



2
0
2
4

BarrieCamp

A SUMMER
of *Adventure*

June 17 - August 9

Ages 3.5 - 14



Enrollment for
Summer 2024
opens January 10!

Register online at
barrie.org/camp

Join us for an in-person
Camp Open House!

January 7, February 4, March 10

Sundays 12 - 2 pm



13500 Layhill Road, Silver Spring, MD 20906
barrie.org/camp ~ 301.576.2818 ~ camp@barrie.org

- 3 ← Activities and Facilities
- 4 ← Summer 2024 Calendar
- 5 ← Program Information
- 7 ← Specialty Camps
- 8 ← Super Camps Calendar
- 9 - 10 ← Juniors Super Camps
- 10 - 11 ← Mids Super Camps
- 12 ← Majors Super Camps
- 13 - 14 ← Enrollment Information
- 15 ← Bus Transportation Map
- 16 ← Bus Stops and Times



Welcome to BarrieCamp



At Barrie Camp, an American Camp Association accredited camp, we seek to develop your child's best qualities and provide all of the things that are needed for kids to enjoy a fun and engaging camp experience. A Washington, D.C. area institution since the 1950s, Barrie Camp offers a safe, self-contained environment perfect for campers to freely explore and enjoy their favorite activities with friends, old and new. Barrie Camp provides a range of traditional and new activities that make each summer unique. Through

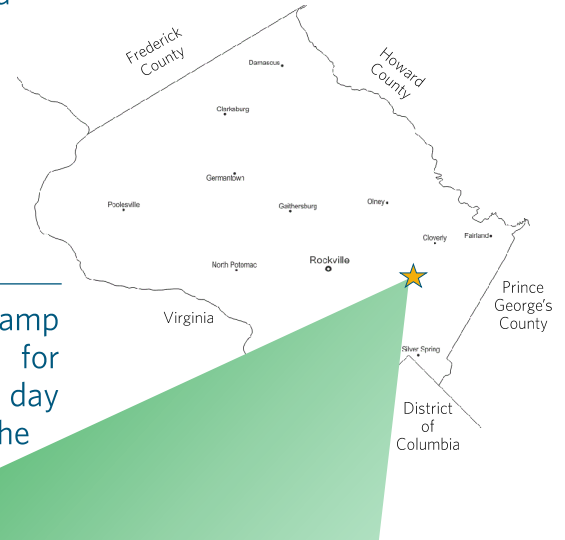
hands-on experience, collaboration, and diversity of thought and culture, campers are encouraged to be themselves, try new things, explore, accept challenges, and find joy in all that they do.

Barrie is an extraordinary environment for summer learning, exploration, and fun - summer camp at its best! With a wide variety of activities, a vibrant community, an abundance of multi-purpose facilities, and a vast natural setting, campers are free to explore new things, enjoy the outdoors, spend quality time with friends, and benefit from encouragement provided by an exciting group of camp staff!



Barrie Camp is the ideal setting for unlimited activities in and outdoors. On-site swimming, canoeing, archery, arts, and other core activities held on a campus that looks much the same as it did when the Layhill “ranch” became the camp's home in 1956.

- ◆ American Sign Language
- ◆ Archery
- ◆ Arts and Crafts
- ◆ Canoeing
- ◆ Cooperative Games
- ◆ Dance
- ◆ Drama
- ◆ Explorers
- ◆ Karate
- ◆ Music
- ◆ Nature
- ◆ Outdoor Living Skills
- ◆ Storytelling
- ◆ Swim
- ◆ Team Sports
- ◆ Traditional Camp Games
- ◆ Video Production
- ◆ Yoga
- ◆ 25-meter Olympic outdoor swimming pool
- ◆ 14 air conditioned school buildings and cottages
- ◆ A pond for canoeing and nature study
- ◆ 2 Gymnasiums
- ◆ Black Box Theater
- ◆ Outdoor Amphitheater
- ◆ Athletic fields, including a Turf Field
- ◆ Archery Range
- ◆ Hiking Trails
- ◆ Multiple Playgrounds
- ◆ 2 pavilions and innumerable shaded picnic areas



Set on 45 acres just outside Washington, D.C., Barrie Camp provides a time-honored summer camp experience for children ages 3.5 to 14. Campers must be 3.5 by their first day of camp to attend. Conveniently located minutes from the ICC and Glenmont Metro stop. Bus transportation is also available.



	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1	17 First Day Of Camp!	18	19 No Camp Juneteenth	20 Spirit Wear! When I Grow Up Wear Pizza Day	21
Week 2	24	25	26	27 Spirit Wear! Time Travel Wear Pizza Day	28 Barrie Beach Bash
Week 3	July 1	2	3 Spirit Wear! Red, White, & Blue Wear Pizza Day	4 No Camp Independence Day	5
Week 4 (Spirit wear for each day will be announced the prior week)	8 Start of Klondike Week!	9	10	11 Pizza Day	12 Klondike Day
Week 5	15	16	17	18 Spirit Wear! Super Hero Wear Pizza Day	19
Week 6	22	23 Olympic Games Opening Ceremonies	24	25 Spirit Wear! Around the World Wear Pizza Day	26 Olympic Games
Week 7	29	30	31	1 Spirit Wear! Sports Wear Pizza Day	2
Week 8 Tye Dye Week!	5	6	7	8 Spirit Wear! Disney Mania Pizza Day	9 Neptune Day (last day of camp)

Please note the calendar is dynamic. Events are subject to change.

Day Camp Schedules provide a comprehensive mixture of traditional summer camp activities, perennial favorites, and fun new offerings. All campers enjoy on-site swimming, sports, nature, arts and crafts, archery, canoeing, dance or movement, storytelling, music, cooperative games, dramatics, and a daily gathering known as Flagpole.

Daily schedules are created the week prior, giving campers the opportunity to experience all that Barrie Camp has to offer. Activities vary based on a campers age and activity availability.

LIT, Specialty, and Super Camp Schedules combine a half-day concentration in a specific interest area with a half-day of traditional camp activities. Some programs target a specific age group or require a two week minimum enrollment.

