

PRIMARY ZONE

Week 7: July 18-22

West Shore Recreation Commission

Monday:

- **Indoor Games:** penny pitch, dots
- **Outdoor Games:** relay races, dodgeball
- **Swimming @ West Shore Natatorium**
Depart: 12:40 p.m. Return: 3:20 p.m.
 - ◆ Don't forget your bathing suit, towel, goggles & flotation device if needed.
 - ◆ Wear comfortable shoes, as children will be walking to the pool.



Tuesday: Trip Day! Must Wear PlayZone T-Shirt!!

- **Gifford Pinchot State Park**
Depart: 9:35 a.m. Return: 2:50 pm
- ◆ Environmental Education Specialist, Beth Kepley-McNutt, will lead Group in nature scavenger hunt and lake exploration activities.
- ◆ Must bring closed toed shoes or water shoes for lake exploration.
- ◆ Campers must bring a lunch that doesn't require refrigeration in a paper or plastic bag that can be disposed of entirely. Extra drink is recommended..
- ◆ Sunscreen & bug spray recommended.
- **Inside Games:** crazy 8's, run for your supper
- **Outside Games:** Easter egg hunt, steal the bacon



Wednesday: Trip Day! Must Wear PlayZone T-Shirt!!

- **PlayZone at the Movies ~ Camp Hill Cinema**
Depart: 9:00 a.m. Return: 11:50 am
Despicable Me Rated PG
 - ◆ Campers may bring money for concessions if desired.
- **Inside Games:** balloon burst, hangman
- **Outside Games:** 4-square, tag games



Thursday:

- **Skates & Scooters**
 - ◆ Must bring helmet and pads to ride.
 - ◆ Bring your own scooters & skates if desired.
- **Indoor Games:** bingo, parachute, castleball
- **Arts & Crafts**
- **Outside Games:** tribes, sprinkler (Don't forget your suit & towel!)



Friday:

- **Indoor Games:** musical carpet squares
- **Outdoor Games:** carlot, hopscotch
- **Swimming @ West Shore Natatorium**
Depart: 12:40 p.m. Return: 3:20 p.m.
 - ◆ Don't forget your bathing suit, towel, goggles & flotation device if needed.
 - ◆ Wear comfortable shoes, as children will be walking to the pool.



Please remember to bring a bag lunch daily. All trips, activities, and a snack are included at no additional charge. Schedule subject to change if necessary.