



American Camp Association **SOUTHEASTERN** ANNUAL MEETING SEPTEMBER 2008



STAFF BE READY

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VISION



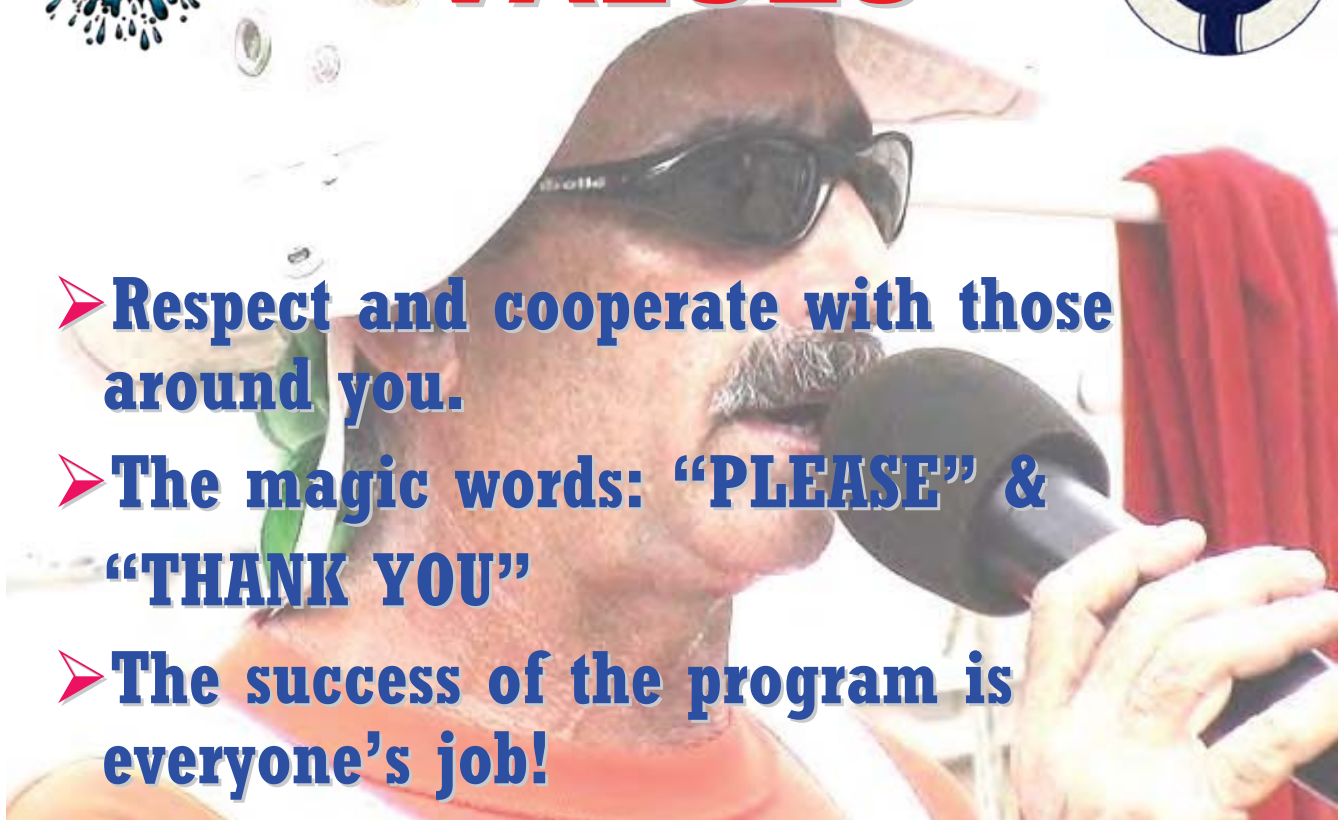
➤ **SGASC is a place to grow, learn, and play; where young adults 16 to 24 actively participate with young people 3 to 15 assisting them to mature, gain physical prowess and good sportsmanship.**



