

CAMP WEEK AGENDA

Day 1

Basic Introduction of Production Team

Ask the kiddos to go around and say their name and age

Rules & Expectations:

All campers should dress in comfortable clothing that does not restrict movement. Shoes are required and close-toed shoes such as jazz or athletic shoes are preferred. On the final day of camp (Friday), we ask that all campers wear a white t-shirt and dark pants such as blue-jeans, leggings, or sweatpants. We will be moving around quite a bit so I suggest wearing shorts under any skirts and dresses as well.

Due to the high quantity of campers and social activities of the camp; we strongly advise the practice of good hygiene and health awareness. If you are sick, tell either one of your adults at home, or, if you start to feel sick here, alert one of us immediately. We will help you and we *want* to help you.

We're thrilled to have you for what promises to be an unforgettable experience. While we aim to align your passions with their roles, we also encourage you to embrace the unexpected. It's important for campers to understand the value of accepting roles that may differ from their expectations. This script is carefully crafted to provide every camper with a chance to shine, regardless of initial preferences. Through this process, we hope campers will discover the transformative power of stepping outside their comfort zones. Whether you're portraying pirates or mermaids, you will delve into various aspects of acting, movement, and singing, offering ample opportunities for growth and spectacle.

A few do's and don'ts:

1. Do NOT run in here unless instructed to by one of the adults. This can be in the context of a game or in blocking.
2. I do NOT want to see any kittens in a basket. What that means is I don't want to see any rough housing or rolling about with one another at any given time. During this camp we are going to be practicing safe and aware touches. Don't run up to someone and give them a bear hug without asking first, that sort of thing. A general golden rule is keep your hands to yourself.
3. DO make choices. This camp is all about exploring so have fun deciding how your character walks, talks, looks. Be bold. We really want to see what you can come up with.
4. DO utilize the word "button." Button is a word that stops everything. If you suddenly feel hurt or uncomfortable or just need to stop, say button and an adult will help you right away.
5. DO understand that there are 20+ of you, and 4 of us on a given day. We encourage you to come to us with any questions or concerns, but either try to find an adult who is not working with another camper OR wait until a break. If it's an emergency, say button.
6. Do NOT leave a mess here. If you spill water or crumbs, please clean it up or alert an adult to help you clean it up. We want this ship looking nice and clean.

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7. Do NOT do gymnastics here. I love that you want to showcase your skills, but this space is not designed for that. And I don't want to fill out that paperwork.
8. DO be respectful and professional to your castaways and crew mates. (See what I did there?)
9. DO ask to be excused to go to the restroom. In some scenarios, an adult will have to escort you due to any events happening in the lobby. We need to know where you are at all times!

GOALS!

Alright that was a lotta yapping on my part. Now I want to hear from you. I'm going to go around and ask you guys what your goals are. Here are the questions that I want you to think of in your mind and then when I call on you you can answer. Please understand that I will try to accommodate as many of your goals as I can, but I can't make too many promises.

1. Would you prefer being a pirate or merfolk?
2. What is your main focus here: acting, singing, movement or design?
3. Would you want to try a large, medium, or small amount of lines?
4. What is one thing you want to learn from this camp?

Name	Question 1	Question 2	Question 3	Question 4
██████████	pirate	Design, in choir	Small to medium	confidence
██████████	merfolk	movement	medium	Stepping out of comfort zone
██████████	pirate	movement	large	Broadway actor – acting skills
██████████	pirate	Acting and singing	medium	
██████████	No idea	acting	Large	characterization
██████████	pirate	open	Small to med	
██████████	merfolk	singing	medium	How to control voice
██████████	mermaid	Acting and dancing	large	pitch
██████████	open	acting	medium	Acting tips
██████████	mermaid	singing	med	Comfort zone

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████████	pirate	acting	medium	Social and acting
████████	merfolk	Design acting	medium	Acting tips
████████	mermaid	singing	small	
████████	pirate	singing	small	
████████	mermaid	singing	small	Dance and fight
████████	mermaid	design	alrge	
████████	pirate	Acting singing and design	large	Lines and blocking
████████	mermaid	singing	small	No
████████	mermaid	Acting	large	How to tackle a big part
████████	mermaid	acting	Medium	no
████████	pirate	Acting and movement	medium	Blocking
████████	mermaid	signign	large	Hold high notes
████████	Mermaid	Singing and dancing	medium	No
████████	mermaid	singing	small	no
████████	pirate	dancing		
████████	open	singing	medium	vocals
██████	mermaid	acting	medium	no
██████	mermaid	acting	medium	No

If time allows: PIRATE FACTS GAME

1. **TRUE OR FALSE:** Historically, pirates buried their treasure.
2. **TRUE OR FALSE:** Pirates invented the eyepatch.
3. **TRUE OR FALSE:** The latest mermaid sighting happened in 2009.
4. **TRUE OR FALSE:** Pirates had a special language of their own just like you hear in the movies.
5. **TRUE OR FALSE:** Pirate crewmen who tried to mutiny (take over the ship) would be punished by being marooned, or abandoned, on a deserted island.

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6. **TRUE OR FALSE:** Avast means to “stop”
7. **TRUE OR FALSE:** A “rogue” is a dishonest person.
8. **TRUE OR FALSE:** Historically, pirates had peg legs.
9. **TRUE OR FALSE:** A lot of pirates were sick with a disease called "scurvy." They had it because they didn't get enough Vitamin C, which you can get from fruit like oranges.
10. **TRUE OR FALSE:** The bow is the back of the ship.
11. **TRUE OR FALSE:** Pirates made their captives walk the plank
12. **TRUE OR FALSE:** Christopher Columbus was the first documented account of seeing a mermaid.
13. **TRUE OR FALSE:** The first known mermaid stories appeared in Assyria, ca. 1000 BC.
 - a. The goddess Atargatis loved a shepherd and accidentally killed him. She was so sad she jumped into a lake to become a fish, but the waters would not let her beauty be hidden. Because of this, she took the form of a mermaid.
14. **TRUE OR FALSE:** Mermaids were noted in British folklore as lucky omens and a sign of good weather.
15. **TRUE OR FALSE:** Some mermaids were described as very big, up to 2,000 feet

MUSIC WITH ELIJAH → Hand Out Scripts

→ Tess and Kate Cast Show (?)

Role	Size	Inserts Available?	Camper
Captain	Large	Preferably no	██████████
First Mate	Large	Preferably no	██████████
MerMajesty	Large	Preferably no	██████████
Merfolk 1	Medium	Minimal	██████████
Merfolk 2	Medium	Minimal	██████████
Merfolk 3*	Medium	ADD IN	██████████
Merfolk 4*	Medium	ADD IN	██████████
Merfolk 5*	Medium	ADD IN	██████████
Crew Member 1	Medium	Minimal	██████████
Crew Member 2	Medium	Minimal	██████████
Crew Member 3	Medium	Minimal	██████████
Crew Member 4	Medium	Minimal	██████████
Crew Member 5	Medium	Minimal	██████████

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Crew Member 6	Medium	Minimal	[REDACTED]
Crew Member 7	Medium	Minimal	[REDACTED]
Crew Ensemble	Small	Yes	[REDACTED]
Merfolk Ensemble	Small	Yes	[REDACTED]