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Front Doors

- Put signs on glass part of doors – DO NOT USE DUCK TAPE – Make it so you do not see tape – Put on both sides of doors

Make Skits/Videos

- PDA - MayMay
- Tardies - Addie
- Absences - Addie
- Cell Phone - Johnathon
- Fighting - Trey
- Bullying – Conlee
- Freshman Backpack -Johnathon - 4 Backpack
- Where to go in mornings - Grant
- Change of Schedule - Gabby
- Dress Code - Trey
- **Dismissal – Beca**
- Bathroom - Nathan
- Dirty Mouth - Conlee

WORKERS

- Group leaders – 16 – This is 2 per group with 10-12 students in each group.
 - 1st morning you will be runners taking them to cafeteria as they come in and show them how to go through the line. SAME as all summer – Go through line even if you don't want anything.
 - You will sit with your group at lunch and share any knowledge you have!!!
 - You will give them the tour of the school and lead any games.

MONDAY

REGISTRATION TABLE

- Table Cloth – School Table Cloth
- List of Campers
- Name Tags in Alpha Order – Grouped by signs below
- Make signs to have lines to check in by Last Name
 - A – F
 - G – L
 - M – R
 - R – Z

SCHEDULE
DAY 1

7:00-7:30 –

Put out 6 more chairs and folders

Put on your name tags

- Registration Tables - NO ONE NEEDS TO STAND IN FRONT OF THIS TABLE
 - Have the student write their name beside their name on the list – many are not complete.
 - As they write their name –
 - Make their **name tag** then verify their **Tshirt Size.**
 - Double check to see who has paid and who has not -
 - Send those who have not to Red table –
 - If their parents are with them – Let the parent go to red table.
 - Receipt book - On the Red Table – Mr. Neil and Beca

7:30-8:00

Greeters in Place by the front door

1. Kendall

2.

Line Director - Tell Students which tables to go to

1. Anna Waterbury

2.

Registration Table

1. Addie

2. Conlee

3. Johnathon

4.

Receipts

1. Beca

Runners – After the campers have a name tag – take them to cafeteria and show them how to go through the line.

1. Grace

2. Grant

3. Emily K

4. Noah

5. Nathan

6. KayLyn Lyles

7.

8.

8:00-8:10 – Breakfast – at least one upperclassman per freshman

8:10-8:15 – Travel to Gym and Bathroom

8:15-8:20 – *Welcome to Cardinal Camp and Introductions*

- *Name*
- *What Grade You are in*
- *A couple of activities you are involved in*

8:20-8:25 Orgami

- Give every student a sheet of paper
- Instruct them to close their eyes
- ****Do not answer any questions, only repeat instructions****

- Tell students to:
 - fold the paper in half
 - Fold in half again
 - Tear top corner off
 - Fold corner to corner
 - Tear bottom corner off
- Have students to open their eyes and unfold sheets.

Everyone does not hear instructions the same. People are different and that is GREAT!

8:25 –8:35 - Bingo

- Give out Sheets to everyone – Upperclassman play also – pay attention to freshman not talking or moving around - go help them
- Do not give out answers – the goal is to get to know one another and talk.
 - INSTRUCTIONS:
 - Put name on sheet first
 - You can only sign one square on a sheet. There must be a different name in each square.
 - To find people you must go up and talk to them. Upperclassman can sign sheets but are not allowed to give out answers.
 - Do not sit down until you have all yours filled in.
 - There will be a prize for completing it.

8:35-8:50 – Human Poker

- Human Poker – 2 decks of cards – Page 46
 - Give each camper and upperclassman a card. Instruct all students to find a seat and sit down. Read Instructions.
 - Start Timer for 8 minutes.
 - When timer goes off have groups of five to sit down on floor together.
 - Find Best Hand(s) – Let those come and get candy
 - REVIEW Questions –
 - How did you decide to who to pair up with?
 - How did you decide which poker hand to pursue?
 - Did any one change teams after first joining one?
 - How did it make you feel when someone left your team?
 - How did the time limit factor into the game?
 - APPLY TO FRESHMAN YEAR
 - Friends change?
 - You need to decide who to hang out with, what clubs to join

Divide into groups by letters –each name tag will have a small letter in the corner – B, R,I,G,H,T,O,N

8:50-9:10 – Group Juggle – 8 Groups

Have group stand in a circle. Establish a pattern so everyone catches and throws the tennis ball. To establish the pattern – have all students raise their hands once they have been thrown a ball put hands down. – you may only catch once.

