



Hopkinton YMCA Camp Achievement Levels

CORE VALUES

Caring: Demonstrate love and tolerance for fellow campers, counselors, and people.

Honesty: Displays honor and truthfulness in actions and words.

Respect: Treating others as we ourselves wish to be treated.

Responsibility: Demonstrate responsibility for themselves, our camp, and the world around us.

A&C

Level 1/Champion Bead: Participate fully in all activities, uses supplies confidently/cleaning up after themselves, and enthusiasm during activities.

Level 2/Hero Bead: Coloring within the lines, good use /understanding of paint colors (pre-k to entering 3rd) and ability to mix paints and creating secondary colors (entering 4th and above).

Level 3/Legend Bead: Help other campers with directions and activities (pre-k to entering 3rd) lead an art activity, and help younger campers with activities (entering 4th and above).

BOATING

Level 1/Champion Bead (pre-k to entering 2nd): Listen to and recite rules, ask permission before putting hands in water, and identify wildlife: a mermaid, a turtle, a cormorant, a swan, a trout, a pickerel, a goose, a duck, or more!

Level 1/Champion Bead (entering 3rd and above): Demonstrate different strokes.

Level 2/Hero Bead (entering 3rd and above): Paddle without the assistance of boating staff.

Level 3/Legend Bead (entering 3rd and above): Identify different parts of the boat.

Busy Bodies

Level 1/Champion Bead (pre-k to entering 3rd): Participate in all activities, is able to share what their favorite way to keep their body moving, and is able to create a healthy lunch during activity.

Level 1/Champion Bead (entering 4th and above): Participate in activity, team wins the game/activity they are playing, and is able to complete obstacle course/exercise activity with excitement and enthusiasm.



DRAMA

Level 1/Champion Bead: Full participation in all drama activities, help out a friend who is nervous or does not know what to do.

Level 2/Hero Bead: Campers are able to use their body/sounds to create animals or characters.

Level 3/Legend Bead: Use emotions, sounds, and body all together to perform, can act only using one word, use pictures to look at and then connect them to a story, act out a scene with other campers.

MUSIC

Level 1/Champion Bead: Participate in every dance, participate in every sing along, and show musical competence.

Level 2/Hero Bead: Do your best in singing and dancing with enthusiasm and show advanced musical understanding.

Level 3/Legend Bead: Lead the whole camp in your own dance at flag, lead the whole camp in your own song at flag, and don't make any mistakes in Bobby's musical games.

NATURE

Level 1/Champion Bead (pre-k to entering 2nd): When they play "Guess the Animal", be able to guess 5 animals as a group, camper has shown great interest in the nature activities progressively, as well as having shown progressive learning and knowledge in the subject area of nature.

Level 2/Hero Bead (entering 3rd to entering 5th): Answers and End-of-Block Challenge question correctly, has retrieved, properly identified, and presented a newly found and acceptable nature object from ON camp, camper has shown great interest in the nature activities progressively, as well as learning and knowledge in the subject area of nature.

Level 3/Legend Bead (entering 6th and above): Succeeds at the Challenge Hike, exhibits knowledge in the block activity and is able to help lead other campers, and makes the effort to do so.

ROPES

Level 1/Champion Bead: Participant reaches individual goal. Each participant sets a *reasonable* individual goal and works to attain that. Staff will be working with campers to identify what "reasonable" is for each person.

Level 2/Hero Bead: Camper is able to move through climbing commands without prompting [On belay? (Belay is on) Ready to climb. (Climb away!)].

Level 3/Legend Bead (entering 6th and above): Campers put on their own harness and accurately check, participants perform pre-flight checks.

SPORTS

Level 1/Champion Bead: Participation, effort, and sportsmanship