

# GIVE YOUR CHILD

## THE GIFT OF A SCREEN-FREE SUMMER!

Travel back in time to life before the Xbox or iPad! **YMCA Explorer's Program provides hands-on learning, physical activities, and field trips that develop children's social and cognitive skills.** Best of all, it's located right in your child's school, or local YMCA, making drop-off and pick-up convenient for you.

### Back to the Future!

**Set the time machine dial to the year 1245.** The past comes to life in an active, messy, and fun way because that's how children learn best! As campers travel through time, they accomplish a task from each era to earn their ticket back to 2017. Campers gain confidence in their own abilities and find new interests. Each child will have the opportunity to see themselves as a scientist, artist, chef, actor, and an athlete. Each week awaits a new discovery!



To combat time traveling fatigue, day campers will also engage in traditional camp activities, games, and sports. Breakfast, lunch and snack is provided.

### 10 Explorations Through Time

#### Pre-Historic Era

What did dinosaurs eat? How do archeologists unearth dinosaur bones? Why did the dinosaurs go extinct? You'll learn the answers to these questions and more when we travel back to the pre-historic era.

#### Ancient Worlds

Vikings, Greeks, Romans, OH MY! Use your engineering skills to build a Viking ship, recreate an ancient colosseum, and find out what life was like thousands of years ago by digging into the history of ancient worlds.

#### Chinese and Persian Dynasties

Prove your strength by scaling the Great Wall of China. Create the first compass to navigate China's highlands. Then, off to the Middle East to build the first sports stadium and write the first human bill of rights.

## **Legends, Castles and Dragons**

Design and build a castle, construct your own suit of armor, and collaborate to defend against the fire breathing dragons! Create a fairytale and immerse yourself in the magic. Legends are only limited by your imagination.

## **Industrial Revolution**

Earn your way in to the National Inventors Hall of Fame. Explore connections between technology, engineering, and innovation when you learn about the Wright Brothers' airplane, the first movie theater, and the development of the railroad.

## **1920's – 1950's**

Fly with Amelia Earhart to hang out with the Imaginers at the opening day of Disney Land. Then hop in your Ford motorized vehicle to put on a production with the brand new Warner Brother's Picture Studio.

## **1960's – 1970's**

Decipher DNA codes. Walk on the moon. Become a writer on a new show called the Flintstones. Coach Roger Maris to his 61<sup>st</sup> home run. Take the first color photo of Mars. Grab your moon boots and get ready to solve the challenges of the New Frontier!

## **1980's – 1990's**

Cha-Cha slide into this week to become an Internet pioneer or a genetic engineer. Dive deeper than you thought possible to discover the Titanic. Design your own Pacman game. We are going to party like its 1999, just in case we don't survive Y2K.

## **Today's Hits**

You'll "LOL" with your "BFF's" as you play today's popular games such as Minecraft, Lego's and Pokemon. Everything is awesome at the Y!

## **To Infinity and Beyond**

Explore jobs that combine ingenuity, imagination, and a bit of elbow grease to make a difference in the world in which we live. The future is in your hands.