





Campers mark 1st - 4th preference for each period before the session begins



CHARLES RIVER
Creative Arts
Program

Everything is by choice!
5 classes, 4 weeks, unlimited possibilities.

Sample Daily Schedule

Period 1 9:15-10:05	Period 2 10:10-11	Period 3 11:05-11:55	Lunch 12-12:30	Period 4 1:55-2:45	Period 5 2:50-3:40
Animation	Acrobatics Club	Aardvark Media Outlet (8-11)	<i>Delicious hot & cold options Pizza, dessert, drinks and more Eat with your friends outside or under the big tent</i>  	Adv. Media Lab (12-15)	A Cappella (11-15)
Artist's Book	Afro-Brazilian Dance	Advanced Digital Photo (11-15)		Noontime Show! 12:30-1 <i>Sing, laugh, dance, perform Show your art, movies, fashion ...ENJOY...</i>  	Art With Nature
Beginning Improv (10-15)	Animation Projects (11-15)	Aikido	Festival Period 1-1:50	B.I.G. General Sports (11-15)	Advanced Improv (11-15)
Beginning Photo (8-12)	Batter Up	Ballet		<i>A daily choice from an ever-changing array of activities like:</i> Duct Tape Wallet Making Cloud Gazing Tie a String Around Campus Dance Party with the CIT Band Free Swim Jewelry Making Camper v Counselor Dodgeball Be a Mime for the Day Learn the Drums in 45 Minutes Knitting and Social Club Music Video Mayhem	Black Box Theater (12-15)
Beginner Video (8-11)	Clay	Beginning Piano		Cabaret (12-15)	Animation
Cartooniverse	Cliffhanger (8-13)	Clay		Clomp! (11-15)	Basketball (11-15)
Choose Your Own Adventure	Costumes (10-15)	Creepy Creatures		Computer Animation (10-15)	Cartooniverse
Clay	Dance Company (8-11)	Daily Double		Daily Double: Blog About It	Clay
Creative Movement (8-11)	Digital Photo (10-15)	Drop Everything and Draw		Draw, Paint, Collage	Creative Clothing (11-15)
Dick's 1-A-Day Art-A-Min	Draw, Paint, Collage	Edible Art		Drums II	Daily Double: Journalism Wrkshp
Doll Making	Drums I	Fear and Fascination (8-11)		Dungeon Masters	Dance Company (12-15)
Drums I	Duels, Damsels & Disasters	General Sports (8-11)		Fencing (8-11)	Edible Art
Jazz and Blues Ensemble	Get Reel (10-15)	Graphic Novel		Game On! (8-12)	Fencing (11-15)
Making Dances	Graphic Arts Guild	Hip Hop (8-11)		Hand Bags & More	Freelancers (11-15)
Materialism	Guitar Workshop (10-15)	Improv A Musical (8-11)		Hip Hop (12-15)	In the Studio (11-15)
Mini Musical (8-10)	Land of the Giants	Mad Props		Identity Crisis	Knitty Gritty (11-15)
Mockumentary	Music Theater Troupe (10-12)	Mini Showtunes (8-11)		Improv A Musical (12-15)	Make Up
Myths, Magic & Mischief (8-11)	Poetry Plus	One-A-Day Write-A-Min		Jazz Dance	Percussion Band
Performance Art	Popstars (8-11)	One Hit Wonder		Printmaking	Poetry in Motion
Photoshop (12-15)	Power Paper	Painting Plus		Quiltopia	Pool Games
Power Tumbling	Production Class (12-15)	Production Class (12-15)		Remix Machine	Ready, Set, Tech! (11-15)
Recycled Fashion (11-15)	Puppets	Proto Animation		Set Construction (11-15)	Rhythmic Gymnastics
Short Stories, Tall Tales (11-15)	Sculpt Yer Shoes	Recycled Sculpture		Shakespeare Gone Wild (8-11)	Rock Opera (12-15)
Showtunes Plus (11-15)	Soul/Funk	Summer Shorts		Showtime	Set Construction (11-15)
Songwriting (10-15)	Swimming Levels 1 & 2	Swimming Levels 3 & 4		Slip Cast Mold Making	Soapstone
Soccer	Tennis Level 1 (8-11)	Tennis Level 2 (11-15)		Soapstone	Studio Photography (12-15)
Tennis Level 3 (11-15)	Ultimate Frisbee	Unplugged		Soft Sculpture Fantasy	Tiny Universes
		Volleyball		Swimming Levels 5 & 6	Wire Jewelry
				Theater of the Absurd	

Campers may switch classes during the first few days of each session to ensure a schedule that matches their interests

"(x-y)" indicates appropriate ages

Sample courses only; actual offerings vary by summer