

CAMP CHESS TUTORS SUMMER 2020 EXTRAVAGANZA

Camp Chess Tutors Location: Linwood Howe
4100 Irving Place, Culver City, CA 90232

MONDAY – FRIDAY SCHEDULE for the week from 8:30 until 3PM:

8:30 - 9:00 AM

RULES OF THE ROAD:

We'll kick off the camp with a character building theme for each day, an explanation of the formation of teams (i.e. Chess-mates, Chess-teams), the schedule, updates, acknowledgments, King & Queen of the day (see below), inspirational words of encouragement and an explanation of how each student can earn chess bucks for both themselves as well as their chess-team daily.

9 - 9:30 AM

EXECUTION OF LESSON PLAN

- Exciting Lesson Plan (via power point **or** demo board)

9:30 - 10:10 AM

TEAM COLLABORATION CHALLENGE:

- **TEN IN TEN FOR TEN PUZZLE CHALLENGE:**

Our **5** Questions in Ten Minutes for Ten Chess Dollars Puzzle Challenge will be set-up on Ten chess boards. Each student is to walk from board to board and write their answer for each puzzle onto the form provided. Students are not allowed to discuss any of the puzzles with anyone with the exception of their Chess-Team. Students caught sharing answers or talking with anyone other than their Chess-Team during the competition may be subject to a 1 dollar deduction in pay per occurrence.

IMPORTANT NOTE:

- After the first reminder (warning), we will most often not inform students that they have received a deduction of chess dollars at the time of the incident rather we will keep a tally & collect the chess dollars accrued on (Fridays) the day of the **Treasure Chess**.
- We will keep our clip board with us to jot down both **Bonus Dollars Earned & Deductions** that are subject to be subtracted. All Chess Dollars & Bonus Dollars Earned will be granted at the end of each day, directly after campers submit their vote for the day (see below).
- We will kick off each day with team awards from the previous days results.

10:10 - 11:10 AM

GRAB SNACK & HEAD OVER TO PLAY CHESS

We will be keeping record of all checkmates, trophies and awards will be distributed on Fridays.

SPECIAL NOTE:

- At the close of each **CAMP DAY**, **T**eamwork, **A**ttitude & **P**erformance will be the barometer that distinguishes one team from another. We will **TAP 2 TEAMS** on the shoulder and invite them to compete in a **5 minute Battle of the Minds Competition** on the **Giant Chess Set** while the other teams root them on. Sportsmanship by both the players as well as the onlookers will be taken into consideration and duly noted~.

11:10 - 12PM

GAME TIME SPECTACULAR:

Day 1 we will take a vote to determine the first 20 minute group FUN-ZONE activity. Following the first 20 minutes, Chess-Teams are free to go their own way & engage in Free-Play. **Tuesday – Friday** the *Royal Team* (Kings & Queens of the day) will select the first activity. After the first 20 minutes, you are free to select a **FUN ZONE** & go have FUN!!!

- Hand-Ball, Emoji Kick Ball, Soccer, Basketball, Jump Rope, Coloring with Chalk, Freeze Tag, Dodge Ball, Frisbee, Giant Chess & more...

12 - 12:05PM

LINE UP FOR LUNCH

- Round-up-Roll-Call (1, 2, 3)
- Students who line up within 1 minute of the FIRST REQUEST-TO-LINE-UP will receive 10 chess bucks, those who come seconds later will receive HALF those who show up after that can still earn 1 chess dollar or they may be fined a chess dollar...

MONDAY SCHEDULE FROM LUNCH TIME Through The Close of The Day

12:05 - 2:05PM

- **Movie Monday**

2:05 - 2:25PM

- **CHESSVENGER HUNT:**

Each Team has an assigned color that is synonymous with the bracelet that they selected at the top of the day. The object of this game is to work as a Team to locate all of your Team Color Chess Pieces before the allotted time expires & set them up on the designated chess board. Our Staff will leave **Red, Blue, Orange & Yellow** Color Chess Pieces in various locations on campus that we frequent throughout the day but not without providing subtle clues. The Teams who stay engaged & prove to be great listeners will gain the advantage. Each Designated Color Chess Piece that is found & properly placed on your Teams Board will earn **Che\$\$ Dollars** accordingly:
Pawn (\$1), Knights/Bishops (\$3), Rooks (\$5), Queen (\$9), King (\$20).

