

MC

Before camp:

- Getting kids attention - brining kids back into the shed.
 - Maybe Loud music which is the same that is played each time
- Reward Points System
 - Calico to write it up on
 - Points for paying their money early (suggestion to use old power cards)
 - First people sitting down, etc as you see fit
- Teams & Bandanna's
 - Do we have enough bandana's? Otherwise could order different colours of material and tie around their wrist.
 - Have you come up with names for the teams? E.g. fruits of the Spirit
 - Have the youth come up with a chant for their team
- Practice Fun songs - like Peel Banana dance or write a fun song with a bush fruit.

During camp:

- Explain rules - including 'where is out of bounds?'
- Direct the kids in what is next - see program
- Give out the points (don't take of negative points) - used old power cards
 - Could pretend they are moving towards kicking a goal - as in AFL.
- Not so much teacher (boss) mode but in control and fun
- Youth can keep attention span for about 10 minutes of talking - need to make it interactive for them to stay alert.

Afternoon Chores:

- Organise campers to do the different chores with a leader to lead by example
 - *Cooking preparation
 - * Toilets
 - *Sweeping
 - * Collecting fire wood