Barrie is an extraordinary environment for summer learning, exploration, and fun – summer camp at its best! With a wide variety of activities, a vibrant community, an abundance of multi-purpose facilities, and a vast natural setting, campers are free to explore new things, enjoy the outdoors, spend quality time with friends, and benefit from encouragement provided by an exciting group of camp staff!

Outdoor Education is an important aspect of Barrie. The many natural habitats across campus provide a lush and wondrous environment in which campers can explore and play. Outdoor education is incorporated into many of our activities.

Day Camp provides a comprehensive mix of classic camp activities, perennial favorites, and fun new offerings. All campers enjoy on-site swimming, canoeing, sports, nature, arts and crafts, dance, outdoor living skills, music, cooperative games, drama, and more! Middle and Upper campers are also offered archery, American Sign Language, karate, and video production. Activity periods run 30 minutes in length. Most activities are scheduled once a week except for swimming which is a double period (for most groups) scheduled daily. Day camp groups are gender-inclusive and are based on the grade a camper is going into during their upcoming school year after camp.

◆ Lower Camp	Grade Pre-K & K	(LC) Campers must be 3.5 years old by their first day of camp
◆ Lower Camp on the Go	Grade K	(LCG) Must be a rising kindergartener
◆ Middle Camp	Grades 1, 2, or 3	(M1, M2, M3)
◆ Upper Camp	Grades 4, 5, or 6	(U4, U5, U6)
◆ Upper Camp	Grades 7 and 8	(Seniors) Rising 7th and 8th Grade

Lower Camp (LCs) groups work out of a home base where they keep personal belongings. This space also contains age-appropriate activities and accessories for self-guided time, a rest or nap period, and snack time. LCs report directly to their home base and typically do not attend morning Flagpole unless there is a special event. Each LC group is led by a lead staff member supported by a team of caring counselors. All Lower Camp groups eat indoors.

All campers must be fully potty-trained.

Lower Camp on the Go (LCG) is for rising kindergarteners who want to experience more of camp. Campers will participate in more of our general day camp program, similar to their friends in our rising first grade groups. They will get to experience all activities at their normal locations, including swim, sports, boating, nature, dance, arts and crafts, and even archery! During Special Event Days, they will also have the opportunity to get the full experience that Olympic Day, Klondike Day, Neptune Day, and Barrie Beach Bash have to offer! LCG campers do not have a classroom to keep their belongings and do not have a scheduled nap or rest period.

Seniors (Grades 7 and 8) groups have a half day of morning activities scheduled for them, allowing for them to experience different opportunities that Barrie Camp has to offer. After lunch, Seniors will attend elective based programming called Senior Choice. On Monday morning during Flagpole, Seniors campers will select two elective activities to do throughout the week. The last two periods are Senior Games, where all of the Seniors come together for a large game (Capture the Flag, Kick Ball, etc), and their second swim period (the first is in the morning).

Specialty Camps offered to children entering grades 2 in the upcoming school year and up. The schedule offers a half day of specialty activity programming combined with a half day of traditional camp activities. Specialty programs currently offered include Horsemanship, Karate, Naturalists, Studio Art, and Video Production.

◆ Pokémon League Camp	Grade 1 through Grade 8 (two different groups)
◆ Naturalists (Nats), Studio Art	Grade 2 through Grade 5
◆ Horsemanship, Karate Kids	Grade 2 through Grade 8
◆ Video Production, Sports	Grade 4 through Grade 8

Super Camps are single week programs offered throughout the summer, providing blasts of fun and learning. Each offering is unique and targets a specific interest and age group. Additional fees apply and vary depending on the program and length of day. Eligibility varies by program. See pages 8 - 12 for specific information on each offering.

◆ Super Camps	Rising Kindergarten through Grade 8
---------------	-------------------------------------

Leadership Training is provided through specific programming for young people going into grades 9 or 10. Activities, discussions, and hands-on assisting with camper groups increases awareness of child development, builds group management skills, and development of leadership skills. LIT's will participate in First Aid/CPR training the week of July

◆ Leader-in-Training	Grade 9
◆ Counselor-in-Training	Grade 10 Volunteer program <i>Must apply via online counselor application</i>

Daily Schedule: The day begins at 9:00 am with Flagpole, an all-camp assembly at the amphitheater. From 9:25 am to 3:15 pm, camper groups rotate through nine activity periods. The schedule of daily activities changes from day to day and week to week except for set swim times. Most activities are scheduled once per week, weather permitting. Lunch and the occasional camper self-guided period are included in the weekly schedule. Lower Campers enjoy a rest or nap period after lunch. The camp day ends at 3:55 pm with car pick-up from 3:55 pm - 4:30 pm.

Flagpole: An all-camp assembly to start the day. Monday's we welcome campers, followed up with Talent Tuesday's, Camp Song Wednesdays, Game Show Thursday, and Dance Party Friday! While all campers attend Flagpole, no camper is ever required to participate. Campers who do not wish to participate may watch from the audience.

Swim Program: All campers are tested when they first arrive at the pool to assess skill levels and determine in which areas of the pool they may safely swim. Lifeguards are fully credentialed and have demonstrated rescue competence. The number of guards on duty is determined by the number of swimmers in the pool. Typically, three guards are on duty with an equal number of counselors assigned as "lookouts."



Placement: Campers are placed into groups based on the school grade they will be entering in the upcoming fall. Requests for friends in the same grade to be placed together may be done on a campers application or in a families CamplnTouch account. A corresponding request must be made by the friend's parent or guardian. Campers will not be moved into older or younger groups to be with friends or siblings. Specialty and Super Camps offer a wider mix of camper age ranges.

Lunch and Snacks: Campers bring bagged lunches that are kept refrigerated until lunchtime. Snacks are offered in the morning to Lower Campers and to all campers in PM Extended Day. Popsicles are available at the end of the day for everyone. Campers are encouraged to bring a water bottle and whatever snacks they need to get through the day.

Special Event Days are highlights of each summer! These days include performances, competitions, and activities centered around the theme of the day. The regular daily schedule is replaced with theme based activities for campers of all ages. To correspond with the first day of the 33rd Summer Olympic Games, we have adjusted the Barrie Olympics' to Week 6 and Neptune Day to Week 8.

