

A CELEBRATION
OF
THE NIGHT

A CAMPFIRE PROGRAM BY:
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A CHILDRENS CAMPFIRE...

Developed for the Wolfville Cub Camp
June, 1988

Theme: the night environment
By: Jude Hirsch and Kathleen Kellock

Program Objectives:

1. to begin to develop "darkness comfort";
2. to introduce interesting aspects of the night environment;
3. to participate in small group activities which require co-operation and creativity;
4. to experience a theme campfire;
5. to have lots of fun with other campers and leaders.

Program Introduction:

This program is designed for 8-10 year olds. It will take place after an active CW game and the evening snack. Its surprize beginning is in the dining hall just as snack is ending and the program which follows lasts about an hour or so. The program could be conducted indoors or outdoors. It incorporates songs, challenges, and stunts into a theme about the night environment. Many of the activities are traditional campfire activities but are described in terms of the theme. There are two theme characters, the NIGHT STALKER and the NIGHT CREATURE. In addition five leaders are needed to assist the groups to participate in the program. Some of the adult leaders at camp will be the group leaders for the campfire.

Program Description:

Ignition:

The NIGHT STALKER and her pet NIGHT CREATURE are seen peering into the dining hall just as snack is ending. Finally, after it becomes obvious that they are not comfortable with the light, the campers agree to turn off the lights in the hall and not to shine flashlights on them and so they enter the hall. For a short period they banter back and forth and with the campers about how nice the night is and how harmless the CREATURE is. They then tell a story about the celebration of the night, during which they get the idea to invite the campers to participate with them. Of course with the help of the leaders everyone wants to participate in this wonderful event which they are priviledged to have the opportunity to witness.

The CREATURE then passes out a night symbol to everyone. There are five symbols and five leaders and as the CREATURE

introduces the leaders by symbol, the campers are asked to join the one that matches their symbol.

Each leader takes his or her group aside and readies them for the campfire. They should be dressed appropriately, debugged (if necessary) and WITHOUT flashlights. When the group is ready they return to the NIGHT STALKER and the NIGHT CREATURE in the dining hall. While waiting for the other groups the leader may encourage the group to ask the characters questions about living in the night.

When the five groups are ready the program will begin.

The Approach:

To enter the world of the night the campers must learn a simple song:

Feel, feel, feel the night gently on your spine;
Stop your fears, use your ears, dark is not a crime.

After the song is learned and sung in a round each group is asked to go to a spot (depending on the weather the spot will either be in the dining hall or cabins or around a smudge pot outside) to make up an offering to celebrate the night. The offering should be a rap or a rhyme of some sort about creatures of the night, feelings in the night, or doing something in the night. The campers should take the lead in composing it. When it is apparent that the groups are ready because they are all singing their offering, the NIGHT STALKER and the NIGHT CREATURE will pick them up one group at a time and in single file they will begin the entrance ceremony.

The Spiral: the groups following in single file, softly singing "Feel the Night", follow the NIGHT STALKER into a spiral. As the spiral tightens the volume increases. The NIGHT STALKER unwinds the spiral as the volume decreases. It is important to stay in single file and to follow the person directly in front of you. Leaders should position themselves at the end of the group line.

Still following the NIGHT STALKER the group proceeds to the campfire and in single file formation they are positioned around the fire circle.

The Symphony: the symphony is about to begin, listen very carefully for the creatures of the night would like to perform for their visitors. Our way of showing appreciation is to clap one loud clap, the NIGHT STALKER will give the signal. All is hushed as the night sounds begin to enter our consciousness and then BANG the symphony is stopped and the fire lights. The NIGHT CREATURE whispers to the NIGHT STALKER. The "Dark" the ruler of the night is pleased with their presence and invites them to enjoy a fire but would

like them to perform a symphony also and the NIGHT STALKER just happens to be a conductor!

Music Man: the song is taught by the conductor who teaches each group how to play their instrument. Base drums, violin, trombone, bag pipes and piccalos will be used. As the conductor calls on a group to perform they march on the spot and sit when they are not playing their instrument.

After the song the NIGHT CREATURE call upon each group to perform their rap or rhyme for the others. She explains that the celebration is to begin with a challenge and that she will choose the contestants based on the strength of their voices as they all perform their raps together. She will choose a group who will then choose a contestant, then she will choose another group who will offer a challenger.

