

JUNE	MONDAY	Tuesday	Wednesday	Thursday	Friday
	6	7	8	9	10
		Family night 3:30-5:30	Clubs		
	13	14	15	16	17
		Camp 1 Urban Air 9- 12	Clubs	Camp 1 Lakewood park 1-4	Water play
	20	21	22	23	24
	Camp 1 Edgewater Park 9:30-12:30 Women's Aviation 1:00 Clubs Camp 2	Clubs	Ice cream day @ Addie's Coffee	Camp 1 Water play	
	27	28	29	30	1
		Camp 1 Edgewater 9:30-12:30 Water play	Camp 1 Pioneer Water Park 10:00-5:00 Clubs Camp 2	Clubs	Ice cream day
JULY	MONDAY	Tuesday	Wednesday	Thursday	Friday
	4	5	6	7	8
	Closed	Camp 1 Water play	Ice cream day @ Addie's Coffee	Camp 1 Mad Factory 9:30-11	Clubs
	11	12	13	14	15
	Camp 1 Lakewood park 9:30-12 Water play		Crushers 10:00	Clubs Family night 3:30-5:30	Ice cream day
	18	19	20	21	22
	Camp 1 Edgewater park 9:30-12		Camp 1 African Safari 9:30-5:00	Clubs	Ice cream day @ Addie's Coffee

	Water play				
	25	26	27	28	29
		Camp 1 Edgewater park 9:30-12 Water play	Camp 1 Cleveland Zoo 10-3	Clubs	Ice cream day
August	MONDAY	Tuesday	Wednesday	Thursday	Friday
	1	2	3	4	5
	Ice cream day @ Addie's Coffee	Camp 1 Lakewood park 9:30-12 Water play		Camp 1 Wade park 9:30- 12:30 Cleveland Art Museum 2:00	Clubs
	8	9	10	11	12
			Field day 8-5	Family night art show 3:00- 5:30	Ice cream day

Summer Camp Guidelines

- Gym shoes are to be worn every day: no sandals, crocs, flip flops, or slides.
- Children should bring a plastic water bottle, there will be a water station available to refill.
- If you are packing a lunch, it must contain food from each food group: grain, dairy, fruit, vegetable. No chips, candy, pop, energy drinks, coffees, etc. No glass containers.
- On swim days appropriate, swim attire. Swim trunks have to be able to stay up and no 2-piece swimsuits.
- No cell phones or electronic devices. If you need to contact your child, please call the center or contact Miss Nicole on her cell 216-319-3190.
- Sunscreen has to be lotion, no aerosol.
- Label items with your child's first and name.
- Shorts fingertip length and able to stay up around the waist.
- Tank top straps 3 fingertips width