

## **ACTIVITY DESCRIPTIONS:** (For those activities that are not self-explanatory.)

### **Visual Arts**

1. World Crafts—(AGES 8-11) Explore a variety of crafts from around the world.
2. Media Exploration—(AGES 8-11) Introduction to using various materials/media in art.
3. Vintage Fashion Design—take a piece of clothing such as a pair of jeans and design it into a funky purse, skirt, or other item, embellished with trim and fashioned with a plan.
4. Pottery – explore the medium of clay, both by using hand-building techniques and the potter’s wheel. Also learn how to finish a clay piece by glazing it.
5. Painting/Drawing – explore various media: pen & ink, watercolors, oil pastels, pastels, etc; while creating 2-dimensional artwork and developing a personal form of expression.
6. Still Life Painting – (AGES 12 & UP) Focus on creating an acrylic painting on canvas based on a still life set up in the studio.
7. Portraiture – (AGES 12+) Self-portraits incorporating exploration of various media and concepts.
8. Fabric Arts – explore the processes of Batik, Silk Painting and Appliqué.
9. T-Shirt Design/Printmaking –design your own t-shirt using concepts of graphic design, and explore other forms of relief printing.
10. Puppetry—create puppets out of a variety of materials, and take a character home with you!
11. Sculpture – work 3-dimensionally with a variety of media: wire, plaster, matboard, Pariscraft, wood, papier-mâché, to create representational and non-representational forms.
12. Advanced Sculpture—focus on creating one complex sculpture using a single medium.
13. Maskmaking – explore various aspects of maskmaking using felt, Pariscraft, plaster, cardboard, etc. with different ways to finish and develop good craftsmanship. Face painting, too!
14. Basic Stained Glass – (AGES 11 & UP) Learn the basics of making a simple stained glass piece. Also explore glass etching, painting on glass, and glass-fusing
15. **Advanced Stained Glass – (DOUBLE PERIOD) (AGES 13 & UP)** – campers who have had prior experience and success with stained glass work on one piece with 6 to 10 sections. Also explore glass slumping. *Campers need to have prior experience in stained glass classes and approval from instructor. Please list experience on the Activity Sign-Up Sheet.*
16. Jewelry – In all classes, campers create their own jewelry pieces!
  - a. Beading – explore a variety of basic beading techniques to create jewelry.
  - b. Enameling – (AGES 10 & UP) Explore the process of enameling on metal. Learn the basics and create several pieces.
  - c. Metal Jewelry – (AGES 10 & UP) Intro course teaching the basic techniques of working with copper, brass, colored and silver wire.
  - a. **Advanced Metals -- (DOUBLE PERIOD) (AGES 13 & UP)**—Learn to solder and forge jewelry designs, along with advanced techniques and various ways to finish a piece. *Campers need to have prior experience in jewelry classes and approval from instructor. Please list experience on the Activity Sign-Up Sheet.*

### **PERFORMING ARTS**

#### **Theater**

1. Acting 1 –(No final performance) This activity will strive to educate the “beginning actor” through learning the basics of performance. Through short scenes, improvisation and acting games, campers will develop their tools for creating characters through both physical and vocal expression as well as how to find answers to their character’s makeup by looking within the script. The joy of losing one’s self in character is the emphasis of Acting 1.

2. **Acting 2 –(Final Performance)** Short, age-appropriate scenes and/or monologues. This class is for the camper who has already had some acting experience and would like to continue their learning through scene study. Examination and rehearsal of longer, more challenging scenes will be the project around which character development, vocal-control, physical performance and scene study will be taught. The culmination of Acting 2 will be a performance of acting scenes and monologues at the camp’s Final Showcase. The emphasis of the class will be to take the beginning performer to a new level by overcoming weaknesses and fine-tuning existing strengths while continuing to find the joy in self-expression through acting.
3. Improvisation – understanding the elements of performance through improvisation.
4. **Scenic Design—(DOUBLE PERIOD)** Campers who are interested in creating scenery for theatrical productions can get their start here by learning how to analyze a simple script, adapt its requirements to sketch form and then build a 3-Dimensional model that evokes mood, color, time and space. In learning scenic design, they will walk away with the basic tools to convey to a carpenter the set they have in mind while exploring their own creative abilities and instincts.
5. **Lighting and Sound Design—**For the camper with enthusiasm for the technical side of theatre, this class will explore the basic process for communicating and executing ideas for light and sound in a theatre production. Running a light and soundboard will be explored, as well as manipulating the tools of both design forms. The final project for this course will be to create the light and sound design for the Acting 2 scenes.
6. **Playwriting –** For the creative camper who likes to write and who has a love for the theatre, this might be the course for you. Learning the basic structure of a play and how to write in the economic theatre format that explores character development and plot structure will be the primary emphasis of the class. Campers in this course will write short plays or extended scenes to practice the art of writing for the theatre and then act them out in class for each other to see their work come to life.

### Dance

All classes participate in the Final Performance. Classes grouped by levels for:

- 1) Modern, 2) Ballet (*no Pointe*), 3) Tap, and 4) Hip- Hop.

