

Summer Camp Outline

Purpose:

Fairy tales are designed to ignite the imagination, foster creativity, and spark a sense of wonder in the minds of young readers. Through this immersive summer camp, we will dive into the magical realm of Hans Christian Andersen's imagination and explore the lessons to be learned within his enchanting stories. From "The Little Mermaid" to "The Ugly Duckling," Hans Christian Andersen's tales have captivated audiences for generations with charm and lessons. The camp will guide camp participants through a transformative learning experience by providing a safe and supportive environment for exploration and self-expression. There will be a blend of writing exercises, hands-on art projects, and dramatic readings to encourage participants to unleash their creativity and develop their own storytelling abilities. By the end of the summer camp, participants will grow in public speaking confidence, uncover the lessons hidden in fairy tales, and gain inspiration to embrace the magic of storytelling in their own lives.

Breakdown of Monday-Friday:

Monday: Ice breakers, introduction to what a fairy tale is, and an interactive games

a. Participants introduced to classical fairy tales and will have to determine if the movie is or isn't based on a Hans Christian Andersen fairy tale)

Ex. Frozen → *The Snow Queen*

b. Background on who is Hans Christian Andersen

c. Writing workshop

d. Pick your character

i. Participants will pick one out of the three chosen fairy tales from the "magic book" and create discussion groups

Tuesday: Ice breakers, learning recap, writing exercises, and outside game

a. Review who Hans Christian Andersen is and what fairy tales are

b. Introduce key vocab terms & begin reading "The Snow Queen"

c. "Freeze" tag with all camp participants

d. History of Scherenschnitte + snowflake art activity (uniqueness)

e. Discussion of the differences between fairy tale & movie (venn diagram)

i. Imaginary vs. reality

Singing class

Wednesday: **Snow Queen recap** fairy tale brainstorming as a class, interactive game, art activity

a. Review fairy tale from day before, introduce key vocab terms, start the reading of "The Ugly Duckling"

b. Brainstorm ideas with camp participants to write one story together (M.A.S.H)

c. Play duck-duck-goose

d. Five minute free-write (personal fairy tale)

e. Drawing activity for the importance of descriptive words

i. Setting the scene + character development

Pokémon game

Thursday: **Ugly Duckling recap**, art activity, writing exercises, & interactive activity day

a. Review fairy tale from the day before, introduce key vocab terms, start the reading of "The Little Mermaid"

- b. Paper plate crab art and crafts activity (self-expression)
- c. Letter to author based on favorite fairy tale (letter template)
- d. 5 minute free-write (personal fairy tale)
- e. “Fin-Tastic” time → water day/shell collecting

Friday:

Pokémon game

Andersen’s fairy tale recap, personal fairy tale (book + in-class story telling), fun time

- a. Review the importance of Andersen & fairy tales
- b. Create your own magical book
- c. Participant presentations
- d. Movie/Party time (students pick one out of the three fairy tales to present)