



Evidence-based tools and guidance
for delivering effective programs

- PLANNING & MANAGEMENT
- ACADEMICS & ENRICHMENT
- STAFFING & PROFESSIONAL DEVELOPMENT
- SITE CLIMATE**
- STUDENT RECRUITMENT & ATTENDANCE

summerlearningtoolkit.org



SAMPLE: PITTSBURGH POSITIVE SITE CLIMATE STRATEGIES

For more information on the importance of a positive site climate and tips for developing one in your program, review Pittsburgh Positive Site Climate Strategies Guidance.

Developed by Pittsburgh Public Schools, Pittsburgh Positive Site Climate Strategies is a guide for site managers to design and build camp culture at program sites. The guide describes core elements of Summer Dreamers Academy's culture and includes samples of culture activities that can be incorporated at each site such as meetings; events and rituals; and student incentives and recognition.

SUMMER
DREAMERS
ACADEMY
A PREMIER SUMMER CAMP FOR FREE!



Shaping Your Camp's Culture

Summer 2016

Bring on the Energy!

Our goal at Summer Dreamers Academy (SDA) is to offer kids a fun and safe place they can spend their summer while not losing all of the valuable information they gained during the school year. We need to create an environment that feels so different from school that they don't even realize that they are learning so much! This is why we need to come to camp everyday with the highest level of energy. If we are dancing, singing and having a blast while we learn, the kids will see how much fun it can really be. They will understand our love for knowledge and begin to value it just as much as we do. We want to instill a love for learning in our students that they can take with them during the school year. Soon, they will actually want to learn new things both inside and outside of the classroom- this is a character habit that can follow them for the rest of their lives.

This is a guide to creating a camp culture that is unique to your camp site, and one that will make the kids WANT to return to everyday. These are ideas to give you somewhere to start, but the possibilities are endless!! Be creative! Make it your own!!

All Camp Meeting

To help differentiate SDA from regular school, we conduct an All Camp Meeting (ACM) each morning of camp. The ACM is the main event of each day. This is a time where energy should be highest and all teachers, staff and campers should be engaged and participating in the chants, songs and skits. It is a time when the entire camp comes together as one community and it extends learning outside of the classroom. ACM should set the tone for the day: a boring and low energy ACM will be followed by a boring and low energy day in the classroom. But, if ACM is exciting, loud and engaging, class will be the same!! The following are some tips on how to make ACM amazing every single day.

In the past, camp sites have changed the name of the ACM to better fit their camp culture. Examples: Harambee, Family Meeting, The Gathering, etc.

Planning ACM

ACM should be planned in advance- not the day of. Teachers and staff should work together in planning skits and performances that pertain to the happenings of that day at camp. For example, if there is a field trip to a baseball game coming up, the staff need to plan a silly skit that illustrates this announcement, showing how much fun it will be and the logistics and rules of the trip (Ex: wear your SDA t-shirt, no food on the school bus) at the same time. Campers should be encouraged to participate in skits with the staff- and you'll soon find that the campers actually enjoy planning, practicing and performing at ACM!

Teacher and Staff Roles at ACM

SDA teachers and staff should be sitting among the campers- not clustered with each other or talking on the side. The staff needs to model super high energy when it is time to do so, as well as respectful active listening when announcements are being made. The staff should encourage campers to participate, as well as manage behavior in the audience. Our campers will model everything that we do, so we need to set an excellent example of what we expect and make sure that we are consistent at all times. ***Every SDA staff member should actively participate in the ACM.***

ACM Logistics

The following lists some suggested procedures that will help you sort out the logistics of conducting a safe, fun and exciting All Camp Meeting every day:

- ***Have campers sit with their classroom.*** It may be helpful to keep the same system that you decided to use to direct campers to find their classroom on the first day (Ex: each class has their own color; See *First Day Procedures* for more ideas). This way, campers will automatically know where to sit during ACM in the weeks to come.
- ***Let one class per day “lead” ACM.*** It may be easier to allow a classroom to “lead” or “host” ACM each day so that you or the Site Director do not have the full responsibility of planning and facilitating every single aspect of ACM every day. This also creates a perfect opportunity to engage campers and make them active participants in ACM. **See page 5** for an ACM rotation schedule that you can modify and distribute to teachers and staff.
- ***Dismiss by classroom.*** Dismiss each classroom one by one each day so that campers are not walking alone to class, and to decrease confusion and congestion in the hallways during the transition to class.

