

EARLY AND LATE CARE

Sessions A-E, ages 5-15

Early Care is held from 7-8:45 a.m. and is located at the Y Field. Group games and activities will be led each morning for all campers wishing to participate. Camp staff will make sure each camper is dropped off at their appropriate camp each day. After 8:45 a.m., parents should drop off campers at their camp location.

Late Care is held from 5-6:30 p.m. and is located at the Playground in War Memorial Park. Group games, activities and supervised free play at the playground are scheduled for each day.

BASKETBALL CAMP

Sessions A, C & E, ages 5-8

Sessions B & D, ages 9-12

We are able to have our basketball camps return to the Y for the 2022 summer! The morning portion of this camp will focus on drills and skills (dribbling, passing, shooting and defense) along with scrimmages and mini-tournaments. This program meets in the Large Gym at the Y.

BRAIN WAVES

Sessions A-E, ages 5-10

Brain Waves is separated by grades to ensure age-appropriate activities, is geared toward building social skills, self-esteem and teamwork. Themes for each session include (A) Mad Science, (B) Fear Factor, (C) Animal Planet, (D) Marvel Characters, Super Heroes and (E) YMCA Musical/Play. Each session will incorporate games, songs, swimming, hikes and more.



COUNSELOR IN TRAINING

Sessions A-E, ages 13-16 GRADES 7-10

C.I.T. is for teens interested in becoming counselors. This program teaches campers responsibility, organization and helps build leadership skills through team-building and camp activities. Campers will participate in leading, planning and assisting all camps with games, songs, swimming, sports, crafts and more. We will divide our CIT's into two categories - Sr. CIT or Jr. CIT. By doing this, we will be able to provide an experience and opportunity that will specifically assist our CITs to grow and mature at their own pace. Interviews are recommended for new CITs. Applicants must demonstrate maturity, commitment, ability to work well with others, and leadership potential.

Sr. CIT Participants that have been a CIT the previous summer and have shown the dedication and responsibility to be in this category. Sr. CITs will have the opportunity to lead in a similar way to our camp staff. Creating games, songs, themes and special events will be heavily emphasized in the hope of preparing participants to apply for the Jr. Counselor position (age 16). Sr. CITs will not oversee or supervise Jr. CITs.

Jr. CIT All new CIT participants, regardless of age or grade level, will enter the program as a Jr. CIT. Activities will include; assisting with games, snack time and special events. These participants can be moved to the Sr. CIT at the discretion of our Head Counselor or Camp Director due to age, experience and maturity.

EXPLORATION CAMP

Sessions A, C & E, ages 9-12

Sessions B & D, ages 5-8

The Sewickley Valley YMCA is excited to provide this camp opportunity, including mountain biking, tuff mudder nature trails, and creek walks. Campers are encouraged to bring their bikes which the Y will lock up each night. Campers will also have weekly themes, games, songs, crafts and swimming. Taking home bikes at the end of the session is greatly appreciated.

FUNK FACTORY

Sessions A-E, ages 5-12

Campers will learn high-energy, fun dance routines to kid-friendly/pop music and participate in dance parties every day. Campers will create dance routines and will host a dance show for parents at the end of every session. This camp will also create crafts, swim and enjoy outdoor games and activities.

GYMNASTICS

Sessions A-E, ages 5-12

Campers will be placed in groups according to skill level, not by age or grade. For two hours each morning, participants will work on the following skills in the YMCA Large Gym: forward and backward rolls, cartwheels, round-offs, back walkovers, front walkovers, front and back limbers, back handsprings, tip up to handstands, tripods and more. Uneven parallel bars will be used several times throughout the session. At the end of each session, campers will perform a show in which parents are able to watch.

LEGO CAMP

Sessions A, C & E, ages 5-8

Sessions B & D, ages 9-12

We are taking the leap into the Lego world. Resourcefulness, creativity, and cooperation come together in this unique camp! Campers will boost their imagination while building and designing projects such as bridges, cities, or chain reactions.

SUPERHEROES CAMP

Sessions A-E, ages 5-10

This new camp will focus on the Avengers superheroes. Campers will develop their superhero powers by creating costumes, weapons, along with acting out fun battles. Shields, masks, capes and cardboard weapons will allow for a fun interactive play.

SPACE CAMP

Sessions A, C & E, ages 8-11

Sessions B & D, ages 5-7

Did you ever wonder what it's like to be an astronaut? We have too! Moon rocks, alien hunts, rocker launchers, space ships and cosmo dodgeball will make up a fun-filled mornings. Be part of our mission to space as we travel through the galaxies.

TEEN ADVENTURE

Sessions A-E, ages 12-15

During each session, teens will go on four field trips (cost is included in the registration fee). Past trips include a wave pool, museums and mini-golf. Campers will also participate in a variety of activities including sports, hikes, themes and games.

TENNIS

Sessions A-E, ages 6-12

Campers will have tennis instruction for one-hour and 30 minutes each morning. During that time campers will be separated into skill levels, and each group will learn participate in drills, learn new skills on court, play in games create lasting friendships. Campers must wear tennis shoes and bring racquets to camp each day.

WARRIOR CAMP

Sessions A, C & E, ages 5-8

Sessions B & D, ages 9-12

Our Warrior course is an excellent experience for the active camper. Climbing the equipment, working as a team and having individual time trials are what make this camp great! This camp is perfect if you have the next Ninja Warrior Jr. in your home!

YOUTH ADVENTURE

Sessions A - E, ages 7-12

Youth Adventure focuses on weekly themes such as (A) Movin' and Groovin', (B) Treasure Hunters, (C) Minute to Win It, (D) Getting Dirty, and (E) Slime Time. We will go on mini local field trips throughout each session (minimal cost depending on the trip).