*We also offer:*

5. **Choreography** – explore movement to create original, dynamic dance pieces.
6. **Contact Improvisation** – dance with a feeling of play and discovery. Contact improvisation can be performed in groups or as a solo using physical objects (floor, walls, chair, etc.) as the point of contact. Learn about classmates and fun ways to express yourself without talking, as well as how to trust each other and find new dance moves by playing structured movement games. Be ready to balance, lift, suspend, fall, jump, and roll!

### Music

1. **Chorus** – group singing instruction with piano accompaniment. Final Performance.
2. **Guitar**—small group lessons. **If you have your own guitar, you might want to bring it.** We have guitars, but yours might fit you best. Can be a beginner, but must have some experience.
3. **Flute/Woodwind/Brass**—small group lessons. **MUST BRING YOUR OWN INSTRUMENT.** Can be a beginner, but must have some experience.

## Individual/Lifetime Sports

Most are self-explanatory. Please contact us if you have any questions.

- Martial Arts – a multi-disciplinary approach, based on the Vietnamese style, Cuong Nhu, which promotes individual self-progress with an atmosphere of camaraderie between students, working to improve social skills & personal safety. Cuong Nhu & its practitioners embrace low impact self-defense techniques with zero contact to preserve health & self-control.

## Special Interests

1. Culinary Arts (cooking) – *(Can choose 2 at most.)*  
Once again, Cathi DiCoco will be teaching in her professional kitchen at Café DiCocoa. Her partner, Jodi Cooper will also be teaching classes in the kitchen in the Gehring Dormitory.
  - a) Baking – breads, cookies, cakes and more!
  - b) International Cuisine: “Where In the World Are You Having Lunch?”
  - c) Advanced Cooking: 30-Minute Meals – Prep/Process/Putting it all together. Create complex dishes, focusing on process and timing. **The following experience necessary: must know how to peel, chop, slice, measure, beat, stir, sauté, boil, broil, braise.**
  - d) Party Hearty – fun party foods including appetizers, finger-foods and snacks.
2. Animal Care—learn basic animal care from 2 local farmers. Kate Slattery teaches in the barn on campus, which has goats, sheep, chickens, turkeys, rabbits and more. Maureen Libby, owner of Sunday River Alpacas, brings her adorable alpacas!
3. Creative Writing—Campers who like to write will enjoy this activity, which will be an exploration of the writing forms of fictional short stories, poetry and themes. Literary devices and word usage will be discussed and applied in an effort to create more colorful writers. The final project will be to put together a booklet of the original writing from the session.

## Technology

1. Photography:
  - a) Digital Photography
  - b) Advanced Digital Photography (**experience required**)
  - c) Photojournalism—campers will unleash their creativity using a combination of photography and writing!
2. Videography:
  - a) Narrative Film—focus on the fundamentals of filmmaking as the class will work together to produce a short film.
  - b) Music Video—campers make music videos using popular music.
  - c) Movie Special Effects—learn to make funny and classic effects like “beaming up” (Star Trek), light sabers, movie blood or goo, make-up, and more!
  - d) Film editing—learn to edit in a hands-on class using Final Cut Express.
3. Robotics
  - Intro to Simple Machines—(**AGES 8-11**) Campers learn how gears work.
  - Robotics (**ALL AGES**)—build robots with LEGO Mindstorms, and program with computers

- **Advanced Robotics (AGES 11-15) (Experience Required—*need to have taken robotics at Bethel Camp for the Arts*)**—using more advanced NXT System
4. **Rocketry**—campers build a Level 1 rocket and launch it on the Final Showcase day.
  5. **Advanced Rocketry**--Going beyond the basic rocketry class, Advanced Rocketry gives older campers an opportunity hone their skills by building a Level 2 rocket with a buddy. Campers can also explore individual interests, such as fin design, engine performance, and payloads. Also launch them on the Final Showcase day. (*Prior rocketry experience is helpful, but not required.*)
  6. **Bridge Building (ages 12-15)**—campers learn about structures using computer software and then build the structures out of cardboard. A great introduction to engineering concepts!
  7. **Podcasting**—Podcasting goes by many names, including digital storytelling and audio engineering. Sounds gathered from the field are mixed with the words of a narrator to create an audio story. Campers work in groups of 3 to develop the story idea, gather sounds (background sounds, interviews, etc.) and use podcasting software to edit and produce the project. When complete, the projects are compressed into an MP3 file, which parents can listen to on the Final Showcase day. Campers can take the file home with them on a CD. Experience with audio editing software like Garage Band is helpful, but not required.
  8. **Ham Radio**—It's exciting to sit down and talk to people far away, or closer than we might imagine. This class gives campers a small dose of radio history and theory, then heads into the field for a series of hands-on experiences. Campers learn how to communicate on a radio using two CB radios, and listen to actual ham radio traffic from near and far. Opportunities to talk to distant ham operators will depend on who is listening and willing to talk.
  9. **Science Exploration**—The Science class at camp is designed to help campers understand why scientists get so excited about our world. On the first day, we talk a little about what science really means, then campers use LEGO bricks to build a "critter". Over the next few classes, we design and conduct experiments in the three primary areas of scientific exploration: chemistry, physics and biology. The goal is to build a better "critter" during the last class, using some of the ideas we've tinkered with along the way.