The First ACM

Preparation for ACM on the first day of camp should begin the week prior to camp beginning. The first ACM is a perfect opportunity for campers to be introduced to SDA and its mission, as well as laying out the rules and procedures of your site. You may need to extend ACM on the first day (See *Operations and Logistics Manual: First Day Procedures* for an example first day amended schedule) so that you can fit in everything that needs to be relayed to the campers on the first day. **See page 4** for an example outline of how the first ACM could look. Feel free to use this as a template for your own ACM.

Summer Dreamers Academy

First Day- All Camp Meeting!!

Welcome from Site Director and Camp Operations Managers

- These are the first people the campers will see, so the tone and high energy level needs to be set here!!
- Explain SDA (this can be done in a skit or a just a speech)
- Explain the “Dreamers” theme
- Explain SDA Chant and how we will use it to gather their attention throughout the summer
- Segue into the Staff/Teacher/Coordinator Introductions

Staff/Teacher/Coordinator Introductions

- All staff, teachers and coordinators should be introduced here. This can be done in a skit or a chant form- be creative!!!
- After the introductions, all staff should be seated with the campers for the remainder of ACM

Rules!

- This is the time that all rules for camp should be explained. Funny but to-the-point skits work best for this portion. Don’t forget bus rules and any deal-breaking behaviors that can lead to expulsion. Remember, we should expect behavior problems the first day because this is new to the campers, so it is important that this part of ACM is made VERY clear.

Announcements

- AM and PM Activities: remind the campers that they signed up for different activities and explain the outside resources we will use to make their summer the most fun they’ve ever had
- **EXAMPLE ANNOUNCEMENT:** Southbrook Site name competition: Campers will have the opportunity to vote on Southbrook’s very own name! Submissions will be accepted until Thursday (July 15th). The winning name will be announced at ACM on Friday!!
- **EXAMPLE ANNOUNCEMENT:** Tribe Themes: break down the concept of each classroom being their own tribe. By the end of the week, each tribe will have their own identity
- Other: This is the time for any other announcements that we may think of

Spirit Stick!!!

- The first Spirit Stick should be awarded to a staff member, just to model how it will be done for the rest of the summer. A skit should be created to explain how a Spirit Stick winner is selected, and to convince them that their only goal in life (besides becoming successful, intelligent members of society) should be to win the Spirit Stick
- **See page 14 for more details on the Spirit Stick**

***ACM should be FUN!! Be as creative as you want!! Nothing is too crazy!

***We will need to fully prepare the skits during training week, so come ready with ideas!

***Remember, we will be using campers for most of these things as the summer goes on, so don’t stress! They will bring a whole new flare to the skits

Summer Dreamers Academy ACM Rotation Schedule

Each day, a new class/team will “host” ACM. The class/team will stand up on the side of the bleachers and call out what skits are up and on deck. The ACM agenda will be written on the white board in the front of the gym. The Camp Counselors (CCs) should host ACM for the first week to model to the campers how to host ACM.

The hosting class/team will also be responsible for creating and performing the Spirit Stick skit. This simply be a student using the Spirit Stick for something silly (a crow bar, flashlight, ect), then another student will come over to say “that’s not _____, that’s the SPIRIT STICK!! Cue the crowd going wild!!

Week 2

Monday- Team 1

Tuesday- Team 2

Wednesday- Team 3

Thursday- Team 4

Friday- Team 5

Week 4

Monday- Team 2

Tuesday- Team 3

Wednesday- Team 4

Thursday- Team 5

Friday- Team 6

Week 3

Monday- Team 6

Tuesday- Team 7

Wednesday- Team 8

Thursday- Team 9

Friday- Team 1

Week 5

Monday- Team 7

Tuesday- Team 8

Wednesday- Team 9

Thursday- Team 1

Friday- Team 2

Ultimately, Camp Leadership Team (CLT) can decide which classes/ teams will lead the ACM. The objective is to make sure every class leads the meeting at least one time.

