craftshop and take down the names of the kids, the camper numbers and what they will be doing.
- B. Cut the gimp or hemp for the kids and start it for them.
- C. Help the kids with the crafts and help them start them

Tuesday:

Periods 1 to 4

- A. Plaster masks
- B. Puzzles
- C. Beading

Open Program

- A. Cut the gimp or hemp for the kids and start it for them.
- B. Sit by the door to the craftshop and take down the names of the kids, the camper numbers and what they will be doing.
- C. Help the kids with the crafts and help them start them

Wednesday:

Periods 1 to 4

- A. Tie-dye
- B. Tie-dye
- C. Start the kids who don't wish to tie-dye on something else and after started see if the other staff needs help with tie-dyeing.

Open Program

- A. Help the kids with the crafts and help them start them
- B. Cut the gimp or hemp for the kids and start it for them.
- C. Sit by the door to the craftshop and take down the names of the kids, the camper numbers and what they will be doing



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Thursday:

Periods 1 to 4

- A. Painting already made plaster molds
- B. Sandcandles
- C. Seashell frames

Open Program

- A. Help start kids with crafts
- B. Help start kids with crafts
- C. Write down names at the door.

Friday:

Periods 1 to 4

- A. Help the kids finish whatever they want. This is their day to do whatever they want.
- B. Award cards
- C. Help the kids finish whatever they want. This is their day to do whatever they want.

Remember that attendance must be taken early each period and called in immediately.

Section 7: Teaching Tips

Crafts are the best props. Just use whatever finished crafts are around and you don't necessarily have to finish a craft yourself. If some child leaves a craft and never comes to get it use that one. We can't use all of our crafts to make examples. There is no rigid teaching plan in arts and crafts. Expect curve balls; not every idea will go over well and sometimes you will have things planned for outside and it will rain or you will have things planned for inside and it is simply too hot inside the shop. Always have a back-up plan. Arts and crafts is the one program on camp which you can change on a whim (to an extent). Remember that. This is your program and treat it as such. If you planned out a week's worth of activities and Wednesday rolls around and you feel like changing it then change it.

Try to stay away from doing your own crafts. It is very tempting to work on a craft for yourself with all of the interesting things you come across but try not to on a regular basis. Try to limit it to one a week and that can be too many. There is a reason for this. When someone is working on a craft the child that may need help with his or her particular craft may feel like you are unapproachable. This effects the kids and we want them to be able to approach us at any time if they need help so make yourself appear to be open to help them.

At the beginning of the summer, after going through the entire inventory, you will find that you have an enormous amount of old supplies. Try to use all of the old supplies before the new supplies. Do anything with them but use them. Think about it this way. Whatever old, random crafts you don't use during the summer you have to put back at the end. A few old crafts are okay but, remember how bad it was to have to take all of the stuff down. Well, whatever you have left you have to organize and put right back on the shelves so, use what you can and as much as you can this summer. You will thank yourself later, trust me.

Open Program can be hectic. This is an option to run it, which minimizes the amount of frustration that may come from open programs. Have one staff member grab a pen and a piece of paper and sit next to the door. Then tell the children to form a line and proceed to tell them what you will be doing (it is best if you choose two or three things which they can do and things that they can take away with them after they leave). This roots out some kids and makes the line shorter. Then the person at the door proceeds to write down their name, camper number and what they will be doing and lets them go into the shop, but only after they have been recorded. The other staff members should be in the little corner ready to cut and start the crafts for the kids. Do this until about ten minutes before the end of open



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program. At that point, tell whoever is perched at the door that no one else can come in and tell the kids to start cleaning up and going to cabin recall. Then clean up and lock up (make sure all of the windows are locked because people like to break into arts and crafts).

Have at least two if not three options available each day. This allows the kids to choose which craft they would like to do and it makes them happier. After they have done one of the three crafts they can do beading or hemp or gimp. Try to get them to do one of the options first. It makes your life a whole lot easier.

Section 8: Bad Weather Alternatives

The craftshop is great in the whole bad weather respect. Since we have a roof over our head we can continue to do our crafts virtually undaunted when bad weather rolls in. The only problem that could occur would be if you had an outside activity planned. This is easily remedied because you can just choose another activity that can be done inside the shop.

Section 9: Inventory

- 1 toolbox of leather stamps
- 1 bag of leather string
- 1 half used roll of orange gimp
- 1 half used roll of turquoise and black gimp (thick)
- 1 half used roll of red gimp (thick)
- ½ gallon of Mod Podge
- 4 boxes of paintbrushes
- 1 box of seashells
- 1 bag of corks
- 29 beadkits
- 1 bag black pipe cleaners
- 1 bag green pipe cleaners
- 1 pack colored sidewalk chalk
- 1 bottle silver (textile) paint
- 1 bottle green (textile) paint
- 1 bottle red (textile) paint
- 1 bag of gold rings
- 1 blender
- 1 container Elmer's Glue



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- 1 bag black pom-poms
- 8 tile holders
- 1 bag white cups
- 2 bags of eyes
- 1 bag of gold tabs
- 1 bag fancy spangles
- 1 bag safety pin clasps
- 2 bags fake pearls
- 1 bag screws
- 2 spools wire
- 2 spools candle wick
- 1 roll black tape
- 1 roll twine
- 1 toaster
- 2 leather hammers
- 1 box yarn
- 1 box screen printing equipment
- 1 box wood treating equipment
- 1 box face paint
- 1 box drawing chalk
- ¼ box of plaster paris
- 1 kaleidoscope kit
- 1 bag red bead holders
- 1 box modeling clay (self-hardening – Marblex)
- 1 bag colored scrap paper
- 1 bottle white paint
- 1 green toolbox full of paint
- 6 empty Gatorade bottles



