

# MONDAY 6/17 SCHEDULE

TIME	ACTIVITY	LOCATION
7:00-9:00am	Drop off/Free play	Activity Center or Playground
9:00-9:30am	Group Announcements · Camp Rules · Camp Songs	Park
9:30-9:45am	Snack · Bathroom break · CLEAN-UP	Picnic Benches
9:45-10:15am	Station 1 – Group A - Rattlesnake Maracas Station 2 – Group B - CIT Led-Games: “Pow” Station 3 – Group C - “Tin Can Target Practice” Station 4 – Empty - Continuous crafts	Station 1 – Activity Center Station 2 – Park  Station 3 – Park (or park benches) Station 4 - Canopy
10:15-10:45am	Station 1 – Empty Station 2 – Group A Station 3 – Group B Station 4 – Group C	
10:45-11:15am	Station 1 – Group C Station 2 – Empty Station 3 – Group A Station 4 - Group B	
11:15-11:45am	Station 1 – Group B Station 2 – Group C Station 3 – Empty Station 4 - Group A	
11:45am-12:15pm	Lunch - Clean-up - Bathroom break	Benches/Park
12:15-12:45pm	Outdoor Free play	Park
12:45 -1:00pm	Camp Songs	Park
1:00-1:30pm	Station 1 – Group 1 · Wanted Posters Station 2 – Group 2 · Treasure Hunt	Station 1 – Activity Center Station 2 – Park
1:30-2:00pm	Station 1 – Group 2 Station 2 – Group 1	

2:00-3:00pm	Move-It Mondays · Freeze Dance/Red Light Green Light	Park
3:00-3:30pm	CIT-led Games:	Park
3:30-4:00pm	Snack – if their hungry	Benches/Park
4:00-6:00pm	Free Play	Activity Center or Playground

## TUESDAY 6/18 SCHEDULE

TIME	ACTIVITY	LOCATION
7:00-9:00am	Drop off/Free play	Activity Center or Playground
9:00-9:30am	Group Announcements · Camp Rules · Camp Songs	Park
9:30-9:45am	Snack · Bathroom break · CLEAN-UP	Picnic Benches
9:45-10:15am	Station 1 – Group A - Sand Bottle Art Station 2 – Group B - CIT-led Games – Wild West Tic Tac Toe Station 3 – Group C - Gold Nugget Relay Station 4 – Empty - Continuous crafts	Station 1 – Activity Center Station 2 – Park  Station 3 – Park (or park benches) Station 4 - Canopy
10:15-10:45am	Station 1 – Empty Station 2 – Group A Station 3 – Group B Station 4 – Group C	
10:45-11:15am	Station 1 – Group C Station 2 – Empty Station 3 – Group A Station 4 - Group B	
11:15-11:45am	Station 1 – Group B Station 2 – Group C Station 3 – Empty Station 4 - Group A	
11:45am-12:15pm	Lunch - Clean-up - Bathroom break	Benches/Park

12:15-12:45pm	Outdoor Free play	Park
12:45 -1:00pm	Camp Songs	Park
1:00-1:30pm	Station 1 – Group 1 · Boot Design Station 2 – Group 2 · Horse Lasso Toss	Station 1 – Activity Center Station 2 – Park
1:30-2:00pm	Station 1 – Group 2 Station 2 – Group 1	
2:00-3:30pm	Tasty Tuesdays · Wild West Mud Pie	Activity Center
3:30-4:00pm	Snack	Benches/Park
4:00-6:00pm	Free Play	Activity Center or Playground

## WEDNESDAY (EXCURSION) 6/19 SCHEDULE

TIME	ACTIVITY	LOCATION
7:00-9:00am	Drop off/Free play	Activity Center or Playground
9:00-9:30am	Group Announcements · Camp Rules · Camp Songs	Park
9:30-9:45am	Snack · Bathroom break · CLEAN-UP	Picnic Benches
9:45-10:15am	-	
10:15-10:45am		
11:15-11:45am		
3:30-4:00pm	Snack	Benches/Park
4:00-6:00pm	Free Play	Activity Center or Playground