SDA Chants and Songs

A HUGE part of creating an energetic and fun camp culture are the chants and songs. ALL teachers and staff are REQUIRED to participate in the chants- so don't be afraid to step outside of your comfort zone! Staff members should be the loudest and goofiest at all times so that the campers can model our crazy! Remember, at SDA, being silly is cool!!

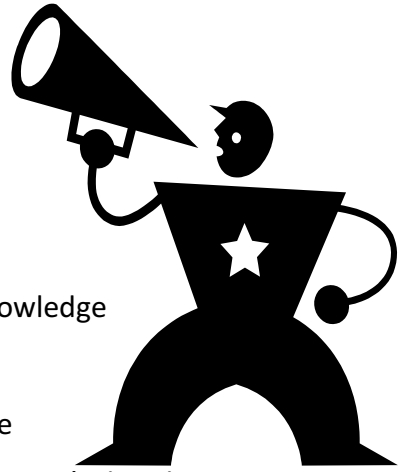
Most of the chants will have accompanying dances. It is important for us to get our campers on their feet and dancing with us. It may take a few days for campers to come out of their shells, but if we keep up the energy, they will eventually follow us.

It may be helpful to conduct "Chant School" one day during training week in order to teach the staff all of the chants in preparation for the first day of camp. This can also serve as a team building exercise! It will help to get staff members loose and ready to be silly in front of each other!

Pages 7-12 contain some example chants. The SDA All Camp Chant will be used across all camp sites, but feel free to add to the list as camp goes on. Many of the campers will know other chants and may want to teach them to the rest of the site. Let them!! Your camp culture will only grow and become stronger as the campers begin to take ownership!!

Please feel free to personalize your camp culture by making up your own chants and songs. Also, give the students the opportunity to create chants and songs for the camp.

All-Camp Chant



You gotta be ... what?
You gotta be ... what?
You gotta be ... what?
You gotta be BIG DREAMERS!

We have got the knowledge
We have lots of fun
We will go to college
and show **You** just how it's done!

Be ... what?
You gotta be ... what?
You gotta be ... what?
You gotta be BIG DREAMERS!

Now, **if** you want to doubt us
And **don't** believe it's true
Then **come** to Summer Dreamers
and **see** what we can do!

Be ... what?
You gotta be ... what?
You gotta be ... what?
You gotta be BIG DREAMERS!

You gotta be ... what?
You gotta be ... what?
You gotta be ... what?
You gotta be BIG DREAMERS!

I am a Big Dreamer
I know what to do
I will grad-u-ate
And I'll GET the Promise too!

Introduce Yourself!

Hey Danielle...

Yeah?

Hey Danielle....

Yeah?

Introduce yourself.

No way!

Introduce yourself...

OK my name is Danielle.

Yeah.

I tell no lies.

Yeah.

I'll be a Dreamer.

Yeah.

Till the day I die!

Stomp and Grind (Call and response)

Hey Katie!

Yeah?

Hey Katie!

Yeah?

I heard your name upon the street and they
said you ain't got no beat!!

Well, honey child you must be blind
cuz you ain't seen my STOMP and GRIND!

(Everyone)

Stomp and grind!

Stomp stomp and grind!!

Jump! Shake Your Booty!

(Call and response)

Hey Liz!

Yeah?

Hey Liz!

Yeah?

Show us how you get down!

NO WAY!

Show us how you get down!

OK!

(Everyone)

We stomp our feet, and boogie to the beat!

We turn around, and JUMP shake your
booty!

JUMP JUMP shake your booty!

Fried Ham!!

Fried ham, Fried ham

Cheese and bologna

Pass me the macaroni

Pickles and onions

And we'll have some more!

Same song, same verse

ROBOT style, but a whole lot worse!

(REPEAT)

Hip hop style, under water style, slow
motion style, etc. End on Summer Dreamers
style to signify the last verse

Shuck the Corn

Shuck the corn. Shuck, shuck the corn.