Barrie's Beach Bash
June 28



Klondike Week
July 8 - July 12



Barrie Olympics
July 23 - July 26



Neptune Day
August 9



Barrie Camp Staff Members: Adults and teenagers are trained to be patient, enthusiastic and playful. They understand how to manage camper safety and well-being. All staff undergo multiple reference checks and criminal background investigations. They participate in a comprehensive pre-camp training program as well as trainings throughout the summer. Multiple staff members are assigned to each group depending on number of campers. The average number of campers per group is 18. Staff to camper ratios are based on American Camp Association requirements:

- ◆ Lower Camp - 1:6 | Middle Camp - 1:8 | Upper Camp - 1:10

Leadership Team Members: Experienced professionals with college degrees in education or fields related to their roles or experience related to their role. They provide support to counselors, campers, and their families. They ensure program quality, supervise specialists, create weekly schedules, and coordinate special event days.

Registered Nurses: Two registered nurses or a nurse and Emergency Medical Technician are on duty during the regular camp day. Staff trained in First Aid are on site during extended day hours.

Activity Specialists: Experienced specialists who have relevant college degrees or specific training, experience or certifications.

Camp Counselors: A highlight of every campers experience. All counselors are trained to keep campers safe, be mindful of individual needs, to be engaging, caring and provide encouragement and support. Campers often value the relationships with their counselors above any other aspect of camp. Senior Counselors range in age from 18 to 22, or are high school graduates. Junior Counselors are rising Juniors and Seniors in high school.



Counselors-in-Training (CITs) are going into their Sophomore year or high school and are full-time volunteers assigned to assist Senior and Junior Counselors as well as Activity Specialists.

Specialty camps are offered weekly throughout the summer and combine a half-day concentration in a specific interest area with a half-day of day camp activities.

Horsemanship at Springhill Stables (off site program)

Campers going into Grade 2 - Grade 8

Barrie Camp has partnered with Springhill Stables to provide an Equestrian program at their stables in Burtonsville, Maryland. Horsemanship offers Equestrian classes and mounted instruction, learn about horse care and some fun horse related activities. Riders are not required to have experience to enroll in the program. Riders are expected to have long pants and riding boots or closed toed shoes. Helmets are provided by Springhill Stables.

Karate Kids

Campers going into Grade 2 - Grade 8

Offering a module creating a fulfilling martial arts experience through daily sessions in Tae Kwon Do, the Korean art of Self Defense. As the summer progresses, participants will have the opportunity to rise two full belts.

Naturalists

Campers going into Grade 2 - Grade 5

Barrie's campus provides the perfect setting for discovery, exploration, and wonder. Campers develop an understanding and respect for botany, zoology, and chemistry of the Earth by exploring Barrie's outdoor campus, including Bel Pre Creek (part of the Anacostia River Watershed), gardening, simple field study, experiments, and observations of local wildlife.

Pokémon League Camp (weeks 1-5 only)

Campers going into Grade 1 - Grade 3 (AM Session) / Campers going into Grade 4 - 8 (PM Session)

Pokémon League Club is a fun way for Pokémon fans to get together over the summer! This program will focus on teaching the basics of Pokémon TCG (trading card game) to aspiring players regardless of experience level or skill. Pokémon League Clubs are a great way to learn game basics and get the feel for Pokémon competitive play. Please know Pokémon cards from home are *not permitted* as all supplies will be provided.

Sports Camp

Campers going into Grade 4 - Grade 8

Campers who love sports will enjoy working on building their skill set through practice and scrimmages. Barrie Camp Soccer is coached by Barrie School Varsity Head Coach Phil Tavares, who holds his US Soccer Federation "C" license. Flag Football, Basketball and Lacrosse are led by Barrie Camp sports activity specialists.

Weeks 1 & 2 - Soccer | Weeks 3 & 4 - Basketball | Weeks 5 & 6 - Flag Football | Weeks 7 & 8 - Lacrosse

Studio Art

Campers going into Grade 2 - Grade 6

Create a variety of two and three dimensional artworks using multiple medias including drawing, painting, collage, printmaking, and more. Experimenting with traditional and non-traditional materials, campers develop a broader understanding and appreciation for all types of art.

Weekly Themes: [Week 1 - Animal Art](#) | [Week 2 - Storybook Art](#) | [Week 3 - I Can Draw That](#) | [Week 4 - Paper Art](#) | [Week 5 - Jewelry Design](#)
[Week 6 - Fantasy Creatures](#) | [Week 7 - Fiber Art](#) | [Week 8 - Bracelet Buddies](#)

Video Production

Campers going into Grade 4 - Grade 8

Focusing on all aspects of video production, campers will spend the week creating their own project. From screenwriting to editing their final project together at the end of the week. Campers will also learn story boarding, scene development, and cinematography. Campers enrolled in more than one week can work on more advanced projects.

TEEN LEADERSHIP PROGRAM

Leader-in-Training (LIT)

Campers going into Grade 9

The LIT program helps bridge the summers between being a camper and becoming a staff member. Participants receive a purposeful introduction to the role and responsibilities of being a camp counselor combined with first-hand experience. A portion of the day is dedicated to leadership activities, shadowing camp staff, and eventually working directly with campers. The rest of the day, LIT's enjoy traditional camp activities. *LITs are required to enroll in the program for a minimum of two weeks.*

Super Camps Calendar



Super Camps are special offerings, providing blasts of fun and learning! Each program is unique and targets a specific interest and age group. Enjoy a half day in Super Camp and a half day of day camp activities.

Campers during Special Event weeks (weeks 2, 4, 6, and 8) will not participate in their Super Camp on those Fridays. They will fully participate in each Special Event Day.