# THURSDAY 6/20 SCHEDULE

TIME	ACTIVITY	LOCATION
7:00-9:00am	Drop off/Free play	Activity Center or Playground
9:00-9:30am	Group Announcements · Camp Rules · Camp Songs	Park
9:30-9:45am	Snack · Bathroom break · CLEAN-UP	Picnic Benches
9:45-10:15am	Station 1 – Group A - Popsicle Stick Horses Station 2 – Group B - CIT-led Games - Mingle Mingle Station 3 – Group C - Escape from Jail Station 4 – Empty - Continuous crafts	Station 1 – Activity Center Station 2 – Park  Station 3 – Park (or park benches) Station 4 - Canopy
10:15-10:45am	Station 1 – Empty Station 2 – Group A Station 3 – Group B Station 4 – Group C	
10:45-11:15am	Station 1 – Group C Station 2 – Empty Station 3 – Group A Station 4 - Group B	
11:15-11:45am	Station 1 – Group B Station 2 – Group C Station 3 – Empty Station 4 - Group A	
11:45am-12:15pm	Lunch - Clean-up - Bathroom break	Benches/Park
12:15-12:45pm	-Outdoor Free play	Park
12:45 -1:00pm	Camp Songs	Park
1:00-2:00pm	Ice Cream Truck - CIT-led Games while waiting: <i>Jump the River</i>	Park

2:00-3:30pm	Movie: "Puss in Boots"	Activity Center
3:30-4:00pm	Snack	Benches/Park
4:00-6:00pm	Free Play	Activity Center or Playground

## FRIDAY 6/21 SCHEDULE

TIME	ACTIVITY	LOCATION
7:00-9:00am	Drop off/Free play	Activity Center or Playground
9:00-9:30am	Group Announcements <ul style="list-style-type: none"> <li>· Camp Rules</li> <li>· Camp Songs</li> </ul>	Park
9:30-9:45am	Snack <ul style="list-style-type: none"> <li>· Bathroom break</li> <li>· CLEAN-UP</li> </ul>	Picnic Benches
9:45-10:15am	Station 1 – Group A <ul style="list-style-type: none"> <li>- Cactus Clay</li> </ul> Station 2 – Group B <ul style="list-style-type: none"> <li>- CIT-led Games – Steal the Bacon</li> </ul> Station 3 – Group C <ul style="list-style-type: none"> <li>- Sheep Herding</li> </ul> Station 4 – Empty <ul style="list-style-type: none"> <li>- Continuous crafts</li> </ul>	Station 1 – Activity Center Station 2 – Park
10:15-10:45am	Station 1 – Empty Station 2 – Group A Station 3 – Group B Station 4 – Group C	Station 3 – Park (or park benches) Station 4 - Canopy
10:45-11:15am	Station 1 – Group C Station 2 – Empty Station 3 – Group A Station 4 - Group B	
11:15-11:45am	Station 1 – Group B Station 2 – Group C Station 3 – Empty Station 4 - Group A	
11:45am-12:15pm	Lunch <ul style="list-style-type: none"> <li>- Clean-up</li> <li>- Bathroom break</li> </ul>	Benches/Park
12:15-12:45pm	-Outdoor Free play	Park

12:45 -1:00pm	Camp Songs	Park
1:00-1:30pm	Station 1 – Group 1 · Horseshoe Decorating/Coloring Station 2 – Group 2 · Sheriff Says	Station 1 – Activity Center Station 2 – Park
1:30-2:00pm	Station 1 – Group 2 Station 2 – Group 1	
2:00-3:30pm	Fun Friday – HOEDOWN · DIY Panning For Gold · Line Dancing – inside · Obstacle Course	Activity Center
3:30-4:00pm	Snack	Benches/Park
4:00-6:00pm	Free Play	Activity Center or Playground

## Monday:

Craft 1: Wanted Poster

Craft 2: Rattlesnake Maracas

Outdoor Activity 1: "Treasure Hunt"

Outdoor Activity 2: "Pow!"

