

2025 MON VALLEY YMCA



SUMMER DAYCAMP

LITTLE CAMP AGES 4-6 YEARS

TIMES:

**Monday - Friday
10:00a - 1:00p**

DROP OFF:

Children are not permitted to arrive early. Please follow the traffic pattern and remain in line until a counselor helps your child out of the car. Same procedure is used at pick-up time.

LUNCH:

Pack a lunch daily using non-perishable items. Children must bring their own water bottle. Lunches should be in insulated lunch boxes if they need to be kept cold. Vending machines will not be available. Beverages high in sugar may attract bees.

CLOTHING:

Camp meets rain or shine. Campers should wear play clothes and sneakers. Sandals, Crocs, and open toe shoes are not permitted. Bring rain gear when needed. Swim suits can be worn under clothing. Don't forget to pack extra underwear. Please bring a towel and extra clothing in a gym bag or back pack. Jackets come in handy on cool mornings. **MARK ALL CLOTHING**

SWIMMING:

Little Camp swims at the outdoor wading pool Monday, Wednesday and Friday, weather permitting.

CAMP CARE:

Have an older child in Big Camp? Don't forget that care is available for Little Campers from 1:00p - 2:00p. Care is free for YMCA members and \$3 for non-members. Reservations are required and must be made at the time of registration.



REGISTRATION \$25

**INCLUDES
CAMP T-SHIRT**

MEMBERS

\$60

PER WEEK

**PER
CAMPER**

**NON
MEMBERS**

\$80

PER WEEK

MEDICATION POLICY:

If your child requires any medication, you must complete and return a Medication Form to Ms. Barb, Camp Director, before the first day of camp. Forms are available in the Business Office. All medications (over the counter/prescription) will be dispensed by proper personnel.

DEVICES:

Campers are strongly advised not to bring smart devices to camp. Items like cell phones, tablets, ear buds or smart watches can easily be misplaced or lost during the day at camp. The Mon Valley YMCA is not responsible for any lost or stolen items.

OPEN HOUSE:

An open house will be held for all camp parents on Saturday, June 7th at 11:00a at our Pavilion. Any new families are encouraged to attend.

**Register in the Business Office or Online!
Call (724) 483-8077 for more information**

**THEMES****MINIONS MISCHIEF (June 9 - 13)**

Just like Minions, kids are "born to be awesome, not perfect". Minions are fun-loving, happy bundles of energy. Join the Minions at camp to "Capture the Moon", play "Unicorn Toss" and see who can be SO fluffy! Take home the most adorable Minion handwarmer and Minion button backpack tag. Let's play a little "Freeze Ray" tag and "Banana Knock-Out". What will happen to the evil minions when they find out we are making purple jelly slime? We can all play in the Minion band. Minions see the world in a positive way and you will too when you camp with these lovable characters.

**(2) TP rolls*

**BLUEY'S MUSICAL STATUES (June 16 - 20)**

Bluey & Bingo are so excited about coming to camp. Wonder what we can do to earn "Dollar Bucks"? We will adopt a "Turtleboy" and take home a "Yes-No Button". Have the Fairies left us any treats around the playground? The "Keepy Uppy" and "Quiet Game" will keep us busy. Bingo is so good at hiding and there are so many great places to hide at camp. Of course there will be no dabbing but lots of dancing with "Musical Statues". We can only hope the Grannies will come for a visit - a week full of fun with our Australian friends.

**Empty, clean juice boxes*

RETURN TO NEVERLAND (June 23 - 27)

Captain Hook and his pirates are back to take over Neverland. It looks like we will have to compete with his crew in a ship race, sword fight, and "Sink the Ship" game. Hopefully no one will have to walk the plank. With the pirates defeated, it will be time to hunt for the treasure including a golden treasure chest. A little "Crocodile Creek" swim will be challenging and don't forget to take home your crocodile clips. A little hand print will be imprinted forever in plaster, so your heart will "never grow up", just like Peter Pan. We may look a little more like pirates by the end of the week.

**ANNA'S FROZEN ADVENTURE (July 7 - 11)**

Anna is ready to take us on an exciting adventure to visit an ice castle and see the Rock Trolls. We will have fun playing in snow dough or having a snowball fight. Help unfreeze Anna's "Frozen Heart" in a special relay game. Continue the fun at home with your own "Snowgies", Sven and a Rock Troll. Go on an adventure in our clue hunt and be amazed to find out Anna's secret gift. Maybe Elsa or Anna will stop by for a picture. This is the week to have fun and "Let It Go".

**SCOOBY DOO MYSTERY (July 14 - 18)**

Shaggy, Scooby and the gang are back to solve the mystery of who is stealing all the Scooby snacks. Though this is serious work, we can have some fun too. How about a little game of "Who's the Ghost?" Then we can play "Feed the Monsters" to keep them happy. You will make a scary windsock so you never forget your creepy adventure and make your own monster t-shirt. When you get home, you can hang your Frankenstein sun-catcher in your window. Going through the "Creepy Castle" is the only way to save the Scooby snacks once and for all - Shaggy and Scooby need your help!

**Pringles, Oatmeal or Breadcrumb containers
T-shirt (any color)*

PISTON CUP (July 21 - 25)

The Cars of Radiator Springs are coming to camp to share some racing tips with you. We will all do some race car building so we can compete in our own "Piston Cup Race". Play a little "Don't Wake the Tractor" or "Red Light, Green Light". Let's clean up the junk yard with some "Tire Tossing". Everyone will take home their own checkered flag, key chains and race car. Get your engines ready, it will be one awesome ride.

**Large paper boxes (if you have them, we will have extras)
Plastic containers with lids (margarine size)*

MOANA'S MISSION (July 28 - Aug 1)

Moana, Heihei and Pua are having trouble finding their way to Motufetu. Of course, Maui is being held captive by Matangi, the evil witch. First we must craft a boat and see whose is the fastest. When we run into Tamatoa, we will need something shiny to distract him then the musical islands will show us the way to the hidden island. Oh no! Pua and Heihei have gotten lost, we must find them. The Kakamora's will not get in our way, we just have to bowl them over. When we finally find Motufetu, we can release our stingray into the water and use magic "Aqua Sand" to save Maui.

**Corks*



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