

### **\*Counselor's Role –**

- Counselor is a facilitator / Coach during the activity. Guide the process, give observations and lead the evaluation process and debrief.
- The Group to comes up with their own solutions and plans the strategy and discusses the outcomes (how it went.)

### **Roles Campers Can Take -**

- Leader—head of the group
- Collaborator—encourages others, positive influence
- Strategist—in charge of the plan
- Idea Person—creative thinker and can summarize the ideas of others
- Rule Maker—makes sure the rules are followed and spirit of the contest is kept intact;  
stops arguments when they get too heated.
- Timer—keeps track of the time and deadlines

### **Debrief Questions:**

- How did we do?
- What did we do well and what could we do better?
- New ways we can do this?
- What did we learn? (about our group and about ourselves?)

**How can we apply what we have learned to other areas of camp?**

**And to our lives outside of camp?**

# **G.R.I.T.**

## **CHALLENGE PASSPORT YOUNGER CAMPERS**



### **Goals**

- G – Group building
- R – Resiliency
- I – Innovation (creative thinking and problem-solving)
- T – Teamwork and Trust

### **How**

- G – Growth Mindset
- R – Results Orientated
- I – Improvisation
- T – Team challenges that build Trust, Traditions, and Technical Skills

### **Technique**

- G – Group Meeting (Every group member has a role)
- R- Readiness Plan (Come up with a Plan and Strategy)
- I – Implementation (Improv and Problem Solving)
- T- Talk about it (Debrief), Evaluate & Try new approaches

## **Environment Challenges for Younger Campers:**

### **Level 1:**

### **Level 2:**

### **Level 3:**

**Walk the Lower Trail**

**Blind Retriever**

**Beach Ball Challenge**

**Hike to the Ranger Station**

**Human Shapes**

**Crafts Challenges for Younger Campers:**

**Level 1:**

**Level 2:**

**Level 3:**

**Sports Challenges for Younger Campers:**

**Level 1:**

**Level 2:**

**Level 3:**

**Group Challenges for Younger Campers:**

**Walk the Sunset Trail**

**Hula-hoop Pass**

**Design your own Challenge**

**Perform Song and Dance at CC**

**Creative Morning Run Routine**

**Best Secret Fort**

**Most Creative Secret Fort Clue**

**Flag Found in the Secret Fort Challenge**

**Creative Lizard House Built by a Group**

**Outdoors Challenges for Younger Campers:**

**Level 1:**

**Level 2:**

**Level 3:**

**Adventure Challenges for Younger Campers:**

**Level 1:**

**Stump Challenge**

**Scavenger Hunt**

**Level 2:**

**Color Dot Challenge**

**Pick up 150 pieces of trash**

**Level 3:**

**Circle Ball Pass**

**Camp Spirit Challenges for Younger Campers:**

**Most Spirited Group of the Week**

**Best Cheer about Gus Performed in Front of Gus**

**Most Creative Group Dress Up on a Theme Day**

**Most Dressed like your counselor**

**Most Creative Group Flag**

**Riding Challenges for Younger Campers:**

**Level 1:**

**Level 2:**

**Level 3:**

**Waterfront Challenges for Younger Campers:**

**Level 1:**

**New Group “As We Go” Activity or Routine**

**Creative way to thank our parents for sending us to Roughing It**

**Level 2:**

**Pipeline Challenge**

**Marshmallow Challenge**

**Level 3:**

**Tennis Ball Challenge**



**Performance Challenges for Younger Campers:**

**Song with Dance Steps Performed at CC**

**Best Parent CC Skit**

**Best Parent CC Song**

**Best Skit At CC per week**

**Song Led at CC**

**Swimming Challenges for Younger Campers:**

**Level 1:**

**Level 2:**

**Level 3:**

**Most Creative Group Name (Not a Secret Word)**

**Most Creative Group Name that is a Secret Word**

**Best Parody of the Swim Cheer**

**Best Parody of the Ride Cheer**

**Best Parody of the WF Cheer**