- When you throw to someone you say “ this is for you” The person catching will say “Thank you,”
- Once you have your pattern established – ALWAYS Throwing to same person and catching the ball from the same person – see how fast you can complete your pattern.
- Group Leaders will time you.

****Personality TEST**

9:10 – 9:15– Group lineup

- Line yourself up by last name
 - Divide this line up equally into 8 groups. It will be about 12 students/group
 - If you were the leader for the:
 - B = 1
 - R = 2
 - I = 3
 - G = 4
 - H = 5
 - T = 6
 - O = 7
 - N = 8
- *This may be the people who are in your homeroom. – Write their group number on their hand – we will need this later.*

9:15-9:35 – Tours

Groups 1 & 2 - The first two groups will go to the Freshman wing. Allow them to go to bathroom down there before starting tour.

Groups 3 & 4 – Go to the 300 Hallway. Allow them to go to bathroom down there before starting tour.

Groups 5 & 6 – Go to the 500 Hallway. Allow them to go to bathroom down there before starting tour.

Groups 7 & 8 – Start in the Gym. Allow them to go to bathroom down there before starting tour.

9:35-9:55 – Snack Cart

Go over Prices and how it works

9:55-10:05 – Bell Schedule

- Give everyone a clothespin.
 - INSTRUCTIONS
 - Everyone stand up
 - Put clothespin between fingers – thumb and middle finger.
 - Hold your arm out in front of you.
 - When we say go – Open and clothes your clothespin and count how many times you do it.
 - GO
 - Timer for one minute
 - At the end of one minute reset timer for 6 more minutes and tell campers to keep doing clothespin until the timer goes off.
 - If your not able to continue – sit down and put your clothespin in the can on your table. Do not start talking unless you are encouraging those still standing.
 - Why did we do this?
 - Did it seem like a long time?
 - This is how long you have to get to class each day.

10:05-10:25 – Scavenger Hunt

- You will complete this in your Brighton Groups
- Each clue must be given to you group leader. Group leaders are only there to collect clues. They are not allowed to give directions or help with clues.
- As the groups come back have them go to the restroom and throw away snack cart trash.

10:25-10:40 – Balloon Questions

As the groups come back – have them get a piece of paper out of the tin can and write out any questions they have. Then have them to roll the paper up so that it will fit in a balloon. We will give out balloons when everyone is back and seated.

10:40-11:00 – 1ST Group of Skits

1. **Tardiest – Addie - VINE**
2. **Absence's – Addie – VINE**
3. **Where to go in the morning? Vine**
4. **Cell Phone – Johnathon – 4 People**
5. Freshman Backpack -Johnathon - 4 Backpack
6. Sitting down when you go to class - Grant

11:00 – 11:20 – Lunch – SIT WITH THE FRESHMAN

11:20-11:35 – Knots (can do on Thursday if Scavenger Hunt takes too long) This will be the number groups – Their group number should be on their hands.

- Everyone stands in a circle and grasp right hands with someone across the circle. Then groups grasp left hand with someone different. The group then tries to untangle the knot without letting go.

Any questions not answered will be addressed on Wed.

11:35-45 – 2nd Group of Skits

1. **Gum/Tobacco**
2. **PDA – MayMay**
3. **Bullying**
4. **Bathroom**

11:50-12:00

- **Story –**

12:00 -

12:35-1:00: What to expect (First Day)

-Arrival

-Homeroom Teacher

-Pay Fees

-ASAP Cafeteria

1:00: Go Home

