

# Welcome to **Adventure Club**

Information to share with your child

Welcome to the Adventure Club Leader program. You and your parent / guardian should read this information and then complete and return the application / survey sheet included with the registration book. Staff will be happy to answer any questions. Our "W5" introduction is:

**who:** Leaders are 9 and 10 year old children who are ready to accept greater independence, increased responsibilities, a more complex and involved program and less direct supervision

**what:** lots of fun — Leaders help plan the program

**where:** meet in the Leader Portable, play in other indoor and outdoor space at the centre and travel in the city

**when:** after school and during spring, summer, winter break holidays

**why:** Leaders say: "There is lots of stuff in the sports shed...we get to play pool...we go on field trips...you get more responsibility." Read on and get ready to give your own "why" in your own way.

## Our **goals**

Our goals are to offer you:

- \* fun, interesting and challenging activities to meet your creative, social, practical, physical and intellectual needs
- \* opportunities for you to set and to achieve individual goals
- \* projects and tasks that promote independence
- \* a positive environment that promotes responsible and productive behavior
- \* opportunities for adult input to insure that the program meets your parent's / guardian's expectations of your needs.

## Expectations of you

We expect Leaders to set goals and to accept responsibilities:

- \* **be ready for fun:** you are encouraged to participate in a variety of activities; no one is forced to join in but if you spend too much time "hanging out" or keeping to one interest you will be given some direction

\* **be a self-starter:** plan activities for creative expression like drama, dance, art...social / practical experience like cooking, community involvement...physical development like individual and team sports...

intellectual growth like science and nature projects

\* **be responsible for yourself:** be an individual in a group — enjoy being with your peers but do not make decisions based on peer pressure

\* **act in a respectful manner:** there is zero tolerance for verbal and physical abuse; unacceptable behavior may indicate you are not ready to be a Leader so staff may redirect you to the Discovery Club program; once you show appropriate behavior you are welcome to rejoin Adventure Club

\* **be accountable for where you are:** you must sign-in, sign-out and move your name tag to the correct spots on the Leaders' Area Board; you need to bring a note from home, or have an adult call us, if you plan to go home with friends, on your own or before our 3 p.m. sign-in

\* **be tidy:** put your coat, bag and shoes in a proper cubby space; clean up after yourself; hit the garbage can, not the floor; return items you are using to their correct place

\* **be a role model:** set a good example for the younger Explorers Club and Discovery Club children and help new Adventure Club friends.

## Jobs

Leaders do volunteer jobs around the centre, which are credited at the Adventure Club store. A list of jobs is posted in the portable. A volunteer sticker chart is on a wall and "fun" money earnings are recorded in a "bank" of personal envelopes. The bank opens on Fridays which allows Leaders to shop at the store.

## Homework here

Homework and quiet reading are an option Monday to Thursday either before or after snack. This gives you a chance to get work done so your family may spend time together at night that isn't

related to school work. The Homework Room offers a quiet atmosphere. Staff will help you when you do not understand a question but it is not tutoring. It is your responsibility to bring your homework and to work to your parent's / guardian's expectations such as "finish math..." Your parent / guardian is responsible for checking your progress with your teacher. We limit homework time so you may still participate in social and recreational activities. We have a variety of books available for quiet reading and a public library card if you would like to help expand our collection.

## Top 10 characteristics

Good Adventure Club Leaders believe in good traits such as:

\* **believe in yourself:** if you want to accomplish something you have to believe in yourself and your ideas

\* **take a chance:** you may not be sure that a project will succeed but how can you hope to become a grown-up if you don't try to grow

\* **work toward a goal:** if you plan carefully and work toward a goal you will be pleased with the results each step of the way

\* **don't give up after running into difficulties:** if you kick around some ideas and keep a sense of humor, you can often come up with a way to carry on when your plans have been disrupted

\* **be patient:** new arrangements take time, don't give up or get angry when things don't happen as fast as you would like

\* **when a situation needs changing do something about it:** don't wait for other people to solve problems; be willing to take the first step

toward getting a job done

\* **be prepared for a change of plans:** organizing projects, field trips and special events can be lots of fun and anticipating them can also be fun but a wash-out is no fun at all; it is a good idea to have alternate

arrangements in case things don't work out as expected

\* **being bossy is not being a good boss:** if you are in charge of a project encourage others to share in the planning and work, forcing people to do what you want is not the same as co-operation

\* **listen and learn from others:** listening to other people's ideas and

treating everyone fairly helps avoid arguments; no matter how much you know, you can always learn from other people

\* **finish up strong:** a good plan is not enough, you should follow through to the end; stay enthused as half-hearted usually results in half-done.

## Group meetings

Leaders meet as a group and in committees. With help from staff and

Safe Base Senior Leaders, meetings are held to:

- \* plan how to spend the Adventure Club program money
- \* encourage Leader participation
- \* organize tournaments, field trips and fundraising activities
- \* plan special events that may involve the whole centre, other centres or our community like Pirate Day, the spring break carnival or bake sale fundraising for children here and around the world

## Solving concerns

Staff is here to help but there is also a routine to try and solve problems. If you believe that your ideas and opinions are not being heard, or that you have been treated unfairly, you should:

- \* speak directly to the person with whom you have a conflict; this is the first choice but if it does not work, you should:
  - \* speak to a Senior Leader in Safe Base, or
  - \* speak to the Adventure Club staff, or
  - \* speak to the centre supervisor, or
  - \* speak to the board of directors who sponsor the program.

## Common questions answered

### When am I a Leader?

Soon — it usually takes about two weeks for the trial period to be completed. In this time you may be asked to sign-in with the Discovery Club program in the Main Room. You will spend some time with Leaders to be introduced to the advantages and responsibilities of the program. Your interview can only be set up after you and a parent / guardian read, complete and return the enclosed

application / survey sheet.

**When may I play video games and go on the Internet?**

There are sign-up sheets for most games. We expect Leaders to be patient while waiting for a turn and to understand that “waiting” is not to be an eternal activity. There are computers in the Homework Room and the Explorers Club Portable. The Internet is connected for play on “games” days and for homework any day with staff approval.

**Why do I have to take off my outdoor shoes?**

The linoleum and carpeting will last longer if we keep it as clean as possible. The portables are outdoor shoe-free zones for everyone.