



Wonder Works Job Description

Overview of the Position

Activity Leaders are responsible for the facilitation of a specific activity or group of activities on campus, including but not limited to Arts & Crafts, Athletics, Wonder Works, Waterworks, and Dance. Their primary role is to provide Campers the opportunity to explore personal, collaborative, and/or competitive skills.

In collaboration with their Program Director, Activity Leaders plan and prepare programs in their specific areas, based on a specific schedule. In addition, they assist with a variety of Special Events and Theme Days on campus, and may supervise Campers during off-campus field trips.

The learning experience, aspirational arc, and anticipated outcomes for Campers during the summer is largely due to their interactions, and application of the skills imparted by Activity Leaders.

The Wonder Works room is a space for the Campers to use their imagination to create and build while using various types of sensory and STEAM toys.

Role and Responsibilities

- Maintain a clean, safe space for activities
- Be a positive role model; earn respect through action from Campers and Staff
- Follow and enforce all camp rules and policies
- Motivate campers to enthusiastically participate in all camp activities and events
- Effectively communicate with Campers and Staff
- Collaborate with Program Director to provide developmentally appropriate activities across all Camper Division (age groups)
- Visual and hearing ability to identify and respond to dangers or emergencies
- Physical ability to respond to situations requiring rapid attention

- Physical strength, endurance, and patience to maintain constant supervision throughout camp
- The Classroom should be set up with centers (Tables) with 4 or 5 tables and 3-4 chairs at a table depending on campus and group size)
- Before Campers arrive the center should be set up with one activity at each table.
- Campers should have the opportunity to rotate centers every 15 minutes (if time and space allows, they may stay at a station of their choice)
- Upon arrival of the Campers, the Activity Staff Member should place Campers at designated stations (Campers can pick a station to start at) and explain each activity before Campers get started.
- The Activity Staff should be facilitating the stations at all times, switching groups every 15 minutes and should be picking up anything that falls on the floor during the activity.
- The Activity Staff should be assisting Campers who require help and help encourage Campers to use their imagination. (If a Camper is “stuck” without an idea or seems unmotivated, the Activity Staff should pull up a chair and work with the Camper to create something.)
- After the group departs, the Activity Staff should be cleaning the room, neatly organizing and resetting the toys, sweeping the floor for any kinetic sand or Play-doh that has fallen.
- After the period ends, the Activity Staff Leader should log what group and toys were used. (see table below)
- Activity Staff should incorporate theme days into the programming. (ex. All-Star Day...task the Campers to create a basketball and net using Play-doh, build a soccer goal out of legos or magnatiles; Luau Day...can you build a volcano out of kinetic sand.)
- At the end of the day, a final sweep of the room should be completed, all pieces of equipment should be tidied up and neatly placed back where they belong.

	TT	KK	1/2	3/4	5/6	7/8
Week 1						
Week 2						
Week 3						
Week 4						
Week 5						
Week 6						

Week 7						
Week 8						

Materials

1. 4-5 Large tables with 3-4 chairs per table. (this may vary depending on group size)
2. Brain Flakes
3. Lego Classic Base Plates
4. Plastic Legos
5. Imagination Magnets
6. Kinetic Sand
7. Magnatiles
8. Mega Blocks
9. Play Doh
10. Play Doh Accessories
11. Lincoln Logs
12. Marble Run
13. Bulk Dominoes
14. Bristle Blocks
15. Broom
16. Dust Pan

Set-Up

1. 4-5 Tables
2. 3-4 chairs at each table

Immediate Supervisor

Program Director

Wonder Works Eligibility

Activity Leaders should be former Camps 'R' Us Counselors with at least 2 years of camp experience and should be at least 18 years old, though preference is given to applicants 21 years and older. Interest, aptitude, or documented expertise in science, engineering, and creative projects is preferred. Additional relevant experience will be considered when specific eligibility requirements within the camp experience are not met.

Training Requirements

Activity Leaders are required to be certified in American Red Cross Responding to Emergencies First Aid, CPR/AED for Professional Rescuers, and Anaphylaxis response.

In addition, Activity Leaders are required to attend and complete all assigned pre-season training and orientation sessions, both on-line and in person, and must actively participate in Campus set-up.

Hours

Monday- Friday 8:30 AM - 5:10 PM

Overtime opportunities are available, 7:15 AM to 6 PM

Compensation

Activity Leader base salary ranges between \$1365 and \$3,675 for the full camp season, based on age, experience, and professional certifications.

A \$315 bonus is awarded for completing all of the following, as defined in the employee contract:

1. Early Contract Signing and Submission of all Employee Paperwork
2. Attendance at all online and in-person Training, Orientation and Camp Set Up Sessions
3. Perfect Summer Attendance

Activity Leaders qualify for overtime pay. When covering as the Senior Staff Member during morning and afternoon extended hours, they are paid at the rate of \$30 or \$25 per extended hours session, respectively.

If an Activity Leader works the extended hours as a non-Senior Staff member, overtime pay is 1.5 times the calculated hourly rate.

Additional Benefits

All Camps 'R' Us approved professional development conferences, certifications, workshops and meetings will be paid for by Camps 'R' Us. Additional per diem pay is available for Activity Leaders for Open Houses, off-season camp events, and training programs. Specific per diem amounts and pay information will be discussed as needed with Camp Administration.