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- 1 spool fishing line
- 2 solders
- 1 hot glue gun
- 2 packages embroidery floss
- 1 big box of long blue beads
- 1 box stamps
- 1 bag doll pins
- 1 moccasin kit
- 1 package sandpaper
- 1 box elastic string
- 1 1980 Purdue calendar
- 1 can plastic pop can rings
- 2 boxes leather
- 1 roll wax paper
- 4 crockpots
- 11 boxes watercolors
- 1 box ceramic paint
- 1 box tissue paper
- 1 crate screen printing materials
- 1 can crayons
- 3 boxes staples
- 10 erasers
- 3 palettes
- 1 bag stencils
- 4 hacksaw blades
- 1 box random drawing utensils
- 1 origami kit
- 1 box large yarn



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- 2 sheets plexiglass
- 1 box pastels
- 2 boxes art books
- 1 box magazines
- 1 box paper machè
- 1 box screens
- 1 box old sails
- 1 box tools
- 4 rolls multicolored yarn
- 2 rolls white yarn
- 9 rolls orange yarn
- 9 rolls sky blue yarn
- 1 bottle turquoise paint
- 1 bottle violet paint
- 1 bottle magenta paint
- 1 bottle yellow paint
- 1 bottle orange paint
- 1 bottle red paint
- 1 bottle black paint
- 1 bottle brown paint
- 1 bottle white paint
- 1 bottle green paint
- 2 bottles blue paint
- 1 gallon glue
- 3 bags of paint with brushes
- 7 bags seed beads
- 1 pack wonderfoam shapes
- 1 pack superfoam journal pack



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- 2 containers paintbrushes
- 1 bag eyes
- 2 bags wooden beads
- 10 bags keychain clasps
- 168 rainsticks
- 1 bottle Mod Podge
- 1 bottle glue
- 1 roll tape
- 1500 sheets white writing paper
- 2 packs animal cutouts
- 1 box (240) colored pencils
- 2 bags medium sized beads
- 6 sets wooden coasters
- 1 bag square tiles
- 1 bag oval tiles
- 2 boxes embroidery floss
- 2 packages construction paper
- 5 rolls red gimp
- 5 rolls orange gimp
- 5 rolls purple gimp
- 5 rolls black gimp
- 5 rolls tan gimp
- 5 rolls kelly green gimp
- 5 rolls white gimp
- 5 rolls pink gimp
- 5 rolls royal blue gimp
- 5 rolls medium brown gimp
- 20 small glue bottles



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- 1 bag magic noodles
- 5 boxes popsicle sticks
- 2 goldfoil packs
- 1 package assorted tissue paper
- 5 packages private brandmatts
- 14 rolls hemp
- 64 rolls floss
- 5 plaster molds
- 1 canister plaster
- 1 roll plaster paris
- 10 packages puzzles
- 1 can varnish
- 2 aluminum punchout kits
- 1 sponge kit
- 2 mask kits
- 1 spinning top kit
- 3 packages clasps
- 9 packages shapes
- 6 stained glass frame packs
- 2 packages markers
- 1 package watercolor markers
- 2 mobile packs
- 2 pasta magnet kits
- 6 small bottles paint
- 2 packages pony beads
- 2 packages shell frames



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Section 10: Things to Remember

Arts and crafts is the best!!!! Treat it as such. You have so much freedom it is unbelievable. You make camp money and because of this you can get some neat crafts. Take advantage of this. Look through catalogs. There is so much more than gimp and hemp out there. There are seashell frames and plaster molds and so much more that kids absolutely love. Make this program live up to its potential. And above all remember this: the sky's the limit.

Section 11: Opening & Closing the Program for the season

OPENING:

Opening up arts and crafts is quite possibly one of the most frustrating things on planet earth. But you have to do it so suck it up and go. To start off, take everything down from every nook, cranny and shelf and put it on the tables. You have to write down an extensive inventory (much like the one which is contained in this book). Then you have to reorganize it and put it into cardboard boxes. Remember to label all of them. If you do not label them you will have absolutely no clue where anything is. And, granted, you will be able to remember where a few things are but you will not remember where everything is and you will not always be there. Sometimes your staff will have to run the program whether it be on your night off or on your thirty and they may not know where everything is so label it! It also helps when you are out of ideas to look over the labels & think of something you haven't made yet. When you are done labeling everything (and I mean everything), start to organize things which you will be using for the first few weeks. This cuts down on class time that should be spent on the crafts themselves being spent on finding the materials. And just keep things that you know you will need nearby.

CLOSING:

Closing up is exactly the opposite of opening up but cleaner. You, once again, must take everything down from shelves and everywhere else they are hiding and put them on the tables. Then you should downsize and try to make it as neat as possible. There is a good reason for this. Wouldn't you like it if you came in and found arts and crafts all organized? I would have. So, you have to organize and label the boxes. This is very important. It helps out a lot when opening the program. After you have completed this task you get to start the cleaning process. Everything should be clean. Just because you are closing the craft shop does not mean no one will be using it until next summer. There are many outside groups, which come to camp during both the autumn and spring that use the craftshop. The sink should be as white as possible and the floors should be swept. The shelves, if there are still mice, should be swept off and washed before you put the boxes back onto them. Leave things that might be fun for Family Camp and school groups easily accessible to avoid much disturbance over the year. Then you can wash the windows and pick up all of the random things that always lay around the shop. Lock it up and you are done.