	Juniors	Mids	Majors
	<i>Grades K-2</i>	<i>Grades 3-5</i>	<i>Grades 6-8</i>
Week 1 6/17 - 6/21	DroBots: Lego & K'Nex Theme Park (AM) or DroBots: Drone Super Speedsters (PM)	VineyardApp Camp: Cooking Around the World	VineyardApp Camp: AI for Kids
Week 2 6/24 - 6/28	DroBots: K'Nex Super Mario Bros (AM) or DroBots: Star Wars: BB8 Adventures (PM)	Makerspace: Water Soakers!	Makerspace: Water Soakers!
Week 3 7/1 - 7/5	DroBots: Jedi Engineering (AM) or DroBots: Coasters & Speedsters (PM)	Makerspace: Flight Science or Barrie Travelers	Makerspace: Marble Madness
Week 4 7/8 - 7/12	Makerspace: Engineering Design	Makerspace: Engineering Design	VineyardApp Camp: Game Design
Week 5 7/15 - 7/19	Barrie Travelers	Environmental Education	Environmental Education
Week 6 7/22 - 7/26	VineyardApp Camp: Weird Nature Science	Robotics and Engineering	Robotics and Engineering
Week 7 7/29 - 8/2	Mad Science: Secret Agent Lab	Mad Science: Secret Agent Lab	Barrie Travelers
Week 8 8/5 - 8/9	Mad Science: NASA Academy of Future Space Explorers	Mad Science: NASA Academy of Future Space Explorers	VineyardApp Camp: Chess

Juniors Super Camp Programs: Campers Rising Into Grades K, 1, and 2

There is no nap or rest period scheduled for campers going into Kindergarten



Barrie Travelers: Juniors (formerly *Barrie on the Go*) - All Day Session - Cost: \$600

Pack a lunch and hop on the bus for an off campus adventure every day! Possible outings for our youngest campers include: National Trolley Museum, Wheaton Regional Park, the National Zoo, Port Discovery, Badlands, Maryland Science Center, and more! Trips will change each day. Note: Final list of daily destinations will be available mid May. Locations and/or order of trips may change due to weather or scheduling conflicts.

- ◆ Week 5: July 15 - July 19 Group Size: Min. 4 / Max. 10

DroBots LEGO STEM Engineering - Lego & K'nex Theme Park - AM Session - Cost: \$590

Join us as we build our very own theme parks using LEGO, K'NEX and other awesome materials. Theme Park Design allows campers to learn and test the science behind roller coasters, giant slides, and other theme park activities. Build a giant loop and race against other teams in friendly competitions, use legos to make a zip line glider, and then make a video from the riders perspective as you crash through your concession stand sending LEGOS everywhere!

- ◆ Week 1: June 17 - June 21 Group Size: Min. 8 / Max 16

DroBots Drone Junior - Drone Super Speedsters - PM Session - Cost: \$590

Do you have a thirst for speed and thrills? How about wrecks and photo finishes?! Well, it's time to take to the course and test your flying skills in an exciting and gamified week of drone races and challenges. To ensure success on the race tracks, campers will unite and create Speedster teams. These teams must demonstrate and utilize important life skills such as: problem solving, teamwork, and safety to complete all races successfully. Also, teams will construct their very own courses for competition, modify their drone bots to be more dynamic, and try to set world records on some of the most prestigious drone tracks ever created! Join our well-trained and enthusiastic instructors for an amazing week full of speed, teamwork, friendly competition, and summer fun!

- ◆ Week 1: June 17 - June 21 Group Size: Min. 8 / Max 12

DroBots: LEGO STEM Engineering - K'nex Super Mario Brothers - AM Session - Cost: \$640

The Super Mario Brothers are back at it again! Young Drobots engineers will join Mario, Luigi, Toadstool, and Yoshi "to build" new levels during each camp day. Campers will use LEGO and K'nex motors to create moving obstacles for our (pesky) characters to avoid. Create and take tunnels to secret levels that only YOU know about and then challenge your friends to try to beat your Bowser maze. Parents, it's time for your little ones to enjoy all of the fun from the hit game you knew of growing up, but all brought to life in a STEM setting with: LEGOs, K'nex, and of course...creativity! Did we mention Robots? Oh Yeah...Watch out for them - it is 2024!

- ◆ Week 2: June 24 - June 28 Group Size: Min. 8 / Max 16

DroBots: StemQuest Junior - Star Wars: BB8 Adventures - PM Session - Cost: \$640

BB8 Adventures takes STEM to a galaxy far far away. This program combines all of the highlights from the latest Star Wars movies, specifically the newest droid, D-0 and the rest of the popular bots, which are certain to excite your 1st or 2nd grade camper! Each day, teams of campers (Squads) work together, with encouragement and guidance from their Jedi counselors, to customize droid-like robots and complete various Yoda engineering challenges. Throughout the week, campers will dunk intergalactic basketballs into mini hoops, play BB8 battleship, and joust in the balloon popping droid arena. Each challenge presents the campers with hands-on building and engineering lessons to help make their bots jump up ramps, roll through tunnels, and bounce over barriers. BB8 Adventures offers a friendly and collaborative environment, encouraging teamwork, sportsmanship and positivity - all while introducing campers to become active participants with today's most applicable, exciting, and new technology.

- ◆ Week 2: June 24 - June 28 Group Size: Min. 8 / Max 16

DroBots LEGO STEM Engineering - Jedi Engineering LEGO - AM Session - Cost: \$590

Prepare for a full-day LEGO camp packed with hands-on and minds-on STEM fun! Build projects inspired by cool machines close to home such as Cities, Garbage Trucks, and Catamarans. Then build X-Wings, Energy Catapults, and Defense Turrets from a galaxy far, far away! Learn about BOTH kinds of The Force in this full-day themed engineering camp for LEGO fanatics!

- ◆ Week 3: July 1 - July 5 Group Size: Min. 8 / Max 16

DroBots StemQuest Junior - Coasters & Speedsters - PM Session - Cost: \$590

Campers who yearn for the need for speed are required to participate in this energizing camp program. Teams of campers work together during multiple hands-on creative activities to design, build, and race rolling objects. Prepare to design and build the tallest, fastest, and most durable marble roller coasters, before releasing your marble in super-speedster fashion down the tracks. Huddle up with your counselors and devise a plan to have your rolling objects jump over as many towers as possible without knocking them over. Get creative and build your very own balloon-powered speedster bot and navigate it around and crash it through various obstacles. Finally, try your best to conquer and complete the dreaded super loop for extra excitement!

