

		DAY 1			
TIME	SUBJECT	INFORMATION	MENTOR(S) IN CHARGE	MENTOR PG #	CHILDREN PG #
10:00	Arrival	Juice and biscuits	All		
10:00 – 11:00	Orientation	 Name tags – children to make their name tags for camp Getting to know you games 	Lead by:		
11:00 – 11:15	Tent allocation	By age and sex	Tent Leaders: 1. 2. 3. 4.		
11:15 – 11:45	Orientation	Unpack and room orientation			
11:45 – 12:00	Orientation	 Emergency drill and camp safety rules CITW Camp Rules are in the children's workbook 	CITW Programme Coordinator Myuu Camp Manager		
12:00 – 12:30	Тірру Тар	 Set up a <i>Tippy Tap</i> in a central area before the children arrive. Children should use the tippy tap to wash hands before meals and between activities. Take this opportunity to talk to the children about how Tippy Taps can help to save water, and how important good hygiene is. 	Cother Mentors: 1. 2.		
12:30 – 13:30	Lunch	Wash hands at Tippy TapLunch	All		
13:30 – 14:30	Team allocation	 Teams: Waterbuck; Reedbuck; Roan; Hartebeest (Mixed by size, sex and age) Hand out and direct children to their workbooks for information on their team animal. They should also fill in their team members names. Play a few 'Getting to know you' games in your teams 	Team Leaders: 1. 2. 3. 4.		



14.20 16.20	TEAM BUILDING						
14:30 – 16:30		Team al	location		Mentor allocation		
14:30 – 15:00	Station 1	Station 2	Station 3	Station 4	Station 1:		
14.30 - 13.00	Waterbuck	Reedbuck	Roan	Hartebeest			
15:00 – 15:30	Station 1	Station 2	Station 3	Station 4	Station 2:		
15.00 - 15.50	Hartebeest	Waterbuck	Reedbuck	Roan			
15:30 – 16:00	Station 1	Station 2	Station 3	Station 4	Station 3:		
15.50 - 10.00	Roan	Hartebeest	Waterbuck	Reedbuck	Station 3.		
16:00 – 16:30	Station 1	Station 2	Station 3	Station 4	Station 4:		
10.00 - 10.30	Reedbuck	Roan	Hartebeest	Waterbuck	Station 4.		
17:00 – 18:00	Sport in the Wilderness	Sport in the Wilderness Lesson			Lead by:		-
	Wilderfiess	. Mash handa at	Tings Tag		+		
18:00 – 19:00	Dinner	Wash hands atDinner - grace			All		
		James Brass					
19:00 – 20:00	Camp fire	Burning of fears and a story.Good night song.			Lead by:		
19.00 – 20.00				All			
20:00 - 20:30	Showers	Watch water usage			Tent Leaders		
		What are your	expectations of can	np?			
20:30 - 21:00	Tent chat	-	el arriving today?		Tent Leaders		
	What do you hope to learn?						
21:00	Lights out	Good night, sleep t	ight!		All		



	DAY 2							
TIME	SUBJECT		INTENT		MENTOR(S)	MENTOR PG #	CHILDREN PG #	
05:30 - 06:00	Wake up	Get dressed	l and tidy rooms		Tent Leaders			
06:00 - 06:30	Re-energise	Plan the	activities from the lisese carefully before you the best impact.		Energisers:			
06:30 - 06:45	Leadership Value	Discuss the	leadership value for t	the day: Respect	Lead by: Other Mentors: 1. 2. 3.			
06:45 - 07:15	Wash hands at T TapBreakfast		per Award (SCA)		SCA:			
07:15 - 10:00	Game Drive	antelop attentio • Encoura they've	n facts about the lake, birds, vegetation, on to all other game. age children to keep a seen, and to take not are teaching them.	but also pay a list of the animals	Guides			
10:00 - 10:15	Wash hands at T Tap.Snack	inny	regroup after game o	rive and have a	Group Leaders			
10:15 – 12:30		CAI	REERS					
10:15 - 12:30		Team a	llocations		Mentor Allocation			
10:15 - 10:45			Station 4 Hartebeest	Station 1:				
10:50 - 11:20	Station 1 Hartebeest	Station 2 Waterbuck	Station 3 Reedbuck	Station 4 Roan	Station 2:			



