

Camp Week: Day 5

Theme: Through the Decades

| Itinerary | Activity |
|---------------------|---|
| 9:00 AM - 9:30 AM | Learn Decades Slang |
| 9:30 AM - 10:15 AM | Craft: Fortune Teller Craft |
| 10:15 AM - 10:30 AM | Morning Snack: Yoo-hoo and Moon Pie |
| 10:30 AM - 11:15 AM | Outdoor Activity: Stuck in the 80's |
| 11:15 AM - 11:30 AM | Flash Game: Can You Name It? |
| 11:30 AM - 12:30 PM | Lunch Time |
| 12:30 PM - 1:45 PM | Quiet Time: Reading, Coloring, Naptime, Board Games |
| 1:45 PM - 2:45 PM | Indoor Activity: Tie Dye Cupcakes |
| 2:45 PM - 3:00 PM | Afternoon Snack: Root Beer Floats & Tie Dye Cupcakes |
| 3:00 PM - 4:30 PM | Movie of the Day: Willy Wonka & the Chocolate Factory (Netflix) |
| 4:30 PM - 5:00 PM | Outside Free Time |

Morning Snack:



Afternoon Snack:



Craft:



Movie of the Day:



Day 5: Decades Slang

Slang information found on: [How Stuff Works](#)

1920's

- **23 skiddoo** -- to get going; move along; leave; or scam
- **The cat's pajamas** -- the best; the height of excellence
- **Gams** -- legs
- **The real McCoy** -- sincere; genuine; the real thing
- **Hotsy-totsy** -- perfect
- **The bee's knees** -- excellent; outstanding

1930's

- **I'll be a monkey's uncle** -- sign of disbelief; I don't believe it!
- **Gig** -- a job
- **Girl Friday** -- a secretary or female assistant
- **Skivvies** -- men's underwear

1940's

- **Blockbuster** -- a huge success
- **Keeping up with the Joneses** -- competing to have a lifestyle or socioeconomic status comparable to one's neighbors
- **Cool** -- excellent; clever; sophisticated; fashionable; or enjoyable
- **Sitting in the hot seat** -- in a highly uncomfortable or embarrassing situation
- **Smooch** -- kiss

1950's

- **Big brother is watching you** -- someone of authority is monitoring your actions
- **Boo-boo** -- a mistake; a wound
- **Hi-fi** -- high fidelity; a record player or turntable
- **Hipster** -- an innovative and trendy person

1960's

- **Daddy-o** -- a man; used to address a hipster or beatnik
- **Groovy** -- cool; hip; excellent
- **Hippie** -- derived from hipster; a young adult who rebelled against established institutions, criticized middle-class values, opposed the Vietnam War, and promoted sexual freedom
- **The Man** -- a person of authority; a group in power

1970's

- **Catch you on the flip side** -- see you later
- **Dig it** -- to like or understand something
- **Get down/Boogie** -- dance
- **Mind-blowing** -- unbelievable; originally an expression for the effects of hallucinogenic drugs
- **Pump iron** -- lift weights
- **Workaholic** -- a person who works too much or is addicted to his or her job

1980's

- **Bodacious** -- beautiful
- **Chillin'** -- relaxing
- **Dweeb** -- a nerd; someone who is not cool
- **Fly** -- cool; very hip
- **Gag me with a spoon** -- disgusting
- **Gnarly** -- exceptional; very cool
- **Preppy** -- one who dresses in designer clothing and has a neat, clean-cut appearance
- **Wicked** -- excellent; great

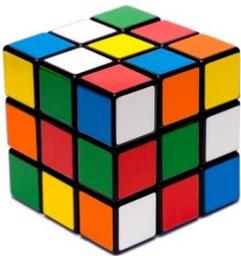
1990's

- **Diss** -- show disrespect
- **Get jiggy** -- dance; flirt
- **Homey/Homeboy** -- a friend or buddy
- **My bad** -- my mistake
- **Phat** -- cool or hip; highly attractive; hot
- **Wassup?** -- What's up?; How are you?
- **Word** -- yes; I agree

2000's

- **Barney Bag** -- a gigantic purse
- **Newbie** -- a newcomer; someone who is inexperienced
- **Peeps** -- friends; people
- **Rents** -- parents
- **Sweet** -- beyond cool

Day 5: Flash Game- Can You Name it?



Day 5: Outdoor Activity- Stuck in the 80's

Four Square

What you will need:

- 4 or more kids,
- sidewalk or driveway,
- chalk
- rubber ball

Other Activities to Play:

- Jump Rope
- Tag
- Mother May I
- Hide and Go Seek
- Simon Says
- Ring Around the Rosie

Directions:

1. Start by drawing a large (think 8'x8') square on the sidewalk or driveway. Divide that large square into four equal squares; marking them 1-4.
2. Each of the four players stands in one of these four squares and the point of the game is to stay in the #1 (or serving square) as long as possible.
3. The server begins by bouncing the ball in her own square and serving it into the #4 square. That player must hit the ball so it bounces into another player's square, and so on.
4. If a player commits an error (see below), she is bumped out of the game (in the case of more than four players) or to the #4 square. The other players then all rotate up a square.