- ◆ Week 3: July 1 - July 5 Group Size: Min. 8 / Max 16

Mad Science: Secret Agent Lab - PM Session - Cost: \$540

Suspects! Schematics! And Sleuths! Connect the dots using science to help solve a crime in this hands-on investigation of the science of sleuthing. Uncover the science involved in evidence gathering, analysis, and fingerprint detection. Enhance your recall and observation skills and learn how to use spy equipment.

- ◆ Week 7: July 29 - August 2 Group Size: Min. 8 / Max. 18

Mad Science: NASA: Academy of Future Space Explorers - PM Session - Cost: \$540

Blast off with the only camp designed and created specifically by NASA engineers! Set your future space explorers on a trajectory from our Earth's atmosphere to the outer reaches of our solar system! This hands-on program will bring children closer to the stars, planets, comets, and more. Learn about living in space, getting away from gravity, looking for space phenomena, and participate in a rocket launch!

- ◆ Week 8: August 5 - August 9 Group Size: Min. 8 / Max. 18

Makerspace: Engineering Design - PM Session - Cost: \$540

An engineering and science based inquiry class focused on developing 21st century skills and deepening campers understanding of the nature of science and the engineering design process through fun, engaging projects. Projects include: sling-shot cars, toothpick bridges, Lego creations and more.

- ◆ Week 4: July 8 - July 12 Group Size: Min. 4 / Max. 12

VineyardApp Camp: Weird Nature Science - AM Session - Cost: \$540

Have you ever wanted to be a scientist? Or to increase your understanding of the natural world? Well, you're in luck! In this program, camper will be learning about physics and the natural world through fun, easy science experiments in chemistry and physics. We'll learn about states of matter, the animal and plant kingdoms, and how things we interact with in our everyday lives really work.

- ◆ Week 6: July 22 - July 26 Group Size: Min. 4 / Max 14

Mids Super Camp Programs Campers Rising Into Grades 3, 4, and 5

Barrie Travelers: Mids (formerly *Barrie on the Go*) - All Day Session - Cost: \$550

Adventure awaits campers in this travel program. Grab your lunch and hop on the bus for outings geared campers going into 3rd to 5th grade. Possible outings include, but are not limited to, Zava Zone, Grottoes Caverns, Sandy Spring Adventure Park, Port Discovery, Climzone, hiking along the C&O Canal, and more! Note: Final list of daily destinations will be available mid May. Locations and/or order of trips may to change due to weather or scheduling conflicts.

- ◆ Week 3: July 1 - July 5 Group Size: Min. 4 / Max. 10

Environmental Education - AM Session - Cost: \$540

An outdoor education experience that allows campers to explore Barrie's 45-acre campus, and talk about environmental problems and issues, learn about native and non-native flora and fauna and engage in engineering projects using natural resources. Projects include: Tree identification, tracking animal movement, orienteering and bridge building.

- ◆ Week 5: **July 15 - July 19** Group Size: Min. 8 / Max. 12

Mad Science: Secret Agent Lab - AM Session - Cost: \$540



Suspects! Schematics! And Sleuths! Connect the dots using science to help solve a crime in this hands-on investigation of the science of sleuthing. Uncover the science involved in evidence gathering, analysis, and fingerprint detection. Enhance your recall and observation skills and learn how to use spy equipment.

- ◆ Week 7: **July 29 - August 2** Group Size: Min. 8 / Max. 18

Mad Science: NASA: Academy of Future Space Explorers - AM Session - Cost: \$540



Blast off with the only camp designed and created specifically by NASA engineers! Set your future space explorers on a trajectory from our Earth's atmosphere to the outer reaches of our solar system! This hands-on program will bring children closer to the stars, planets, comets, and more. Learn about living in space, getting away from gravity, looking for space phenomena, and participate in a rocket launch!

- ◆ Week 8: **August 5 - August 9** Group Size: Min. 8 / Max. 18

Makerspace: Water Soakers! - AM Session - Cost: \$540

Come create your very own water squirt gun from scratch. In this program, campers learn about the factors affecting the flow of water and study how pressure can be increased or decreased and then use the engineering design process to create their very own, functioning, water soaker.

- ◆ Week 2: **June 24 - June 28** Group Size: Min. 8 / Max 12

Makerspace: Flight Science - PM Session - Cost: \$490

In this program, campers explore the concept of flight through paper helicopters and paper airplanes. Campers explore the different factors that make a paper airplane fly and then practice using the scientific method to identify which factors influence the flight of the planes most. In addition to learning how to create different paper airplane designs, students also create different types of airplane launchers to fly their paper airplane designs.

- ◆ Week 3: **July 1 - July 5** Group Size: Min. 8 / Max 12

Makerspace: Engineering Design - PM Session - Cost: \$540

An engineering and science based inquiry program focused on developing 21st century skills and deepening campers understanding of the nature of science and the engineering design process through fun, engaging projects. Projects include: sling-shot cars, toothpick bridges, Lego creations and more.

- ◆ Week 4: **July 8 - July 12** Group Size: Min. 4 / Max. 12

Robotics and Engineering - PM Session - Cost: \$540

An introduction to computer science program that introduces camper's to the concept of computer programming, drag-and-drop block based coding, html script and using programming to control different types of robots.

- ◆ Week 6: **July 22 - July 26** Group Size: Min. 8 / Max. 12

VineyardApp Camp: Cooking Around the World - AM Session - Cost: \$490



Does your child have a passion for cooking? In this cooking class, students will discover how to prepare delicious international and American dishes safely and skillfully. We'll explore diverse recipes from Africa, Asia, Europe, and North and South America, all kid-friendly and perfect for after-school cooking. During our sessions, your child will play kids' games from other countries, learn food terms from around the world, and receive simple recipes they can use at home. This course is tailored for younger students and focuses on microwave cooking.

- ◆ Week 1: **June 17 - June 21** Group Size: Min. 8 / Max 14

Barrie Travelers: Majors (formerly *Barrie on the Go*) - All Day Session - Cost: \$540

A fun week for campers looking for high adventure. Pack a lunch and hop on the bus for day long field trips geared for older campers going into grades 6-8. Possible outings include, but are not limited to, Sandy Spring Adventure Park, Zava Zone, American Visionary Art Museum, Air and Space Museum, Grottoes Caverns, hiking along the C&O Canal, Tubing at Harpers Ferry, and more! Note: Final list of daily destinations will be available mid May. Locations and/or order of trips may to change due to weather or scheduling conflicts.