VALUES



- **Respect and cooperate with those around you.**
- **The magic words: "PLEASE" & "THANK YOU"**
- **The success of the program is everyone's job!**





MISSION

- **Convey to young people the importance of being aware, resourceful, self-disciplined, safety minded and team oriented. Caring & Sharing bring good times with all friends, brothers, sisters**



OBJECTIVES

- **Create an accident free, friendly environment where children and young adults can help us to reach our mission**

INSPIRATIONS

For the development of children and young people, the importance of high quality relationships with adults goes unquestioned. SGASC gives us this valuable opportunity to share and experience these essential relationships, outside of the family.

INNOVATIONS

➤ Improvement Process

❖ Lay Groundwork for Success

➤ Everyone in Same Mindset

❖ What can I do to contribute to positive growth of my campers, my peers, and my own?

❖ How can I help my co-workers?



What do we OFFER?

SAFETY

...is everyone's job!

FRIENDS

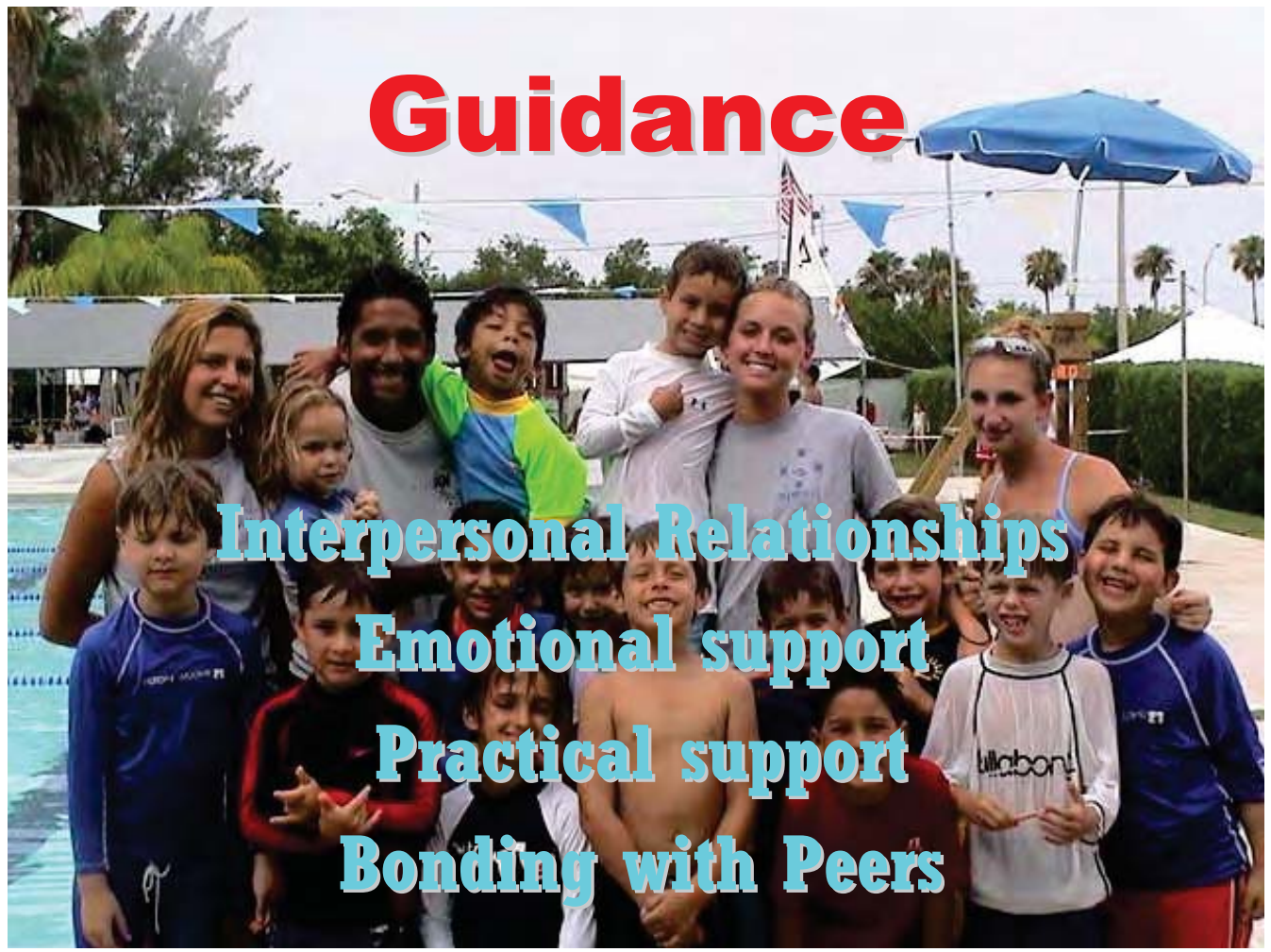
...someone to talk to

FITNESS

...building skills

FUN

THAT IS WHY WE ALL CAME!



Guidance

Interpersonal Relationships

Emotional support

Practical support

Bonding with Peers



A BETTER PERSON!

- **Campers must feel like camp is a home away from home**
- **Campers will thank you for making this a place where they can have fun, feel safe and just be themselves.**
- **Campers, when they believe in themselves, grow in their self-esteem and independence, and become resourceful and positive**



Development Keys

- **Framework for camper set them up with the information needed to succeed at camp**
- **Positive role modeling of youth group leaders**
- **Steps to implement quality improvement program**



Development Keys



- Supervise proactively
- stay connected, pass on information back to the top... LISTEN... WE can help you do your job better
- provide praise and direct positively often
- create the opportunities to “catch” campers doing things right!





Managing Tools



- **Customized To Do: make a list**