Running Scared (as most people do in the night in the woods): two sets of two logs are positioned with about a six foot space between them. The contestants are positioned at opposite ends of each set. The objective is to take a very large breath and run back and forth between the logs as many times as possible while screaming. A practice run will be given.

Another pair of contestants are chosen for the next challenge.

The Cricket Wrestle: a simple leg wrestle which is the main form of recreation for the cricket. At night all the crickets who are not busy caring for cricket children or gathering food participate in wrestling matches. The famous cricket wrestlers are Macho Cricket, Hulk Cricket, King Kong and George the Cricket Steel. Cricket Wrestling became popular because crickets have such strong legs.

The contestants lie on the ground, hip to hip. The legs are raised in readiness three times before they are hooked in an attempt to flip the opponent. Best two out of three is usually good.

The NIGHT STALKER, acting a little strained, indicates that she is receiving a message from Mars. You see only those of us that live in the night environment get to make friends with the planets and stars that come out at night, and some of them can only be seen at certain times of year. But they communicate to the NIGHT STALKER all year long. The Martians are interested in getting to know these human beings so they would like to invite them to a dance. This song is the invitation. There are three parts which are sung in order as a round.

1. Baba oom mow mow
2. eee the Martain Hop
3. A Note from Outer Space

Sharpening the Seventh Sense: Often those of you who live mainly in the day rely almost solely on your eyes to help you know what is happening around you. But creatures of the night can't rely on their eyes as you do. They rely more on sound, touch and smell. Creatures of the night have also cultivated another sense...the seventh sense. We would like to teach it to some of you. Can we have a volunteer?

Arm Grab: Two people stand about ten feet apart, facing the same direction. The first person is blindfolded and holds his arms out to the side at shoulder height. Everyone is silent. The second person quietly walks toward the first person and grabs one of the out stretched arms. Practice will allow the first person to know instinctively when they will be grabbed. Try it with a couple of partners.

Starting: Partners stand 10-15 feet apart, back to back. One person is the starter and after some time has elapsed quietly turns around and starts at the other person's back. When the partner senses that he/she is being started at he quickly turns around. Practice will increase intuitive ability.

Story Time "The Wise Old Dark"

"O Canada" the round

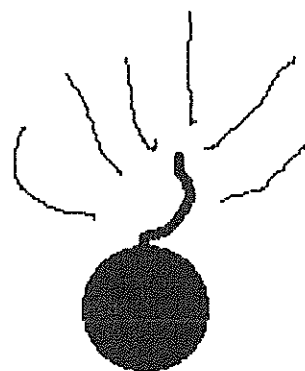
Exit: The Soundless Walk The cabin group leaders will escort their group back to the cabins by going on a short soundless walk. Block your ears totally with hands or fingers. Proceed to walk for about 100 yards. the walk about the same distance with big ears cupping the ears as you walk and turning the the head in different directions, stopping and listening carefully to the night. As the group gets ready for be gather different reactions to walking with or without hearing.

EQUIPMENT

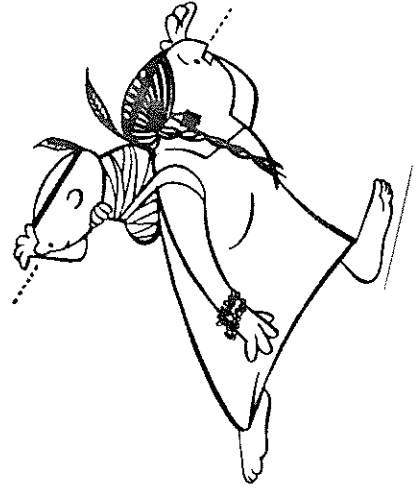
- 5 smudge pots
- night symbol cards
- costumes and make up for stalker and creature
- magic fire stuff
- finger flares
- logs for screaming challenge
- blindfolds

INITIATION

TRAIL



INDIAN



COUNCIL
, 80

INDIAN COUNCIL

Acadia University
Spring Camps

Camp-Wide Program

Objectives

- 1) to demonstrate a theme program
- 2) to participate in a children's camp-fire program
- 3) to convey a feeling for North American heritage
- 4) to participate in authentic Indian games and lore
- 5) to participate in a camp-wide activity
- 6) to promote small group cohesiveness
- 7) to enjoy the natural surroundings
- 8) to have fun while learning.