11:25 – 11:55	Station 1 Roan	Station 2 Hartebeest	Station 3 Waterbuck	Station 4 Reedbuck	Station 3:	
12:00 – 12:30	Station 1 Reedbuck	Station 2 Roan	Station 3 Hartebeest	Station 4 Waterbuck	Station 4:	
12:30 - 13:30	Wash hands at TapLunch		mper Awards		SCA:	
13:30 - 14:30	Reflection		Children to fill out 'I dream, I wish' in their workbooks		Tent Leaders	
14:30 - 15:00	Re-energise	Choose a	ctivities from the list of	Energisers.	Energisers:	
15:00 - 16:00	Obstacle course		Teams to compete against each other – which team can complete the obstacle course the fastest?			
16:00 - 16:30	Wash hands at TapSnack	Tippy Snack			All	
16:30 – 18:30	Boat Safari	Boat Safa	nri		Lead by:	
18:30 – 19:15	Wash hands at TapDinner	ner		SCA:		
19:15 – 20:30	Movie		Watch a relevant movie – something to do with the environment			
20:30 – 21:15	Shower and tent ch	nat Reflect o	n the day's activities			
21:15	Lights out	Good nig	Good night, sleep tight!			



	DAY 3						
TIME	SUBJECT	INTENT	MENTOR(S)	MENTOR PG #	CHILDREN PG #		
05:30 - 06:00	Wake up	Get dressed and tidy rooms	Tent Leaders				
06:00 - 06:30	Re-energise	 Choose activities from the list of <i>Energisers</i>. Plan these carefully before you start to ensure they have the best impact 	Energisers:				
06:30 - 06:45	Leadership Value	Discuss the leadership value for the day: Opportunity	Lead by: Other Mentors: 1. 2. 3.				
06:45 - 07:15	Breakfast	Super Camper Award	SCA:				
07:15 - 10:00	Game Drive	 Focus on facts about the lake, aquatic species, antelope, birds, vegetation, but also pay attention to all other game. Encourage children to keep a list of the animals they've seen, and to take notes on what their guides are teaching them. 	Guides				
10:00 - 10:15	Wash hands at Tippy TapSnack	Children to regroup after game drive and have a loo break.	Group Leaders All				
10:15 – 12:30	Recycling project	Gather materials from back of house for the children to create new items from recyclable materials					
12:30 - 13:30	Wash hands at Tippy TapLunch	Super Camper Award	SCA:				



13:30 - 14:30	Reflection	Quiet time in tents to reflect on the day's activities so far	Tent Leaders
14:30 - 15:00	Re-energise	Choose activities from the list of <i>Energisers</i> .	Energisers:
15:00 – 16:30	Lake Malawi	 For children to understand the importance of this incredible Lake to your country and your livelihoods. Complete: Pledge to Protect Web of Life activity 	Guide / Mentor:
16:30 – 16:45	Wash hands at Tippy TapSnack	Super Camper Award	SCA:
16:45 – 17:30	Make your Team Mascot	 Teams now collect natural material to create their team animal. They should not damage anything, but rather collect what they find on the ground. They also use this time to revise all they've learnt over their days at camp in preparation for their quiz © 	Team Leaders
17:30 - 18:30	Quiz	Summary of questions based on learnings from the week It is important that Eco-Mentors contribute questions for the quiz. Each Mentor should give one good question from any activity. Be sure to start thinking of ideas for your questions from the beginning of camp.	*Quiz Master:
18:30 - 19:15	Dinner	Super Camper Award	SCA:



19:15 - 20:30	War cries, singing, photo slide show, certificates, gifts	Reflect on the day's activities	**Photo slide show: Certificates: All	
20:30 - 21:15	Shower and tent chat		Tent Leaders	
21:15	Lights out	Good night, sleep tight	All	

*Quiz Master: This person is responsible for reminding Mentors to think of relevant questions over the three days of Camp. It is also their responsibility to consolidate the questions into quiz format (eg.multiple choice questions, true or false, complete the sentence, or just general questions). They will also run the quiz on the final night, asking the questions and running the show ©

**Photo slide show: This person should ideally be the photographer, or someone who can consolidate all of the photographs from camp into a slide show for the camp. Make sure that every child is featured in the slide show. It is just a happy, fun way to end off camp.

DAY 4						
TIME	SUBJECT	INTENT	MENTOR(S)			
06:00 - 06:30	Wake Up	Get dressed and tidy up	Tent Leaders			
06:30 - 07:30	Pack up	Tidy tent and bring bags to main area	All			
07:30 - 08:30	Wash hands at Tippy TapBreakfast	Breakfast, singing and grace	All			
08:30 - 09:00	Children depart with a packed lunch	Make this a quick but happy goodbye. Do not prolong the goodbye. Wave until the children are out of sight and site ©	All			