Red Light, Green Light

Directions:

1. One player is It for each round. All the other players stand on the start line, while the player who is It stands 10 or more feet away, facing away from the other players.
2. When they yell, "Green Light!" players begin to run forward, but when he calls out "Red Light!" and turns around, players must freeze. Any players caught advancing after Red Light has been called has to retreat back to the start line. The player who is It repeats the Red Light, Green Light turning process until, one player gets close enough to touch the player who is It. She is the winner and gets to be It for the next round.

Hopscotch

Directions:

1. Played by making a hopscotch grid (having numbers from one to nine) on the ground using a chalk, this game requires the player to toss a small rock or piece of stone onto Square 1.
2. Hop over the rock using a single foot or both feet, the player makes his or her way till the end. Then, turning around, player comes back hopping and stop at square 2. Pick up the tossed rock and hop over square 1 to the start. Continue with this pattern with square 2.



Day 5: Craft- Fortune Teller Craft

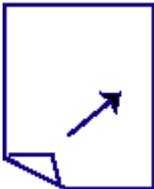
What you need:

- Scissors
- Rectangular sheet of plain paper
- Pen or Markers

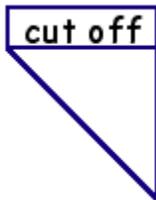
What you do:

Follow these step by step instructions to create your very own Fortune Teller.

1. Fold the bottom of the paper to the side of the page to make a triangle.



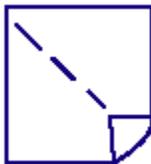
2. Use scissors to cut off the flap at the top.



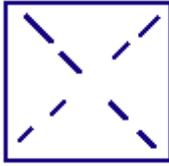
3. Open the triangle and you will have a square.



4. Fold one corner of the paper diagonally to the other corner.



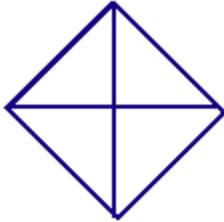
5. Open your paper. You will now have a center point marked on the paper.



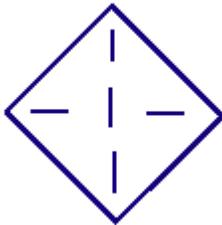
6. Fold each corner of the paper towards the center.



7. When all four corners have been folded, your Fortune Teller should look like this.



8. Turn the paper over so that the folded sides are face down.



9. Then fold all the corners to the center diagonally.



10. Once you have folded in the four corners, write the numbers one through 8 on each of the triangles.



11. Hold the paper in front of you as shown and fold it into a square.



12. Now unfold and fold the square in half horizontally.



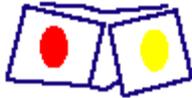
13. Open each flap and write something on each triangle. What you write depends on the type of Fortune Teller you have made.



14. Flip the Fortune Teller over and write the name of a color, animal, person or place on the flap.



15. Flip the Fortune Teller over so that the numbers are face up. Fold the square in half and slip your thumbs and pointer finger under the four flaps.



How to play:

1. Find a friend and ask them to pick a color, animal, person or place that you have written on one of the flaps.
2. Moving the flaps in and out and side to side in time with the letters, spell out the word they have chosen.
3. Open the Fortune Teller to reveal the numbers and ask them to pick one. Count out the number they have chosen by moving the flaps in and out and side to side. Ask them to pick another number and count it out in the same manner.
4. This time ask them to pick a third number and reveal the answer you have written on the inside flap.

Day 5: Indoor Activity- Tie Dye Cupcakes

Idea from [In the Kids Kitchen](#)

What you will need:

- 1 box funfetti cake mix (plus ingredients called for on box)
- Food dyes of choice
- 1 cup of butter
- 3-4 cups icing sugar
- 1 teaspoon vanilla extract
- 2-3 tablespoons cream

Directions

1. Preheat the oven to 375°F. Prepare the cupcake batter according to package direction.
2. Pour batter into cupcake liners and add a few drops of the different colors of food dye directly onto each cupcake. Use a toothpick to swirl the colors in.
3. You can alternatively dye ¼ cup of cake batter and swirl approximately 1 teaspoon into each cupcake and repeat with at least one additional color.
4. Bake until the tops are set and an inserted toothpick comes out clean.
5. To make the frosting, combine the butter, sugar and vanilla extract.
6. Add the cream until you reach your desired consistency.
7. Portion out into 3 bowls. Dye each bowl a different color using the food dye.
8. Fit your piping bag with a #12 round tip and spoon the frosting in 1 Tablespoon at a time, pushing the frosting to different sides, so you can see all 3 at once - like a Venn diagram.
9. *Alternatively, you can use a tri-color applicator tip.
10. Twist the bag to secure and swirl your frosting onto the cupcakes.
11. Take an offset spatula and flatten the frosting. Swirl a bit, as needed.

