

2025 STEM Adventure Day Camp



Parents and Leaders Guide



Published by the Outdoor Adventure Lab, a subsidiary of the Cradle of Liberty Council, Scouting America.

Musser Scout Reservation
Camp Garrison
4021 Upper Ridge Road
Pennsburg PA, 18073

| | |
|---------------------------|------------------|
| Staff Advisor | Halia VanKirk |
| Day Camp Director | Halia VanKirk |
| Day Camp Program Director | Linward Robinson |

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Letter from the Camp Director:

Welcome to the 2025 STEM Adventure Day Camp! The Outdoor Adventure Lab and our Camp Staff are very excited to have you and your camper join us this summer. We have a very exciting program this summer with tons of fun activities planned! We hope to make this summer safe and memorable for everyone!

This year's theme will take us through STEM discoveries through the years, starting at year 0 CE to 2025 and beyond. We hope you and your camper are as excited as we are to have fun and learn in the great outdoors!

Please take the time to review the information provided to you in this parents and leaders guide to better serve you and your campers. Be sure to take advantage of what this guide has to offer, as it will assist you in planning a successful STEM Adventure Day Camp experience for your camper!

Important Dates

Campership Deadline: April 1, 2025

Registration Closes: Jun 15, 2025

Camp Staff

STEM Adventure Day Camp is staffed by STEM and nature lovers who have a passion for education and summer camp! Our staff is a combination of paid and volunteer staff members. All staff are registered adult Scouters that provide lessons and two-deep leadership throughout camp. Station Directors are responsible for setting up and tearing down the stations daily and making sure that the program is being implemented properly. All staff members will have current Youth Protection Training.

Registration Information

Additional registration information can be found at www.outdooradventurelab.org/daycamps/.

Youth Eligibility

STEM Adventure Day Camp is open to all youth from 1st grade through 8th grade, whether they are currently registered Scouts or members of the community. All are welcome at STEM Adventure Day Camp!

Camp Registration Fees - Youth

Youth Grades 1st - 5th - \$325.00 Per Week

Scout Youth Grades 1st - 5th - \$305 Per Week

Youth Grades 6th - 8th - \$345.00 Per Week

Scout Youth Grades 6th - 8th - \$325 Per Week

Campers in the first grade are required to have a parent or guardian attend camp with them for the week. These parents or guardians attend camp at no cost.

Camp Registration Fees - Adults

Adults and volunteers can attend STEM Adventure Day Camp for free.

Camperships

Campership grants are available to campers who are in need of financial assistance to attend STEM Adventure Day Camp. Camperships (scholarship money) are available for all currently registered CRADLE OF LIBERTY Scouts.

Cancellations and Refunds

The Outdoor Adventure Lab must commit financial resources to purchase supplies and hire staff to prepare for our day camps. Each family is responsible to meet all financial obligations within the allotted time frame. Participants are required to make a financial commitment to attend. On-time payments are crucial as we plan a successful day camp program.

For those campers who are no longer able to attend camp after they registered, this is our refund policy and steps to take to complete a refund request:

Please notify us immediately if you are no longer able to attend camp. Refunds will be considered for the following reasons below if you notify us via email at camping@scoutingphilly.org ***at least one week prior to the start of your week at camp***, unless there is an extenuating circumstance.

- Medical Exclusion – 100% refund of fees paid less \$25 – documentation required
- Summer School – 100% refund of fees paid less \$25 – documentation required
- Military Deployment – 100% refund of fees paid – documentation required
- Death – 100% refund of fees paid – family member – documentation required
- Other – 65% refund of fees paid less \$25
- No-Show - No refund is given for participants who do not attend camp and do not notify camping@scoutingphilly.org at least one week prior to the start of your week at camp.

In addition to the email notifying us that you are no longer able to attend camp, each individual requesting a refund must also submit a Refund Request Form.

The electronic refund request form can be found <http://www.scoutingphilly.org/camping>.

The Refund Request Form must be submitted within 30 days following your week of day camp. Refund Request Forms submitted more than 30 days after your week in camp will not be honored. All approved refunds are paid by check or back onto the credit card of the person who made the reservation. Please allow 4 to 6 weeks to review and process your request.