(Repeat)

Pop the corn! Pop, pop the corn!

(Repeat)

Peel potatoes. Peel, peel potatoes.

Mash potatoes! Mash, mash potatoes!

(Repeat)

Pick the peas. Pick, pick the peas.

(Repeat)

Snap the peas! Snap, snap the peas!

(Repeat)

Peel the orange. Peel, peel the orange.

(Repeat)

Juice the orange! Juice, juice the orange!

(Repeat)

Peel bananas. Peel, peel bananas.

(Repeat)

Go bananas! Go, go BANANAS!!

Boom-Chicka-Boom

(call and response)

Call: "I said a-boom-chicka-boom"

[Audience Repeats]

Call: "I said a-boom-chicka-boom"

[Audience Repeats]

Call: "I said a-boom-chicka-rocka-chicka-rocka-chickaboom"

[Audience Repeats]

Call: Alright! **[audience repeats]**

Call: Okay!

[audience repeats]

Call: One more time!

[audience repeats]

Call: Danielle's way!

[audience repeats]

(pick a style- "southern", "opera", "reggae", "quiet", etc. and repeat)

Oongala Po

Stand in circle with your hands on the shoulders of the people next to you.

Words: Oongala, oongala, oonagla po! **(repeat 3 times)** Whoa, whoa, whoa!

Motions: On "oongala", stamp feet and sway from side to side starting left. On each "whoa", the whole group leans forward. Vary the exercise by getting faster each time; towards the end, do a quiet verse, and then get really loud!

Power

P-O-W-E-R we got the power 'cause we are Camp **[insert camp name here]**

My name is _____ **(YEAH)**

And I'm first on the list **(UH-HUH)**

I get my reputation 'cause I do it like this (insert dance)

S/He does it like this (repeat dance.

P-O-W-E-R we got the power 'cause we are Camp **[insert camp name here]**

My name is _____ **(YEAH)**

And I'm second on the list **(UH-HUH)**

I get my reputation 'cause I do it like this [insert dance]

S/He does it like this [repeat dance]

P-O-W-E-R we got the power 'cause we are Camp **[insert camp name here]**

My name is _____ **(YEAH)**

And I'm last on the list **(UH-HUH)**

I get my reputation 'cause I do it like this [insert dance]

S/He does it like this [repeat dance]

Art Work: Transform Your Camp Site!

Covering your camp site with art work is essential in making SDA have a different feel than a traditional school building. When the students enter the camp site in the morning, they should feel transported into a colorful and whimsical land where they are excited about learning! The entire site should be covered in signs and inspirational quotes before the first day of camp. Remember, as the campers complete projects throughout the summer the walls will become even more covered with their work. The following quotes (**page 11-12**) can be used on signs around the camp. These are examples- feel free to add to them and display them in the most creative ways possible!!

Dream Quotes

“Every great dream begins with a dreamer. Always remember, you have within you the strength, the patience, and the passion to reach for the stars to change the world.”

- Harriet Tubman

“The best thing in every noble dream is the dreamer...”

- Moncure Conway

“Dreams are the touchstones of our character.”

- Henry David Thoreau

“When we are dreaming alone it is only a dream. When we are dreaming with others, it is the beginning of reality.”

- Dom Helder Camara

“Nothing happens unless first we dream.”

- Carl Sandburg

“A man's dreams are an index to his greatness.”

- Zadok Rabinowitz

“If you lose hope, somehow you lose the vitality that keeps life moving, you lose that courage to be, that quality that helps you go on in spite of it all. And so today I still have a dream.”

-Martin Luther King, Jr.

“Dreams are necessary to life.”

- Anais Nin

“Imagine all the people living life in peace. You may say I'm a dreamer, but I'm not the only one. I hope someday you'll join us, and the world will live as one.”

- John Lennon

“Dream no small dreams for they have no power to move the hearts of men.”

- Johann Wolfgang von Goethe

“No one should negotiate their dreams. Dreams must be free to flee and fly high. No government, no legislature, has a right to limit your dreams. You should never agree to surrender your dreams.”

