

Explorer Camp: Valencia Meadows Park

Week #1: June 16- 20, 2025

Director: Kelly – 661-670-4112 Assistant Director: Marc

Park Phone: 661-284-1453 Camp Clarita Main Line: 661-250-3769

Camp hours are from 7:00 a.m. – 6:00 p.m. Parents are welcome to take advantage of extended care hours.

Parent Reminders:

- 1) Campers must be signed in/out each day
- 2) Please send a lunch everyday unless otherwise noted
- 3) Medication must be signed in with Camp Staff daily
- 4) Please mark all belongings clearly

5) Applying sunscreen before camp is encouraged and providing spray-on sunscreen is recommended

- 6) Only authorized people listed on the Health History form may pick up with valid ID
- 7) Campers must wear closed-toe shoes (Crocs are not allowed)

	Monday	Tuesday	<u>Thursday</u>	<u>Friday</u>
Activity	Roll A Topic	Turtle Soccer		Village Leader
Craft	Yarn Butterfly	Bouncy Bunnies	Camp Closed in Observance of Juneteenth	String Monster
Enrichment	Bounce Ball	DIY Bouncy Balls		Jumping Bunny
Music & Movement	Musical Limbo	Pac Man Tag		Musical Chairs
Lunch	12:00 p.m.	12:00 p.m.		12:00 p.m.
Swim Time	1:00-3:00 p.m.	1:00-3:00 p.m.		1:00-3:00 p.m.

WEDNESDAY FIELD TRIP INFORMATION

Sky Zone Trampoline Park/Santa Clarita Lanes

Check in Time: 7:45 a.m. Return Time: 4:00 p.m.

Additional Information: An electronic waiver signed by parent/guardian is required for participation at Sky Zone. Please visit <u>https://waiver.haveablast.roller.app/skyzonevannuysca/</u> to review/sign waiver.

Pizza and a drink will be served for lunch at Santa Clarita Lanes.

Check-in times listed specify the time campers need to be at the park for departure. Please make sure your camper is dropped off at this time. We cannot wait for late campers and you **may not** drop off/pick up from field trip locations. *Return times for field trips are estimated.*

If you have any further questions, please speak to the Director at your park site, call the Camp Clarita office at (661) 250-3769, or send us an email at campclarita@santa-clarita.com.