Supporting documentation for your refund request can be mailed to us at:

Cradle of Liberty Council
c/o Outdoor Adventure Lab
901 E. 8th Ave., Suite 103
King of Prussia, PA 19406

General Information

Musser Scout Reservation

Musser Scout Reservation is an official camp of the Cradle of Liberty Council and Scouting America. It is operated for the benefit of community members, registered Scouts and Scouters with all NCAP standards. Rules for acceptance and participation in the program are the same for everyone without regard to gender, race, color, creed, or national origin.

Every precaution is taken to ensure the safety of all campers, and every effort is made to make their camp experience productive and pleasant.

THE CAMP DIRECTOR MAY, FOR VIOLATION OF CAMP POLICIES, DISMISS INDIVIDUALS FROM CAMP AT ANY TIME, WITHOUT A REFUND.

Release of Campers

To ensure the safety of all campers, any camper who leaves camp prior to the normal departure time daily will only be permitted to leave under the auspices of an adult approved by the guardians of the camper as listed on the bottom of Part A of the Scouting America medical form. This section of the Scouting America medical form lists all adults authorized by the guardians, with whom their child may leave camp, as well as those who their child cannot leave with.

Law of the Camp

Is the Scout Law. Simple yet all inclusive.

Prohibited items include all forms of alcoholic beverages (including non-alcoholic beer), marijuana, illegal drugs, depressants, stimulants, personal firearms, fireworks, explosives and sheath knives of any form. Violators, whether campers or adults, will be asked to leave camp. Depending on the severity and nature of offense (real or suspected) law enforcement may be contacted.

Hazing and Initiations

Hazing and initiations violate Youth Protection Policies and do not belong at STEM Adventure Day Camp. Adults will see to it that all new campers are properly oriented and assisted in getting the most out of their camp experience. Corporal punishment of any kind is prohibited at STEM Adventure Day Camp.

Late Arrivals

Campers arriving to camp after the scheduled check-in time must check-in at the Camp Office.

Trading Post

The trading post will be open daily to campers to attend during lunch. Please come prepared for money to purchase camp merchandise and snack foods.

Adults Leaving Camp Early

All adults must check-in/out at the camp office. If an adult is planning to leave camp prior to scheduled dismissal, please stop by the camp office to check-out before you leave. This allows for us to have an accurate count of campers and adults in camp, in the event of an emergency.

Visitors

All visitors must check-in/out at the camp office upon arrival and departure. Visitors will be provided with a visitors badge to wear during their time in camp to ensure that camp staff know who you are. Having an accurate count of who is in camp allows us to “Be Prepared” in the event of an emergency.

Transportation of Scouts

The following guidelines are based on the National Council Policy on the Transportation of Scouts.

1. All drivers must possess a valid driver’s license.
2. All drivers must be 18 years old or older.
3. The vehicle must have a valid inspection certificate.
4. Traffic regulations must be obeyed.
5. Minimum liability insurance of \$50,000 - \$100,000 - \$50,000.
6. Passengers may NOT ride on tailgates or in struck beds.
7. One passenger per seatbelt only.

Pets in Camp

Campers and leaders are NOT permitted to bring any type of pets to STEM Adventure Day Camp. Campers are not permitted to remove any mammal, bird, reptile, or amphibians from their natural habitat except at the direction of an authorized Day Camp Official. For accommodations regarding service animals, please contact camping@scoutingphilly.org

Valuables

STEM Adventure Day Camp is not responsible for lost or stolen money or personal possessions. It is suggested that items like cell phones, earbuds, handheld video games and other valuables should not be brought to day camp. Lost and found items will be located in the administration building. Items will be discarded by the Wednesday of the following week.

Behavioral Management

STEM Adventure Day Camp aims to provide a safe environment for children to develop healthy spirits, minds, and bodies. Developing and displaying positive character values is very important to us. Trustworthy, Loyal, Helpful, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent, our core values, are a large part of our commitment to offering a safe and exciting program. We are dedicated to each child thriving and having a successful experience by exposing them to positive role models and promoting respect for self and others.

We understand each and every child is different and responds differently in certain situations. With clear behavior guidelines, we strive to prevent incidents, using redirection, having clear rules (which are developmentally appropriate), and giving positive reinforcement. If incidents arise requiring a discipline procedure to be utilized, we will use a progressive discipline model. Progressive discipline refers to increased consequential severity if a child repeatedly violates rules or becomes harmful to themselves or others.

