## Dangerous Camp for Kids (DC4K)

## Philosophy

"As safe as necessary," not "as safe as possible."

The following article is a great "backgrounder" to this camp and our thinking. What we want to achieve through this experience is less about danger and more about allowing kids to explore and exercise creativity with the minimal amount of adult intervention required to ensure safety.

https://www.theatlantic.com/magazine/archive/2014/04/hey-parents-leave-those-kidsalone/358631/

## Activities

One of the fundamentals for the camp is the desire for the kids to initiate the activities. Our experience shows that when adults are involved there appears to be a learned deference to the adults to determine and drive the agenda. We want to reverse this process. We anticipate that for the first while this will mean kids waiting for "someone" to tell them what to do.

Our role will be to provide a broad direction for the kids and to then support them to accomplish what it is they decide.

The general direction provided will be along the lines of zombie apocalypse and the need to survive – so, defendable shelter (fort/tree house/raft), eating – winning or finding food – fire to prepare it and finally weapons and tools to defend themselves and make things.

For the above to happen, there will be a mix of skills that we will teach along with structured activities based on problem solving allowing kids to win materials, foods and assistance.

All of this will culminate in the Thursday night sleep-out and on Friday with an attack by the zombies – or parents if interested!

Hard Skills	Soft Skills
Correct use & care of bladed equipment (knife,	Problem solving
hatchet, axe and saw	
Rope climbing	Conflict resolution
Rock climbing	Negotiation & persuasion
Tree climbing	Decision making
Shelter building & camp set-up	Communication
Fire lighting with matches	
Fire lighting without matches	
Making a potato cannon	
Making a slingshot	
Making a trebuchet	
Making a bow & arrows	
Making a raft	
Basic knots, lashings & tying them	
Understanding & practice of basic survival skills	
Basic canoeing skills	
Basic map & compass skills	

## Logistics

The Dangerous Camp for Kids (DC4K) will operate in the  $2^{nd}$  week of August ( $14^{th} - 18^{th}$ ). Should there be sufficient interest we will hold a second camp in the following week.

The camp will operate off of Mario's marvellous Movie Emporium anchored in the channel beside Jolliffe Island. Children will be collected in the morning at Government Dock and returned there for parent pick-up. Where agreement has been made in advance, children who are competent paddlers can make their own way to Mario's. Parent drop off at Mario's is also encouraged where possible.

The capacity for the camp is set at 12 participants with an age range of 10 - 13 although we will be flexible on this to a limited degree.

Camp will start at 0800hrs and go to 1700hrs. The exception to this will be on Thursday the 17<sup>th</sup> when kids will have the option to do a sleep-out in the structure they have built.

The cost for the camp is \$500.00 per child with a discount for sibling groups.

All relevant criminal record checks and insurances are in place.

If this sounds like a camp you child would enjoy please email us at <u>dc4k2017@gmail.com</u>