

Camp-a-Rama Staff Descriptions

Registration - 1

Ensures the proper registration of all Sparkies and Adult Leaders/Parents. Advises participants of team color assignments and distributes nametags.

T-Shirt Table – 3 people

Each camp participant receives an official Camp-a-Rama T-Shirt. Every Sparky and Adult will receive a shirt. Please instruct them to wear their shirt throughout the day. All adults must wear a shirt so that we can identify who belongs at camp.

Photographer – Filled

Team pictures will be taken as teams register - developed, copies made and prepared for distribution at the end of camp.

Photographer's Helper – 1 person

Helps organize teams for photos and take orders for individual pictures with Sparky. Help distribute photos.

Skipperland Park Game Leaders – 4 people 2 positions filled still need 2

Explain and direct assigned games and collect game equipment at the end of this period.

Skipperland Park Game time Assistant – 1 person

Help set up for games. Watch time and signal when it is time to rotate to next station.

Team Leader – 1 for each team

Each team leader will receive a clipboard with a copy of each game to be played, schedule and other information. The team leader should instruct adults on the team, keep the team orderly and guide them through the various activities of the day.

Team Assistant – 1 per team

Assist team leader in all activities of the day. Duties may include running errands, special incidental needs, assists with keeping the team orderly and flowing smoothly.

Song Leader – 1 person

Lead songs for Green Meadow Time.

Craft Leader – 1 person

Prepares crafts are with supplies, explains the craft, and helps guide the Sparkies through it with the help of the adult leaders and parents. Cleans up between each group and helps place the crafts in the correct Sparkies' souvenir bag at the end of the day.

Craft Helpers – 3 people

Assist craft leader as needed. Help Sparkies with craft as needed.

Sparky – Filled

Dresses up in the Sparky Costume to greet the Sparkies and be in each team's photo.

Hikerland Leader – 1 person

Lead Sparkies on hike. Point out God's creation along the way. Instruct Sparkies to circle, on their Hike Card, the things they see on the hike.

Climberland Leader – 1 person

Lead Sparkies in climbing the mountain (big hill). Include a little lesson on the way. Sparkies will look for 'jewels' along the way.

Skipperland Park Afternoon Activities – 4 people 2 positions filled still need 2

Lead Sparkies in group activities – parachute (2) and cage ball (2)