Behavior standards are broken into three categories, Minor (Level I), Major (Level II), and Critical (Level III). Each category carries its own series of consequences. Below you will find the definition of the categories and actions associated with each level.

| Level I | Level II | Level III |
|----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| Disrespect (towards staff/peers) | Inappropriate Language | Fighting |
| Disruptive Behaviors | Spitting | Biting |
| Excessive Horseplay | Property Destruction | Harassment, Intimidation, or Bullying |
| Repeatedly not following directions/ program rules | Threatening comments/gestures | Severe Aggression, causing harm to staff or peers |
| | Teasing | |
| | Physical Aggression (EX: pushing, tripping, hitting, kicking, etc.) that is repeated/targeted towards peers or staff | |

National Scouting Policies

Scouting America has some firm policies regarding situations which could occur in camp. Staff members, adult leaders, campers, scouts or visitors unwilling to abide by these policies is unacceptable in camp. These are NOT negotiable.

Illegal, Immoral or Unacceptable Acts

As a character-building organization caring for other people's children in camp, any illegal or immoral activity has no place in the Outdoor Adventure Lab and Scouting America programs.

Narcotics & Dangerous Drugs

Possession, use or being under the influence of narcotics or dangerous drugs (including marijuana) will not be tolerated on the properties of Scouting America.

This does not involve the proper use of prescribed medications by a patient under the care of a licensed physician.

Fireworks

They are prohibited in camp. This includes but is not limited to poppers, smoke bombs, cherry bombs, Roman Candles, and any aerial fireworks.

Alcohol

Possession, consumption or being under the influence of alcohol (including beer) will not be tolerated on the properties of Scouting America.

Knives, Axes & Saws

Pocket knives, machetes, and sheath knives will not be brought to camp. No trees are to be cut on camp property.

Chemical Fuels

The Outdoor Adventure Lab and the Cradle of Liberty Council does not permit the use of liquid fuel stoves and lanterns during STEM Adventure Day Camp. Exceptions may be granted by the Camp Director and the Director of Outdoor Adventures for appropriate programs. Propane may be used under adult supervision and all cylinders or bulk storage tanks must be removed from the property.

Tobacco Use

The Outdoor Adventure Lab and Cradle of Liberty Council observes the smoke free policy of Scouting America, which prohibits smoking in ALL facilities of the Council and of Scouting America.

Therefore, tobacco use is NOT permitted in any building, storage shed, program area or other facilities for general use of campers, leaders, parents, and visitors. An adult who must use tobacco is asked to use discretion and NOT smoke around campers and other youth in camp as well as not in any enclosed facility which includes tents. The designated smoking area is in the parking lot.

Action Taken on Above Violations

When an individual is suspected of having committed an act of an unacceptable nature, the following steps will be taken:

1. The Camp Director is to be notified immediately. If the matter is of a serious nature, the Council Scout Executive will be immediately notified.
2. All inquiries will be undertaken in a careful and confidential manner by the Camp Director or Scout Executive. Scouting America supports all local laws, ordinances and codes of government bodies in whose territory we operate our facilities.

Health & Safety

It is the policy of Scouting America as stated in the “Guide to Safe Scouting” the National Camp Accreditation Program/National Camp Standards, and other official publications of Scouting America that these guidelines apply to all camp activities. In addition, council, local, and state standards also apply. STEM Adventure Day Camp is fully committed to ensuring the safety of all its campers, leaders, staff, and guests. As such, policies may change following the publication of this guide.

Everyone in camp has a responsibility to protect the health and safety of everyone else. One uninformed or careless person can, in a moment, destroy the health and safety of the entire camp!

Buddy System

The buddy system should be followed for ALL activities.

Health and Medical Records

All campers and leaders must bring to camp a complete Scouting America Annual Health and Medical Record (AMHR), and must be re-checked by the Camp Health Officer. Only use of the current edition of the official Scouting America Annual Health and Medical Record will be accepted; this assists the Camp Health Officer in obtaining vital information, should someone require medical assistance. An AMHR is valid through the end of the 12th month from the date it was administered by your medical provider. For example, a physical administered March 3, 2024, would be valid until March 31, 2025.