Outdoor Activity 3: "Tin Can Target Practice"

**Move It Monday: Freeze Dance**

## Tuesday:

Craft 1: Boot Drawing

Craft 2: Sand Bottle Art

Outdoor Activity 1: "Wild West Tic Tac Toe"

Outdoor Activity 2: "Horse Lasso Toss"

Outdoor Activity 3: "Gold Nugget Relay"

**Tasty Tuesday: Wild West Mud Pie**

## Thursday:

Craft 1: Cowboy Hat Making

Craft 2: Popsicle Stick Horses/Pipecleaners

Outdoor Activity 1: "Jump the River"

Outdoor Activity 2: "Escape From Jail"

Outdoor Activity 3: "Mingle Mingle"

**Theatre Thursday: "Puss in Boots"**

## Friday:

Craft 1: Horseshoe Decorating/Coloring

Craft 2: Cactus Clay

Outdoor Activity 1: "Sheep Herding"

Outdoor Activity 2: "Steal the Bacon"

Outdoor Activity 3: "Sheriff Says"

**Fun Friday: Hoedown!**

- DIY Panning for Gold
- Obstacle Course
- Line Dancing Video (inside)

## CRAFTS AND ACTIVITIES

### Boot Design:

- Printed paper with a boot outline
- Gems
- Markers
- Crayons
- Gluesticks

### Cowboy Hat Making:

#### Materials:

- Poster board or cardstock (22"x28") – approx. 35–40 sheets
  - Each sheet can usually make 1.5–2 hats (brim + crown), depending on size
- Scissors – at least 10–15 pairs (or pre-cut pieces for younger kids)

- Staplers – 4–6 (kids can share in groups)
  - Clear tape – 4–6 rolls (for groups who prefer taping instead of stapling)
  - Hole punch – 2–3
  - Yarn, string, or elastic cord – at least 60 pieces, 12–14 inches each (roughly 60–70 feet total)
  - Markers/crayons – 2–3 large packs (spread among tables)
  - Star stickers or Western-themed stickers – 2–3 bulk packs (300–500 pieces total)
  - Foam shapes/stickers – 2 bulk packs (optional)
  - Glue sticks – 15–20 for group sharing
1. Create the Hat Base:
    - Use a simple cowboy hat template (search online for printable outlines) or draw a large oval for the brim and a crown shape to staple on top.
    - Cut out the brim and crown pieces from cardstock or poster board.
  2. Assemble the Hat:
    - Staple or tape the crown to the center of the brim. For a more 3D look, cut slits in the brim and fold them up to attach to the crown.
  3. Add Chin Straps (Optional):
    - Use a hole punch to make a hole on each side of the brim and tie yarn or string as a chin strap.
  4. Decorate:
    - Let the kids go wild decorating their hats with markers, paint, glitter glue, star stickers, and foam shapes.
    - Encourage them to write their cowboy name on the front

#### Tips:

- Pre-cut pieces for younger kids to save time.



- Set up a decoration station with different supplies.

### **Horseshoes:**

Materials:

- Printed paper with large horseshoe, can be different pre-designs
- Markers
- crayons

### **Wanted Poster:**

Materials:

- Printed paper that says "wanted"
- Markers
- Crayons

### **Gold Nugget Relay**

Materials:

- Bean bags
- 2 buckets

#### **Objective:**

Race to collect "gold nuggets" and return them to your team's mine!

Setup:

- Split kids into two or more teams.
- Place a pile of "gold nuggets" (beanbags) at the far end.
- Give each team a container (bucket) as their mine at the start line.

How to Play:

1. On "Go!", one player from each team races to grab one nugget and brings it back.
2. Tag the next teammate to go.
3. Continue until all nuggets are collected.
4. The fastest team wins!

Variation:

Use spoons to carry nuggets for an added challenge!