- Jesse Jackson

“If a little dreaming is dangerous, the cure for it is not to dream less but to dream more, to dream all the time.”

- Marcel Proust

“You see things; and you say, "Why?" But I dream things that never were; and I say, "Why not?"”

- George Bernard Shaw

“There is nothing like a dream to create the future.”

- Victor Hugo

“To dream anything that you want to dream. That's the beauty of the human mind. To do anything that you want to do. That is the strength of the human will. To trust yourself to test your limits. That is the courage to succeed.”

-Bernard Edmonds

Dreams

By Langston Hughes

Hold fast to dreams
For if dreams die
Life is a broken-winged bird
That cannot fly.

Hold fast to dreams
For when dreams go
Life is a barren field
Frozen with snow.

Class/Team Names

During the first week of camp, have each class/team decide what their name will be for the rest of the summer. This will help the campers build a community within their classroom, and it is much more fun to refer to classes as their name rather than “team 1” and “team 2” 😊

It may also be fun to have each class/team create a team banner to hang in the gym or cafeteria. Team handshakes, chants, colors, etc can also add to team unity. These things can be announced at ACM during the first week of camp.

Some examples of team names include: Summer Stars, Watachie Warriors, Wild Werewolves, Fresh Fly Fantastic Friendz, Summer Super Stars, Perilous Predators, Titanic Titans, Fencing Falcons, and Dreamin’ Dragons.

Also, class names can be assigned by the camp director to better incorporate the camp culture for example, college name such as Temple, Duquesne, Pitt, Clarion, Carlow, etc., or animals such as Tiger, Bear, Dog, Cat, Lion, Parrot, etc. Be creative with the implementation of class/team names!

Colors: Red, Blue, Green, Purple, Yellow, Orange, Red, Fuchsia, Indigo, Violet, Turquoise, etc.

States: Pennsylvania, Ohio, Virginia, New York, Texas, California, Florida, etc.

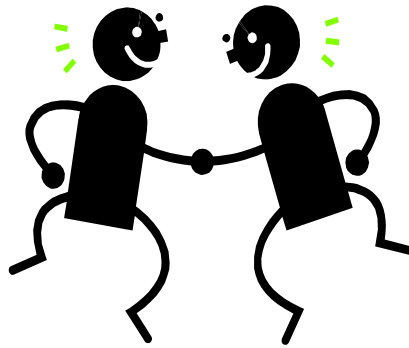
NFL Teams: Steelers, Ravens, Raiders, 49ers, Bengals, Eagles, Packers etc.

Countries: USA, England, Italy, Jamaica, Canada, South Africa, China, Argentina, etc.

Presidents: Obama, Bush, Clinton, Nixon, George Washington, FDR, JFK, etc.

SDA Handshake

Each SDA camp site should have their own handshake that all staff and campers know. The staff can make up the handshake before camp begins, or you can conduct a camp-wide handshake contest in which the campers come up with their own handshakes for the staff to judge. Having a camp handshake will create a sense of community for the campers no matter what class/team they are a member of!



Camper Awards

The Spirit Stick

The Spirit Stick is an award given to one camper per day at All Camp Meeting. This is the highest honor that a camper can receive during the summer, so it is up to the staff to set the tone and model super high energy when the Spirit Stick is presented during ACM. The winning camper should carry the stick around with them all day so that the staff and their peers can recognize their accomplishment as they go through their day at camp. The Site Director or COM should make sure that the winner returns the stick to the SDA office or a staff member before they board the bus at dismissal.

The Spirit Stick winner should embody everything that is Summer Dreamers- from participating in chants and ACM to following the Summer Dreamer rules: Work Hard, Have Fun, Be Nice. Teachers and staff should observe campers for positive character habits, academic habits and strong social skills. The nominated camper should be pointed out to the Site Director and COM the day before they are to win and the majority of the staff should agree that the camper deserves to win. Be sure to check in with the campers' activity teachers and facilitators to make sure their positive behaviors are consistent at all times during the day.