Health Surveillance

The leader must monitor the health of each camper while at camp. Please do not let a small problem get out of hand due to lack of attention. Be on the lookout for skin irritations, poison ivy, ticks, dehydration, ect. at all times. Be alert that some campers change their toilet habits at camp. We must watch for changes in a camper's physical appearance and activity level. **IT IS THE RESPONSIBILITY OF THE LEADER AND THE CAMPER TO REPORT ANY INJURIES, ACCIDENTS, OR ILLNESS TO THE HEALTH LODGE!**

Medical Service

The Camp Health Lodge is prepared to handle camp illness and accidents. Emergencies will be handled at all hours at the Camp Health Lodge. Should hospitalization be necessary, we have arrangements with local ambulance services and local hospitals. Any camper who leaves camp for medical reasons **MUST FIRST CHECK OUT AT THE CAMP OFFICE.**

Accident & Sickness Insurance

Most councils carry insurance that provides coverage for their members while participating in Scouting programs. Accident & Sickness Insurance Plans provide medical payments subject to the plan details and limits of the coverage. Cradle of Liberty Council carries this insurance for its units.

This plan is an excess insurance plan meaning that it will pay all the eligible expenses incurred from a covered accident or sickness not paid by any other collectible insurance or prepaid health plan in-force for you or a dependent child(ren). If no other collectible insurance or prepaid health plans are in effect at the time of the loss, this plan will pay all eligible covered expenses up to the plans limits. There is no deductible under this plan.

Medications

Medications are administered in one way at STEM Adventure Day Camp. Medication will be stored in the Camp Health Lodge. An adult must accompany any camper coming to the Camp Health Lodge for medications.

All medications should be in original containers, placed in a zipper plastic bag, and labeled with the camper's name. Any medications requiring refrigeration will be stored in the Health Lodge.

Medical Form Instructions

The following forms must be turned in for each camper and leader upon arrival. All forms are available for download from the Day Camp page of the Outdoor Adventure Lab website.

1. Annual Health and Medical Record (Form 680-001)

- a. This form is required for everyone. Parts A, B1 AND B2 are required to be completed.
- b. Part A must have signatures within twelve (12) months preceding the last day of your week at camp
- c. Please note
 - i. No one is allowed to remain at camp without a current Annual Health and Medical Record form.
 - ii. No physicals are done at camp.
 - iii. Only one copy for each person is required.
 - iv. Photocopies, not originals, are recommended.
 - v. To speed check-in - put in alphabetical order by last name, and staple multi-page forms together.

2. Drug Administration Record Form (COL Form - Version 4/16)

- a. One copy of this form will remain with each person's AMHR at the Health Lodge, and one copy will remain with each participant's medications.
- b. All participants, youth and adult, are required to bring two copies of this form to camp to assist in the administration of over-the-counter medication.

Camp Emergency Procedures

Major Accidents and Emergencies

The Camp Director is to be notified immediately, or in their absence, the Program Director. Present all facts known. Do not make statements to any outside groups, and refer inquiries from the press to the Camp Director and/or the Scout Executive.

Severe Storms

In the event of a severe storm, everyone will be notified and further instructions will be provided.

Activities During High Temperatures

1. Leaders should keep a close watch on campers for signs of heat exhaustion.
2. Instruct campers to limit or modify physical activity. Strenuous activities should not be permitted.
3. Encourage campers to stay in well ventilated and shady areas.
4. Encourage campers to drink large quantities of water.
5. Be alert for other instructions from the Camp Director.

Lightening

All range and target and climbing activities will be suspended during a lightning or thunderstorm.

As written in the "Guide to Safe Scouting"

- In a thunderstorm, there is no risk-free location outside. The National Weather Service recommends that when the "Thunder Roars, Go Indoors! The only completely safe action is to get inside a safe building or vehicle." When no safe building or vehicle is nearby, use the following to reduce risk. Avoid open fields, the top of a hill, or a ridge top. Spread your group out 100 feet from each other if possible. Stay away from tall, isolated trees, flag poles, totem poles, or other tall objects. If you are in a forest, stay near a lower stand of trees. Stay away from water, wet items (such as ropes), and metal objects (such as fences and poles). Water and metal are excellent conductors of electricity.