◆ Week 7: July 29 - August 2 Group Size: Min. 4 / Max. 10

Environmental Education - PM Session - Cost: \$540

An outdoor education experience that allows campers to explore Barrie's 45-acre campus, and talk about environmental problems and issues, learn about native and non-native flora and fauna and engage in engineering projects using natural resources. Projects include: Tree identification, tracking animal movement, orienteering and bridge building.

◆ Week 5: July 15 - July 19 Group Size: Min. 8 / Max. 12

Makerspace: Water Soakers! - PM Session - Cost: \$540

Come create your very own water squirt gun from scratch. In this program, campers learn about the factors affecting the flow of water and study how pressure can be increased or decreased and then use the engineering design process to create their very own, functioning, water soaker.

◆ Week 2: June 24 - June 28 Group Size: Min. 8 / Max 14

Makerspace: Marble Madness - PM Session - Cost: \$490

Campers will explore physics concepts like kinetic and potential energy and solve questions like: "Will the marble make it to the end of the run? Can you include a jump? How slow can you move the marble?" Campers will study and apply Newtonian physics to understand the movement of marbles using a wide range of materials, including; Legos, Straws, Hot Glue and Cardboard to create different types of marble mazes. Each maze will require the campers to use their problem-solving and engineering design skills to create the optimal design.

◆ Week 3: July 1 - July 5 Group Size: Min. 8 / Max 14

Robotics and Engineering - PM Session - Cost: \$540

An introduction to computer science program that introduces camper's to the concept of computer programming, drag-and-drop block based coding, html script and using programming to control different types of robots.

◆ Week 6: July 22 - July 26 Group Size: Min. 8 / Max. 12

VineyardApp Camp: AI for Kids - PM Session - Cost: \$490

Join our exciting AI course designed for campers to dive into the fascinating world of Artificial Intelligence (AI)! In this engaging program, you'll learn how to interact with AI by simply talking to it, uncovering the magic behind how AI "thinks." Campers will explore their creativity using AI to craft pictures and stories, discover the wide range of applications for AI, and gain the skills to use this cutting-edge technology responsibly. You'll be introduced to coding by creating video games and chatbots with AI-generated content. This course will empower scholars with AI skills that are valuable today and will shape their future!

◆ Week 1: June 17 - June 21 Group Size: Min. 8 / Max. 16

VineyardApp: Game Design - AM Session - Cost: \$540

Have you ever dreamed of creating a video game? In this program, we'll dive into game development. Campers will learn the fundamentals of game design, starting with HTML programming. During the course, we will use AI technology for storytelling and image creation, infusing unlimited options into game creation. We'll also work on enhancing writing skills by coding trivia challenges and immersive choose-your-own-adventure games. Learners will have the opportunity to collaborate on a group game. Together, you'll practice the techniques learned throughout the course to craft a game that can be shared with friends and family. You don't need any previous experience or special software; you'll only need your creativity!

◆ Week 4: July 8 - July 12 Group Size: Min. 5 / Max. 16

VineyardApp: Chess: The Road to Grandmaster - AM Session - Cost: \$540

Delight campers with highly engaging chess lessons adapted to your campers age and chess level. In this program, your campers will learn the basics of chess, openings, and strategy. Beginning with free play to evaluate familiarity and comfort level, we will layer in skills and work with kids to learn to apply them to gameplay. Next, variant games are a great way to keep learners interested, and chess extra fun and playful. Throughout this program, we will work with your child to connect chess concepts, so they internalize the game's rules and overarching framework. Total beginners will have a blast without chess experience. Advanced chess wizards will develop a deeper understanding of the game. Everyone will graduate with knowledge and joy for the game.

◆ Week 8: August 5 - August 9 Group Size: Min. 5 / Max. 16

2024 Camp Weeks

One*	Two	Three*	Four	Five	Six	Seven	Eight
6/17-6/21	6/24-6/28	7/1-7/5	7/8-7/12	7/15-7/19	7/22-7/26	7/29-8/2	8/5-8/9

*No camp on June 19 and July 4 due to an observed federal holiday

Eligibility: Children must be age 3.5 by their first day of camp to be eligible. Specialty and Super camps are geared toward designated age groups. Juniors Super Campers and Lower Camp on the Go groups do not have nap time. *All campers must be fully potty-trained.*

Enrollment Procedure:

Step 1: Submit a camper application with payment information at barrie.org/camp. Camper applications are only available online. Major credit cards or checks are accepted. If paying by check, your full deposit is due within 14 days upon enrollment confirmation. Failure to send payment will result in your campers enrollment being cancelled.

Step 2: Complete and submit all Barrie Camp Health Forms by May 31, 2024 or at time of registration when enrolling after May 31st. Please read instructions carefully. Certain forms from other agencies or programs may be accepted. Please check with the Camp Office before uploading other agencies forms. For the safety of all at Barrie Camp, all Health Forms must be on file in the camp infirmary before a camper is permitted to participate. This includes the Authorization to Administer Medication for campers who will be taking medication while at camp. Campers without complete Health Forms will not be allowed to participate in camp activities until all Health Forms have been turned in and reviewed by the Camp Nurse.

Availability: Registration opens early January and continues through July 29th. All programs and age groups have limited enrollment numbers. Registration for those programs closes once all spots are filled. To benefit from early bird pricing discounts, register before 11:59 pm on March 1st.

Enrollment Options: Choose between Day, Specialty, or Super Camp programs. Multiple weeks do not have to be consecutive.

PLEASE NOTE:

- 1) The LIT program requires a minimum of two weeks of consecutive enrollment
- 2) Horsemanship has a separate fee
- 3) Super Camps are limited offerings with different dates, ages requirements, and costs.

Extensions: Campers are welcome to sign-on for additional weeks provided space is available. Any potential discounts due to additional weeks will be applied by camp staff.