If a staff member has a reason why they believe the camper does not deserve to win, they should talk with the rest of the SDA team to decide if the issue is reason enough to pass on that camper. If the team decides that the camper needs more time to work towards receiving the Spirit Stick, simply select another worthy winner for that day and make a special effort to encourage the camper to continue to work towards winning!

The physical Spirit Stick can be an actual stick that has been decorated, or you can make it your camp's own! You can use shells, a necklace, a funny shirt- anything that is fun and creative and that your campers will be excited about! Remember, the winner must carry the object around all day, so be sure that the object you choose will be easy for the camper to have with them all day at camp.

In order to keep track of who has won and from which class/team, it may be helpful to create a Spirit Stick rotation schedule. **See page 15** for an example of a schedule that can be modified and distributed to teachers and staff.

Summer Dreamers Academy Spirit Stick Rotation Schedule

This is TOP SECRET information! Please do not leave this laying around!!

Each day, a different class/team will be asked to nominate a student from their class to win the Spirit Stick for the next day. This way, there won't be any one class/team winning more frequently than the others. IF you feel that no student deserves the Spirit Stick (which I'm sure will never happen, because our students are AWESOME ☺), you may pass your nomination to the next class/team in the rotation. Wild cards should be decided by the staff in general, and given to campers who have really shined, but have not won previously on their class/teams regular rotation day. Please do not tell your students there is a rotation. They should never suspect who will win!!

Week 1

Monday- Teacher

Tuesday- Team 2

Wednesday- Team 9

Thursday- Team 3

Friday- Team 8

Week 2

Monday- Team 5

Tuesday- Team 1

Wednesday- Team 4

Thursday- Team 6

Friday- Team

Week 3

Monday- Team 7

Tuesday- Team 2

Wednesday- Team 9

Thursday- Team 3

Friday- WILD CARD

Week 4

Monday- Team 4

Tuesday- Team 5

Wednesday- Team 1

Thursday- Team 3

Friday- Team 7

Week 5

Monday- WILD CARD

Tuesday- WILD CARD

Wednesday- WILD CARD

Thursday- WILD CARD

Friday- WILD CARD

Similar to the hosting responsibilities of the ACM, deciding who deserves the Spirit Stick is ultimately at the discretion of the CLT. The objective is to make sure that all deserving parties are recognized equally.

Fluency Winners

The Site Director and COM can work with the Literacy Coach to keep track of who got the highest scores on the week's fluency test for each class/team. The winning campers can be announced each Friday at ACM or over the loud speaker, and rewarded with Promise Money (See *Directors Dollars* below). You can also recognize the camper with the highest score overall and the most improved camper from the previous week.

Director's Dollars

Director's Dollars can be a fun way to get campers excited about earning Promise Dollars. Campers can earn Director's Dollars by reaching a specific goal during the week. For example, all students who attend camp every day for one week can earn 25 Director's Dollars on Friday. The Site Director and COM can make a special announcement at ACM to give those campers special recognition and get the other campers excited about reaching the same goal the next week. Be creative! This tool will not only encourage campers to earn Promise Money, it has the potential to boost attendance and positive behaviors as well!

SDA Shout Outs

SDA Shout Outs can be given at ACM each morning. This simply consists of the Site Director and COM making a special announcement at ACM asking all of the day's Shout Out recipients to stand up and be cheered for. The directors can give a few examples of why the campers got Shout Outs so that other campers know what to strive for. These Shout Outs should be given to campers who have been shining in class or their activities, campers who were spotted helping out a peer at lunch, etc. Campers who get Shout Outs may be on their way to winning the Spirit Stick, and receiving a Shout Out may just be the boost they needed to become SDA Super Stars!

Camp sites are free to recognize students in their own special way. For example, at Camp Sunnyside @ Obama, the CLT recognized their campers and staff with "Whale" Done Awards

Teachers and staff can submit Shout Out referrals in the SDA office. **See page 17** for a template that you can modify and place in the office for all staff to have access to.