- **Walk & Talk: don't assume**
- **Cover for Them: limits**
- **End of the Day: touchbase**

¿? QBQ ¿?

by John G. Miller

Why do I have to do everything?

How can I help you? I'm done!

What can I get for you?

Why are we always short-staffed?

How can I support the team?

What can I do to be more productive?

The Heart of SG

What can I do to make a difference?

- ❖ **Enjoy Life: “the moment”**
- ❖ **Need to: “want to be a friend”**
- ❖ **Satisfaction: “from helping”**
- ❖ **Teamwork makes a difference!**

Youth Group Leaders

¿? QBQ ¿?

By John G. Miller

- **HUMILITY IS THE CORNERSTONE OF LEADERSHIP**
- **LEADERS ARE CHALLENGE TAKERS and PROBLEM SOLVERS**
- **LEARNING IS ABOUT TRANSLATING KNOWING INTO DOING**



Keep in mind...



Middle Adolescence — Age 13 to 16

- Struggle with the concept of a "real self"
- Express concern: who they are and will become
- Develop feelings of sexual attraction
- Think about an appropriate person to love
- Rely on friendships and peers to affirm:
"who they are" (spend less time with parents)
- Feel pressure to answer questions about their future



Keep in mind...



Early Adolescence — Ages 10 to 13

- Classify each other, as "smart," "sporty," "nerdy..."
- Consider dating, particularly in groups
- Want to "fit in"
- Achievement becomes increasingly important
- Increase their awareness of popular culture
- Feel misunderstood by adults, especially parents



Keep in mind...



Middle Childhood — Ages 7 to 10

- Begin to compare to others their progress
- Realize that rules can be altered
- Compose social groups (e.g., wonder who they will sit with at lunch)
- Share secrets with friends
- Resolve how to end a fight or disagreement with a peer using words



Keep in mind...



Early Childhood — Ages 4 to 7

- Anticipate fun activities shared with parents
- Wish to please parents and older siblings
- Think about rewards for good behavior and consequences of misbehavior
- Worry about separation from family
- Begin to understand gender roles and social stereotypes of males and females



Youth Group Leaders



*“THE BEST BEHAVIOR IS
SELF-IMPOSED”*



PUTUP