## **Treasure Hunt**

Objective:

Find hidden treasure around the yard using clues or a map!

Setup:

- Hide small objects (any small object like bean bags, balls, etc.) around the play area.
- Use a treasure map or give verbal clues to help kids find them.
- Optionally divide kids into teams.

How to Play:

1. Each team follows clues or a map to hunt for hidden treasure.
2. Collect as many items as possible within a time limit.
3. Team with the most treasure wins!

Variation:

Add a "gold rush" twist—once the kids hear the bell, they dash to find as many nuggets as they can without clues!

### Objective:

Be the fastest to react—but don't get caught flinching!

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## POW!

### Setup:

- Players stand in a large circle.
- One person stands in the **middle**—this is the **Sheriff**.
- Everyone else puts their hands at their sides, ready to play.

### How to Play:

1. The Sheriff spins around and suddenly **points at someone** and shouts, “**POW!**”
2. The person being pointed at must **duck down quickly**.
3. The two people on either **side of the ducking person** must **turn and “shoot” each other** by pointing and yelling “POW!”
4. **The slower shooter is out** and leaves the circle.
5. If the person in the middle points and the target **fails to duck**, they're out.
6. The game continues until only two players remain—then they have a dramatic duel to find the winner!

## SHEEP HERDING

Materials:

- Balloons
- Fly swatters (in office)

Instructions:

- Before the game, inflate two balloons.
- To play, divide players into two teams.
- Give the first player on each team a fly swatter to herd their team's sheep across the room and back to the next player in line.
- The first team to finish herding their sheep wins!
- (You may want to have "sheep" clones ready in case the originals pop.)

## **Escape From Jail**

Instructions:

Divide the kids into 2 teams of bandits, each with a sheriff. The sheriff has to catch a member of the opposite team by touching them.

The caught bandit is then considered to be in jail and must stand still. Their teammates can rescue them by crawling through their legs but if they are caught doing so by the sheriff, they also have to stand still and are in jail.

First team to catch all the other bandits is the winner

## **Steal the Bacon**

Materials:

- "Bacon" (a ball, cone, etc.)
- Cones for boundaries

Instructions:

- Divide everyone into two to four groups; each team sits on a boundary line.
- Give each player a number, each group should have a one, a two, etc.

- Place the “bacon” in the center of the playing area and assign each team one goal line at either end of the playing area.
- The adult calls out a number and all students with that number run to pick up the “bacon.”
- The person who gets the “bacon” first tries to run across his/her team’s goal line without being tagged. The person whose number was called who did not get the “bacon” should try to tag the other player before they get across the goal line.
- Once someone is tagged or gets across their goal line, the round is over. Everyone who played in the round give each other high-five’s and they go back to the boundary line with their teams

## **Air Dry Clay Cactus Craft**

### MATERIALS:

1. Air-dry clay
2. Green food coloring/liquid watercolor
3. 3oz paper Dixie cups
4. Pipe cleaners, cut into small pieces

### INSTRUCTIONS:

Each camper will get a bit of clay. Add a few drops of food coloring/watercolor. Knead to mix.

Fill the pot with a piece of clay to form a base, then use clay to create a cactus/succulent/plant shape to place on top

Next, let campers add pipe cleaners to make the plant “pokey”.

When done, let dry overnight.

## **HULA HOOP HORSE LASSO TOSS**

### MATERIALS:

- Rope
- Hula Hoops
- Balls

### INSTRUCTIONS:

1. Tie some string to the end of a hula hoop and leave enough extra string so they can throw the hula hoop like a lasso.
2. Gather a bunch of balls like basketballs, footballs or anything that can roll and spread them out over a large surface.
3. Finally use the hula hoop lassos to try and catch the balls and bring them in. The person who catches the most balls wins.

## **Wild West Tic Tac Toe Relay**

### **Objective:**

Get 3 in a row using Western-themed pieces—in a race!

### **Setup:**

- Tape a giant 3x3 grid on the ground.
- Use two sets of themed markers (like sheriff stars vs. horseshoes).
- Teams line up 20–30 feet from the grid.