SDA Shout Out Referral



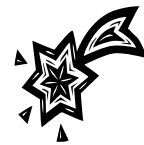
Camper Name: _____

Class/Team: _____ Date: _____

Reason for Shout Out:



SDA Shout Out Referral



Camper Name: _____

Class/Team: _____ Date: _____

Reason for Shout Out:

Spirit Week

The Site Director and COM should select a week during camp to deem “Spirit Week”. This week will consist of five different themed days that the campers can participate in. The staff can use this as an opportunity to pass out Promise Dollars and other rewards. The week usually culminates with Spirit Day. You can plan special events at ACM and campers can wear their class/team colors.

An example of Spirit Week:

Monday: Hat Day

Tuesday: Pajama Day

Wednesday: Sports Day

Thursday: Crazy Dress Day

Friday: Spirit Day

Talent Tuesdays

Because so many of our campers have special talents, it may be fun to set aside a portion of ACM each week for a mini talent show. Campers can sign up the day before during breakfast and lunch and perform for 3-5 minutes during ACM the next day. Talent Tuesday can take on its own life and grow into a true camp tradition!

Staff Secret Psych!

Because the SDA staff is required to remain at super high energy during camp, it is easy for staff members to begin to feel tired and stressed, especially toward mid-camp. We all need a little fun every now and then, so facilitating staff-wide mini games can be a great stress reliever! The Secret Psych is very simple. Staff members write down three things that they enjoy (Ex: the color green, classical music, and cooking). Then, the staff randomly draws another staff member’s name out of a hat. This is now their Secret Psych. The staff is now responsible for buying or making small gifts for their Secret Psych each day for one week, and on Friday conduct the big reveal! This is a fun and behind the scenes game that will add a bit of excitement to the day! **See page 19** for a handout that you can modify and distribute to the staff.

Secret Psych!!

Please list 3 things that you like so that your secret psych can buy you awesome gifts!

Name: _____

1: _____

2: _____

3: _____

Name: _____

1: _____

2: _____

3: _____

Name: _____

1: _____

2: _____

3: _____

Name: _____

1: _____

2: _____

3: _____

Name: _____

1: _____

2: _____

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Name: _____

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Name: _____

1: _____

2: _____

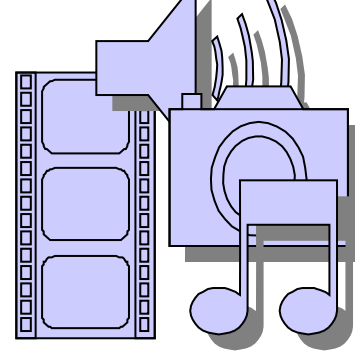
3: _____

Name: _____

1: _____

2: _____

3: _____



Media

Over the course of the summer please feel free to use all of the necessary media channels to capture the great things that are going on at your camp site. For example, photos, videos, collages, art work etc. Basically anything that can be displayed and used in the future as a testament to how great Summer Dreamers Academy really is.

Upon registration, all parents signed a photo and video release form stipulating whether they want their child to participate in media related activities. Some parents opted for their child(ren) NOT to be photographed and/or videotaped. As a result, please refer to the SDA application to ensure that we are adhering to the parent's request.

Photos:



Good quality pictures are always appreciated. Try capturing the distinctive attributes about your camp and its culture. The camp site can create a slideshow or Power Point to display your images.

Video:

Similar to photos, feel free to seize the dynamics of your camp site with the use of a video camera. Last summer, several camp sites produced short movies that highlighted their camp culture, learning, and activities.



Social Networks

Between Alert Now calls, US postal mail, and email, there are many different ways to get in contact with parents. However, as technology evolves, Summer Dreamers Academy has made the initiatives to move with it. Camp sites, at their own discretion, are allowed to create social network pages to promote the positivity of their site in addition to keep in close contact with their families. Listed below are two popular social networks that have been used in the past.

Facebook:

Camp South Hills created their own Facebook like page. The page included pictures, informational statuses, and contact information for the site.



Twitter:

Although no camp sites have used Twitter in the past, the district does have an active, official Twitter page (@PPSNews) where it uploads district related news, photos, and link tweets.



Keep in mind that all sites affiliated with Summer Dreamers Academy and PPS must be appropriate and uphold the media policies of the district.