

SUPERCHARGED Program Schedule

Five Groups: 90 - 120 Participants

Each Instructor leads one module. Instructors should eat lunch with the participants and take a break during mid-day *Camp Invention Games™*. Please schedule 3 Instructors to assist with morning *Base Camp™*, and 2 Instructors to assist with afternoon *Base Camp™*. Leadership Interns should break during Lunch and aid the facilitation of all *Base Camp™* activities and mid-day *Camp Invention Games™*.

Please refer to your program team chart for specific team level requirements.

Time	Blue Group	Green Group	Orange Group	Red Group	Yellow Group
9:00 - 9:15	Base Camp™ - 3 Instructors				
9:15 - 10:15	<i>Innovation Force™</i>	<i>DIY Orbot™</i>	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>	<i>Camp Invention Games™</i>
10:15 - 10:20	Sanitize Hands				
10:20 - 10:30	Snack				
10:30 - 11:30	<i>DIY Orbot™</i>	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>	<i>Camp Invention Games™</i>	<i>Innovation Force™</i>
11:30 - 11:35	Sanitize Hands		Camp Invention Games™		
11:35 - 11:55	Lunch – Innovation Force™ and DIY Orbot™ Instructors				
11:55 - 12:00	Camp Invention Games™		Sanitize Hands		
12:00 - 12:20			Lunch – Farm Tech™, Deep Sea Mystery™, and Camp Invention Games™ Instructors		
12:20 - 1:20	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>	<i>Camp Invention Games™</i>	<i>Innovation Force™</i>	<i>DIY Orbot™</i>
1:20 - 2:20	<i>Deep Sea Mystery™</i>	<i>Camp Invention Games™</i>	<i>Innovation Force™</i>	<i>DIY Orbot™</i>	<i>Farm Tech™</i>
2:20 - 3:20	<i>Camp Invention Games™</i>	<i>Innovation Force™</i>	<i>DIY Orbot™</i>	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>
3:20 - 3:30	Base Camp™ – 2 Instructors				

SUPERCHARGED Program Schedule Four Groups: 60-89 Participants

Each Instructor leads one module. Instructors should eat lunch with the participants and take a break during mid-day *Camp Invention Games™* activities. Please schedule 2 Instructors to assist with morning *Base Camp™*, and 2 Instructors to assist with afternoon *Base Camp™*. Leadership Interns should break during Lunch and aid the facilitation of all *Base Camp™* activities and mid-day *Camp Invention Games™*.

Please refer to your program team chart for specific team level requirements.

Time	Blue Group	Green Group	Orange Group	Red Group
9:00 - 9:15	<i>Base Camp™</i> - 2 Instructors			
9:15 - 10:30	<i>Innovation Force™</i>	<i>DIY Orbot™</i>	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>
10:30 - 10:35	Sanitize Hands			
10:35 - 10:40	Snack			
10:40 - 11:55	<i>DIY Orbot™</i>	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>	<i>Innovation Force™</i>
11:55 - 12:00	Sanitize Hands		<i>Camp Invention Games™</i>	
12:00 - 12:25	Lunch – <i>Innovation Force™</i> and <i>DIY Orbot™</i> Instructors			
12:20 - 12:25	<i>Camp Invention Games™</i>		Sanitize Hands	
12:25 - 12:50			Lunch – <i>Farm Tech™</i> and <i>Deep Sea Mystery™</i> Instructors	
12:50 - 2:05	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>	<i>Innovation Force™</i>	<i>DIY Orbot™</i>
2:05 - 3:20	<i>Deep Sea Mystery™</i>	<i>Innovation Force™</i>	<i>DIY Orbot™</i>	<i>Farm Tech™</i>
3:20 - 3:30	<i>Base Camp™</i> - 2 Instructors			

SUPERCHARGED Program Schedule Three Groups: 40-59 Participants

Instructors should eat lunch with the participants and take a break during the mid-day *Camp Invention Games™* activities. The Director should lead the *Camp Invention Games™* modules during lunchtime. Leadership Interns should break during Lunch and aid the facilitation of all *Base Camp™* activities and mid-day *Camp Invention Games™*. Please schedule 2 Instructors to assist with morning *Base Camp™*, and 1 Instructor to assist with afternoon *Base Camp™*.

Each Instructor leads one module exclusively and co-instructs the Stick To It™ module. Instructors rotate leading Stick To It™ with each leading one session of Stick To It™ per day.

Please refer to your program team chart for specific team level requirements.

Time	Blue Group	Green Group	Orange Group
9:00 - 9:15	Base Camp™ - 2 Instructors		
9:15 - 10:30	Farm Tech™ <i>(Led by DIY Orbot™ Instructor)</i>	Deep Sea Mystery™	Innovation Force™
10:30 - 10:35	Sanitize Hands		
10:35 - 10:40	Snack		
10:40 - 11:55	Deep Sea Mystery™	DIY Orbot™	Farm Tech™ <i>(Led by Innovation Force™ Instructor)</i>
11:55 - 12:00	Sanitize Hands		Camp Invention Games™
12:00 - 12:25	Lunch – Innovation Force™ and Deep Sea Mystery™ Instructors		
12:20 - 12:25	Camp Invention Games™		Sanitize Hands
12:25 - 12:50			Lunch – DIY Orbot™ Instructor
12:50 - 2:05	DIY Orbot™	Innovation Force™	Deep Sea Mystery™
2:05 - 3:20	Innovation Force™	Farm Tech™ <i>(Led by Deep Sea Mystery™ Instructor)</i>	DIY Orbot™
3:20 - 3:30	Base Camp™ - 1 Instructor		

SUPERCHARGED Program Schedule Two Groups: 35-39 Participants

Each Instructor leads two modules. Instructors should eat lunch with the participants and take a break during mid-day *Camp Invention Games™* activities. Please schedule 1 Instructor to assist with morning *Base Camp™*, and 1 Instructor to assist with afternoon *Base Camp™*. Leadership Interns should break during Lunch and aid the facilitation of all *Base Camp™* activities and mid-day *Camp Invention Games™*.

Please refer to your program team chart for specific team level requirements.

Time	Blue Group	Green Group
9:00 - 9:15	<i>Base Camp™</i> - 1 Instructor	
9:15 - 10:30	<i>Innovation Force™</i>	<i>DIY Orbot™</i>
10:30 – 10:35	Sanitize Hands	
10:35 - 10:40	Snack	
10:40 - 11:55	<i>DIY Orbot™</i>	<i>Innovation Force™</i>
11:55 - 12:00	Sanitize Hands	
12:00 - 12:25	Lunch	
12:25 – 12:50	<i>Camp Invention Games™</i>	
12:50 – 2:05	<i>Deep Sea Mystery™</i>	<i>Farm Tech™</i>
2:05 – 3:20	<i>Farm Tech™</i>	<i>Deep Sea Mystery™</i>
3:20 - 3:30	<i>Base Camp™</i> - 1 Instructor	