Tuition: For Day Camp, and most Specialty Camps, a tiered pricing structure applies to siblings and those attending multiple weeks. Additional discounts apply for early bird enrollment. Super Camps, Horsemanship, and the LIT Program are priced separately and do not have discounts. Morning and afternoon extended day, and bus transportation come with additional fees. **Barrie students enrolled in the 2024-25 academic year receive a 10% discount on all camp fees.** *Contact the camp to have the discount applied.* There is a \$50 discount to campers enrolled in Week 1 (June 17 - 21) and Week 3 (July 1 - July 5) due to federal holidays.

Credit Card Payment Plans: If needed, a payment plan can be arranged and is an automatic monthly credit card charge. The total enrollment fee will be split based on the number of months between enrollment and June 1st.

Confirmation: Enrollment is confirmed by email from Camp. Payment will be processed within seven business days. Health forms and additional forms will be made available on your CampInTouch account beginning in February. Please check your email's spam folder if you do not receive a confirmation email. If you do not receive a confirmation email, please contact the Barrie Camp Office.

Withdraw or Refunds: There are no refunds, credit, or remission of fees, except as follows:

- ◆ If a withdraw request is received in writing from the child's parent by 5 pm EST May 31st, 2024, camp retains a non-refundable \$100 registration fee. All remaining tuition and fees will be refunded.
- ◆ After May 31, 2024, in the event that a child is unable to attend camp due to an extended illness or injury, or if an immediate parent has a documented and active case of COVID-19, we will issue a full refund minus the \$100 non-refundable deposit per camper provided that the illness can be appropriately documented, for the time the camper will be unable to attend.

2024 Rate Chart (per week / per camper)	One Camper or First Sibling				Second and All Additional Siblings			
	4 weeks or more	3 weeks only	2 weeks only	1 week only	4 weeks or more	3 weeks only	2 weeks only	1 week only
Early Bird - 1/10/24 to 3/1/24	\$440	\$465	\$490	\$515	\$420	\$445	\$470	\$515
Regular - 3/2/24 to 7/29/24*	\$465	\$490	\$515	\$540	\$445	\$470	\$495	\$540
Horsemanship	N/A	N/A	N/A	\$640	N/A	N/A	N/A	\$640
Super Camps	N/A	N/A	N/A	\$540 and up	N/A	N/A	N/A	\$540 and up
Leader-in-Training	\$390	\$390	\$390	N/A	\$390	\$390	\$390	N/A
Extended Day				Bus Transportation				
AM Extended Day - 7:30 AM to 8:30 AM			\$55	AM or PM Only Bus Service Late Bus Only (includes PM Extended Day)			\$100 \$135	
PM Extended Day - 4:30 PM to 6:00 PM			\$85	Round Trip Bus Service AM & Late Bus (includes PM Extended Day)			\$135 \$165	
AM & PM Extended Day			\$125	One Way Bus Service Drop In (per day)			\$25	
AM Extended Day Drop-In (per day)			\$15	Round Trip Bus Service Drop In (per day)			\$35	
PM Extended Day Drop-In (per day)			\$20	AM & Late Bus Service Drop In (per day)			\$40	
AM & PM Extended Day Drop-In (per day)			\$35					
A 10% discount is available to all fees for Barrie School families enrolled in the 2024-25 academic year. Contact the Camp Office for the discount upon completing your campers registration.								

Enrollment Notes

- ◆ Tuition covers regular camp program, activities, and end of day popsicles.
- ◆ Multi-camper rates apply only to the second and all additional siblings.
- ◆ For campers enrolled in more than one program, rates are based on total number of weeks in camp.
- ◆ To qualify for rates as shown, applications must be complete in full on or before the end of the rate period.
- ◆ \$50 enrollment discount in Week 1 due to camp being closed June 19 and in Week 3 due to camp being closed July 4

Early Bird Rates: Early bird rates are in effect until 11:59 pm on Friday, March 1st.

Last Day to Register: The last day to register for Barrie Camp is July 29, 2024. Weekly registrations close 7 days prior to the first day of a specific week. This is to allow our nursing staff to review medical forms. Families already enrolled, with completed medical forms, can add additional weeks, space permitting, up to the Friday before.

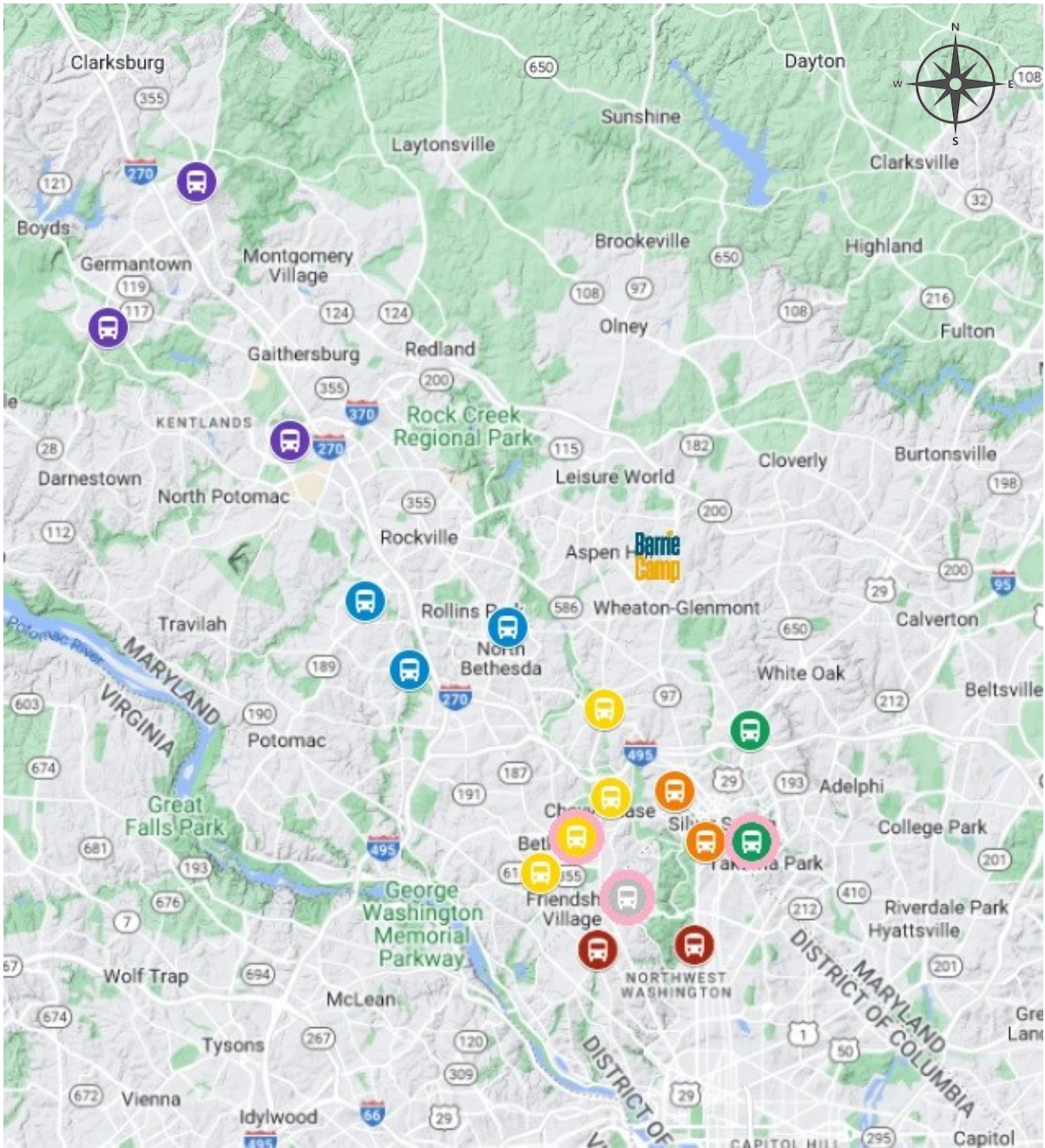
Extended Hours: Before and after camp extended day is available on a full time or drop-in basis for additional fees. Morning extended day begins at 7:30 am. Afternoon extended day ends promptly at 6:00 pm. Campers that remain after 6:00 pm are taken to the Camp Office on our upper campus.