### **How to Play:**

1. On “Go!”, one player from each team runs to place their piece on the grid.
2. Run back and tag the next teammate.
3. First to get 3 in a row wins!
4. If the board fills up with no winner, it’s a draw.

### **Variation:**

After all 3 pieces are down, future runners may move a piece to a new square.

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## **Tin Can Target Practice**

### **Objective:**

Knock down the bandits (cans!) with beanbags or soft balls.

### **Setup:**

- Stack 6–10 empty tin cans (or plastic cups) in a pyramid on a table or box.
- Mark a throwing line a few feet away.
- Use beanbags, sock balls, or tennis balls.

### **How to Play:**

1. Each child gets 3 throws.
2. Try to knock down as many cans as you can!
3. Count how many fell—highest score wins.

### **Variation:**

Label the cans with point values or “bandit names” for bonus fun!

## **Jump the River**

### **Objective:**

Test your jumping skills by trying to leap across a “river” that gets wider each round!

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### **Setup:**

- Use two **ropes**, pool noodles, sticks, or lines of tape to mark both sides of the river.

- Start with the lines about **1 foot apart**.
  - Play on grass or a soft surface for safety.
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### **How to Play:**

1. All players line up behind the starting side of the river.
2. One at a time, each player **jumps across** the river **without touching the water** (space between the lines).
3. If they land in the river (on or between the lines), they're **out**.
4. After each round, move the lines **further apart**—increase the width by 6 inches to 1 foot.
5. Continue until only one player remains—the **River Jumping Champion!**

### **Rattlesnake Maracas**

**Materials:** Plastic eggs, rice or beans, tape, 2 plastic spoons per egg, markers, tape, optional googly eyes or stickers

#### **Instructions:**

1. Fill plastic eggs halfway with rice/beans.
2. Place egg between two spoons and tape it all together securely.
3. Wrap the handles with tape and decorate with markers to look like a snake.
4. Shake and rattle like a desert rattlesnake!

### **Sand Bottle Art**



**Materials:** Small bottles or clear cups, colored sand or dyed salt, funnels/spoons

**Instructions:**

1. Give each child a container.
2. Let them layer different colors of sand using spoons/funnels.
3. Cap or seal the bottle when full.
4. Optional: Add a cowboy label or tag with their name.

## **Popsicle Stick Horses or Pipe Cleaner Animals**

**Materials:** Popsicle sticks, construction paper, googly eyes, glue, markers, yarn

**Instructions:**

1. Glue a paper horse head onto a popsicle stick.
2. Decorate with yarn for a mane and googly eyes.
3. Add names and Western designs with markers.
4. (Alternative: Use pipecleaners to shape tiny animals like snakes or lizards.)

## **Activity: Mingle Mingle**

**Setup:**

No materials required. Just a large open space for kids to walk and move around.

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**Instructions:**

1. Have all campers walk around the space, mingling and moving in any direction.

2. While they walk, the leader will call out “Mingle, mingle, mingle!” to encourage everyone to interact.
3. After a few seconds, the leader calls out a **category** or **group type** (e.g., “Groups of 3” or “Groups of Animals”).
4. Campers must quickly group themselves according to the category called out. They can choose their own group or join others.
5. If there are too many or too few campers in a group, they must break apart or combine.
6. Those who are not in a group get eliminated, then the leader calls out “Mingle, mingle, mingle!” and the process repeats with new categories and tasks.

### **“Sheriff Says” (Wild West version of Simon Says)**

#### **Objective:**

A Wild West twist on the classic **Simon Says**, with different cowboy and cowgirl-themed movements.

#### **Materials:**

- No materials needed—just a space to play!

#### **Instructions:**

1. Have the kids stand in a line or scattered in a circle.
2. Choose one child or a staff member to be the **Sheriff**. The Sheriff gives commands, but only the ones starting with “**Sheriff says...**” should be followed.
3. Kids who follow the wrong command are out until the next round.