Lightning Safety Rules

- Under the Program Director's discretion the BB Range, Archery Range, and Bouldering Wall will close at the first sound of thunder or sight of lightning.
- Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes, sinks, and plug-in electrical appliances.
- Don't use hair dryers, electric toothbrushes, or electric razors.
- Don't take laundry off the clothesline.
- Don't work on fences, telephone lines, power lines, pipelines, or structural steel fabrications.
- Don't handle flammable materials in open containers.
- Don't use metal objects, such as fishing rods and golf clubs.
- Stop tractor work, especially when the tractor is pulling metal equipment, and dismount. Tractors and other implements in metallic contact with the ground are often struck by lightning.

- Get out of the water and off small boats.
- Stay in the car if you are traveling. Automobiles offer excellent lightning protection.
- When no shelter is available, avoid the highest object in the area. If only isolated trees are nearby, the best protection is to crouch in the open, keeping twice as far away from isolated trees as the trees are high.
- Avoid hilltops, open spaces, wire fences, metal clotheslines, exposed sheds, and electrically conducted elevated objects.

Flooding

Seek high ground and shelter, if possible, immediately. In case of a flood warning, we will keep you posted so that evacuation can take place if necessary.

Lost Camper

Camp staff and leaders should be aware of approximate locations of all campers at all times. Periodic head counts are advised. If a camper is found missing following a search of the campsite, inform the Camp Office, Camp Director, or Program Director immediately. If necessary, the entire camp will assemble to begin a systematic search.

Fire

Follow "What To Do In Case of Emergency" procedures. If you see a fire, report it to the Camp Office or notify a staff member. Keep campers away from the fire area.

Child Abuse

Camp staff and leaders should keep a close watch on campers for signs of abuse. In the state of Pennsylvania, any youth-serving adult is considered to be a mandated reporter. If any form of child abuse is suspected, it must be reported to the state of Pennsylvania via Childline. In addition, it must be reported to Scouting America via the Scout First Helpline or by notifying the Camp Director.

Emergency Telephone Numbers

Every phone that is capable of dialing out of Camp will have posted a printed list of local police and fire departments, hospitals, State Police, Council Physician, Council Executive Personnel, and the National Scouting America Headquarters.

Hazardous Chemical Spills

In the event of a chemical spill, contact the Camp Director IMMEDIATELY. Close off the area around the spill. Do not attempt to clean up the spill. Wait for the directions of the Camp Director.

Other

Treat any other emergency not covered with common sense, taking appropriate action, using guidelines listed above. For any contingency not covered and in questions, contact the Camp Director only.

What to Bring to Camp

- Backpack
- Reusable Water Bottle
- Poncho or Raincoat
- Sneakers
- Jacket or Sweatshirt
- Insect Repellent
- Sunscreen
- Medical Form signed and dated by DOCTOR AND PARENT
- Money for Trading Post

Please Leave at Home

Any valuable devices or items that would be at risk of being lost or damaged, STEM Adventure Day Camp is not responsible for any damaged, lost, or stolen personal equipment. Any other items that could detract from the atmosphere of camp should be left at home.

Program Overview

Camp Theme - STEM Through the Ages

Join us as we discover STEM Through the Ages at 2025 STEM Adventure Day Camp! Each week will be based on a different period of time during STEM discoveries and inventions! From the Medieval time period to the Industrial Revolution, to STEM of the Future; the discoveries are never ending!

Campers will get to participate in activities like archery, outdoor skills, Science, Technology, Engineering, and Math, nature and more!

Our individual weekly themes are as follows:

Week 1: June 23 - 27: Medieval Machines: Inventing the Future

Week 2: June 30 - July 3 (There will not be any camp on July 4th): Gears and Gadgets: A Renaissance STEM Adventure

Week 3: July 7 - 11: Gears of Change: The Age of Invention

Week 4: July 14 - 18: Sparks to Steam: Exploring the 20th Century

Week 5: July 21 - 25: Innovators of Tomorrow: Exploring Today's Breakthroughs

Week 6: July 28 - August 1: Inventing Tomorrow: STEM of the Future

STEM Adventure Day Camp is operated by nationally trained local Scouters interested in providing a fun, exciting outdoor program to youth both inside and outside of the Scouting program.