2:25-2:35PM

- **T.A.P.: 2 TEAMS will COMPETE in a 5 MINUTE BATTLE of the MINDS on the Giant Set & '5' DA '**

▽ **8 jgf]Vi hY'7\ Ygg'8 c`Ufg'rc'9UM'HYUa**

▽ **8 jgf]Vi hY'Awards**

- **Recite Virtues/Reminders/Closing Announcements**
- **Vote**

Check-out: 3:00PM

TUESDAY – THURSDAY SCHEDULE FROM LUNCH TIME Through The Close of The Day

12:05 – 1:05PM

1. Dine-In Lunch
2. Chess Tutors Tel-OUR-vision **THEME: Entertaining, Inspiring, Educational** video clips from movies, sitcoms, You-Tube, etcetera that have been edited and codified by our staff to deliver a specific message of inspiration!
3. Questions, Answers, Feedback, Discussion (Participants will Earn Chess Dollars)

1:05 - 1:40PM

(Intermediate/Advanced) Bug-house Chess Lesson (Intermediate/Advanced)

1:05 - 1:40PM

(Beginners) Exciting Lessons on Giant Chess Set; For example:

- **Piece Race:** students sit encircled around giant set for an engaging interactive lesson/competition)

1:40-2:05PM

- Team Water Relay Race (**Tuesday**); *Supplies needed (1 plastic cup full of water per Team)*
- Water-works (**Wednesday**); *Past or Splash Competition*
- Thumps-up (**Thursday**); *Thumps up 7up Memory Challenge; Point-out (\$5), Pronounce [their name] (\$5), Proclaim [best move](\$5)*

2:05 - 2:35PM

- Students are Free to Choose From Any of our Fun Zone Options

2:35-2:45PM

TAP: 2 TEAMS will COMPETE in a 5 MINUTE BATTLE of the MINDS on the Giant Set

2:35-3PM

- Distribute Chess Dollars to Each Team
- Distribute Award
- Recite Virtues/Reminders/Closing Announcements
- **Vote**

Check-out: 3:00PM

FRIDAYS THEME of the Day is: COMEBACK...

AFTER LUNCH SCHEDULE for Friday will be as Follows:

1:10-1:40PM

Treasure Chess Store (During Summer Camp **YELLOW TABLE** Items Only are available for Purchase using Chess Dollars)

1:40-2PM

Trophy/Award Extravaganza

Special Note: An exciting Treasure Chess Goal for each Camper could be to earn enough Chess Dollars to customize a colorful chess set! The first **10** students to do so will be granted a chess board (valued at 200 chess bucks) @ no cost!

2:15-2:50PM

Water Balloon/Games

- Special Acknowledgments & Virtues **Check-out: 3:00PM**

In the spirit of character development we are consistently codifying new ways to instill & reinforce virtuous qualities in our youth. Below is one of the methods we will use to bring out the best in our campers:

Students will cast votes daily for the King/Queen of the day. The King/Queen of the day are individuals who practice self-mastery & stand-out by the way they keep themselves in C.H.E.C.K. all day long:

Cool: They shook hands & introduced themselves when appropriate

Happy: They smile & displayed a great attitude

Engaged: They remained focused & non-disruptive at all times

Courageous: They boldly put forth their best effort all day & do the right thing even when it's not popular to do so

Kind: They were nice & took it upon themselves to encourage you in some way

THE DETAILS OUTLINED IN THE SCHEDULE ABOVE ARE SUBJECT TO CHANGE WITHOUT NOTICE IN ACCORDANCE WITH WHAT OUR PROGRAM DIRECTOR DEEMS NECESSARY TO MEET THE NEEDS OF THE CAMP, CAMPER'S AND STAFF.

QUESTIONS: camp@chesstutors.org or 323 251 7010