Bus Routes: Transportation to and from camp is available from convenient pick-up points located through Montgomery County and Northern Washington, D.C. With prior arrangements, a camper may occasionally use bus services as a drop in if space permits. See specific stop locations and times on page 18 and 19.



For families who require bus transportation but cannot pick up until later, the Late Bus is an available option at select locations in Southern Montgomery County and Northwest Washington, DC.

More Information: Detailed information about Barrie Camp is available at www.barrie.org/camp. Assistance with enrollment is available by phone at 301-576-2818 or email camp@barrie.org.



Bus Routes

- ◆ Bethesda/Chevy Chase
- ◆ Lafayette
- ◆ Northwest Washington, DC
- ◆ Potomac/Rockville
- ◆ Silver Spring
- ◆ Takoma Park
- ◆ Upcounty
- ◆ Late Bus (LB)





BarrieCamp

Bus Stops and Times

Departure Time Arrival Time

Bethesda / Chevy Chase Route		AM	PM
1. Little Falls Park (S.V.U.2. Sign)	6300 Little Falls Parkway	7:55	4:50
2. Bethesda Chevy Chase H.S.	Chelton Road Entrance - 4301 East-West Highway	8:10	4:35
3. North Chevy Chase E.S.	3700 Jones Bridge Road	8:20	4:25
4. Kensington Safeway	10530 Connecticut Avenue	8:30	4:15
5. Barrie School and Camp	13500 Layhill Road	8:45	3:55
Lafayette Route		AM	PM
1. Lafayette E.S.	5701 Broad Branch Road, NW	8:10	4:15
2. Barrie School and Camp	13500 Layhill Road	8:40	3:55
Northwest Washington, DC Route		AM	PM
1. Carter Barron Parking Lot (NEW)	Entrance South of Colorado Avenue, NW and 16th Street	7:45	4:40
12 Brandywine & 40th	SW Corner of Brandywine Street, NW and 40th Street, NW	8:05	4:25
3. Barrie School and Camp	13500 Layhill Road	8:40	3:55
Potomac / Rockville Route		AM	PM
1. Falls Road Park	12600 Falls Road	8:15	4:35
2. Cabin John Village CVS	7955 Tuckerman Lane	8:25	4:25
3. Old Navy	12017 Rockville Pike	8:35	4:15
4. Barrie School and Camp	13500 Layhill Road	8:45	3:55
Silver Spring Route		AM	PM
1. Shepherd E.S.	7800 14th Street, NW	8:10	4:25
2. Rosemary Hills E.S.	2111 Porter Road	8:20	4:15
3. Barrie School and Camp	13500 Layhill Road	8:50	3:55
Takoma Park Route		AM	PM
1. Takoma Park M.S.	7611 Piney Branch Road	8:05	4:30
2. Four Corners Safeway	116 University Boulevard W	8:25	4:10
3. Barrie School and Camp	13500 Layhill Road	8:40	3:55
Upcounty Route		AM	PM
1. Milestone Shopping Center	20900 Frederick Road (by Pep Boys)	8:00	4:45
2. Cedar Creek Local Park (NEW)	13513 Richter Farm Road	8:15	4:25
3. Crown Harris Teeter	323 Copley Place	8:30	4:10
4. Barrie School and Camp	13500 Layhill Road	8:50	3:55
Late Bus Route			PM
1. Barrie School and Camp	13500 Layhill Road		5:45
2. Bethesda Chevy Chase H.S.	4301 East-West Highway - Chelton Road Entrance		6:05
3. Lafayette E.S.	5701 Broad Branch Road, NW		6:25
4. Takoma Park M.S.	7611 Piney Branch Road		6:45

BarrieCamp

Barrie Camp is an extraordinary environment for summer experiential education, exploration, making new friends, and having fun with on-site swimming, canoeing, archery, arts and crafts, sports, coding and more!



Ages:
3.5 - 14



Camp Dates:
June 17 -
August 9

Open Houses:
January 7,
February 4,
March 10



Bus
Transportation
and AM/PM
Extended Day
Available

Join us for Summer 2024!

13500 Layhill Road, Silver Spring, MD • camp@barrie.org • 301.576.2818
Minutes from the ICC & Glenmont Metro