



Explorer Camp: Valencia Meadows Park

Week #4: July 7 – 11, 2025

Director: Kelly – 661-670-4112 Assistant Director: Marc – 661-670-4714

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)

	<u>Monday</u>	<u>Tuesday</u>	<u>Thursday</u>	<u>Friday</u>
Activity	Alphabet Race	Fighter Jet Flight	Gaga Pit	Giant Jenga
Craft	Seahorse	Snail	Pom Pom Turtles	Ice Cream
Enrichment	Shaving Cream Marbled Masterpiece	STEM Earthquake Proof Building	Lemon Volcanoes	Rainbow Science Experiment – Fizzy Frozen Cubes
Music & Movement	Tug of War	Capture the Flag	Knock Out	Giant Connect 4
Lunch	12:00 p.m.	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.	1:00-3:00 p.m.

WEDNESDAY FIELD TRIP INFORMATION

Medieval Times

Check in Time: 8:30 a.m. Return Time: 4:00 p.m.

Additional Information: A lunch will be provided consisting of garlic bread, tomato soup, roasted chicken, corn, potatoes and a drink. Vegetarian and vegan meals are available upon request.

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.