

# LINDEN HALL Summer

## GIRLS Camp:

For girls entering grades 2-8 for the 2022-23 school year. Day, overnight, and extended day options available. Receive \$25 off if registering for both weeks. Register online at [lindenhall.org/summer](http://lindenhall.org/summer).

### Week 1: Wizarding School

Day Camp: \$300, July 18-22

Overnight Camp: \$600, July 17-22

Inspired by the *Wizarding World* of J.K. Rowling and the *Harry Potter* series, for one week Linden Hall will be transformed into an American Wizarding School. Campers are sorted into one of the four Houses named for the first four Heads of School at Linden Hall. During the first half of the day, campers take classes such as Potion Making, Wand Making, the Lexicology of Spells, the Study of Mythical Creatures, and more. For these classes, campers are divided into age groups, and the content of their studies may vary by age. In the afternoon, campers try out clubs, like Wand Dueling and Magical Animal Care. Campers also complete activities within their Houses. House activities include competing in Wizarding Games and the competition for the Lindy Cup.

For an even more immersive experience, the wizard theme is continued in the overnight camp. Joined by extended day campers, in the afternoon session, campers play spellbinding games and create magical crafts. In the evening session, overnight campers go on "after hours" quests that may include escape rooms, scavenger hunts, and mystery games based on the adventures of Harry, Ron, and Hermione.

While no prior knowledge is necessary, campers who have some familiarity with J.K. Rowling's *Harry Potter*, either through the books or movies, will have a greater appreciation for this camp theme.

### Week 2: Time Travel Adventure

Day Camp: \$300, July 25-29

Overnight Camp: \$600, July 24-29

A time machine has gone awry! Campers are transported back in time to a different historical location each day. Campers observe the culture of the people of the time period, and then complete crafts, games, and daily quests related to that culture. From making Stone Age tools, to exploring Egyptian pyramids or castles from the Middle Ages, campers never know where the time machine might take them next.

Campers are divided into age groups, and further divided into small teams. Each team is given a key to the time machine. The team members work to solve puzzles throughout the day, encoding their answers on the keys. At the afternoon assembly, the keys are placed in the time machine in the hopes of fixing it and returning to the present. Will it work or will campers be stuck in the past?

For overnight campers and extended day campers, the expedition continues during the afternoon session with more games, crafts, and other activities related to the daily historical period. In the evening session, overnight campers participate in themed adventures such as a campfire night, an escape room, scavenger hunts, and more.