Location

- 1) The Indian Council will take place at camp-fire point
- 2) Gathering of the tribes will take place along the beach or in the playing field.
- 3) Hiawatha shall appear on the beach across from camp-fire point
- 4) Princess of the Night shall sing from the shadows behind the council ring.

Procedures

- 1) All camp is divided into six tribes, SENECA, MOHAWK, ONEIDA, CAYUGA, BEATHUK, MICMAC.
- 2) Each tribe will be assigned an area for their tribal fire.
- 3) After preparing for Council (paint, blankets, etc.) each tribe will go to their fire circle and light a small fire.
- 4) At this time the tribes should make up a tribal yell or song.
- 5) When the council is ready to begin the chief will begin the drum beat.
- 6) Medicine man will gather the tribes to council lighting tribal torches enroute. As he passes each fire doing his dance to the beat of the drum he sprinkles magic dust on each fire (SALT)
- 7) Each tribe files in single line behind the medicine man.
- 8) As the council fire is approach the medicine man files the tribes around the outside of the council ring (so as not to trigger the magic fire).
- 9) When the chief stops the drum he says
"BE SEATED BRAVES"
- 10) Medicine man speaks

Medicine Man

Magic Fire Opening Speech.

Thy flames will shine bright,
May they burn bright in our hearts.
In our hearts may the flames of friendship
burn bright.
May this fire shine in beauty,
In beauty may it burn.
In our hearts, may this fire shine in beauty.
In beauty, may this fire shine in our hearts.
May good medicine come from this fire,
When the Dawn Star looks over the edge of
the world,
When the ashes from this council fire are cold,
May the friendship in our hearts, still be warm.

Oh Great Spirit, send us fire. Fire for
life, Fire for light, Fire for friendship,
Fire for peace.

Medicine man now does a small dance singing in Indian.

Meeka kola mayhoon poonee CHOP
On chop, the magic fire lights and the medicine
man throws his arms into the air.

11) Chief

After the Medicine Man calls the Fire, the chief steps forward to the council ring and calls the tribal chiefs to lay their torches in the fire.

As they complete this task the chief gives thanks to the wind as the peace pipe is lighted. He faces each direction and hold up the pipe as he speaks:

To the East Wind:

East: to you this offering is made
that the sun may return to
us when darkness is gone
to make place for light

South: our offering is made that your
your warm breath may comfort us
after the cold of night.

West: to you I smoke as the sleeping
place of the sun and for
your sky colors.

North: to you this smoke offering
goes up that your cold winds
may not harm us when you
make the painted leaves
dance, and when the
snow blanket cover the
earth.

activities, stories,
songs, etc.

- 12) Medicine man calls for all tribal yells at once, with raised arms/yells to stop when arms drop.
- 13) Each tribe is called to do their yell.
- 14) War games begin. Braves called to challenges by the loudest yell.

Challenges.

- 1) Squat Rope Pull - tug-o-war, squatting
- 2) Kick Stick - 2 sticks, 2 people. Kick a stick around the fire faster than opponent. Opposite directions.
- 3) Elbow grand Ball - 2 people, 2 balls held in the elbow. Object, to hit the ball out of other persons arm.
- 4) Back Push - hand hit balance
- 5) Test of strength with pole
- 6) Arm wrestle
- 7) Leg wrestle
- 8) four way Tug of War.

- 15) Songs should be taught every so often between challenges.
- 16) Skits between challenges.

10 little Indians

17) Counting Coup

Test of intellegence. Each tribe puts forward a brave whom they feel represents the tribe. The chief asks a question concerning nature. If the brave answers correctly he/she receives an honoured prize.

- 18) Story. The medicine man will tell a short Indian Story.
- 19) Hiawatha's Farewell.

The chief should tell the story of Hiawatha. As the story draws to a close a magic fire will light across from the council fire. Hiawatha appears.

Hiawatha Sings

Chiefs answer

Hiawatha's departs as the fire fades.
Council chief bids farewell to Hiawatha.

- 20) Closing prayer. Council chief calls to the goddess of future to bless the earth, crops hunting and the tribe until the next Council of Peace.

Prayer of Peace is sung from the darkness.

COUNCIL IS OVER.

CAMPFIRE PROGRAMMING

- an outline of the workshop presented to Kings Co. Teachers on March 26, 1986 by Clarence De Schiffart, lecturer, Acadia University.

Introduction

Group campfires can be an important and special part of any outdoor program. Memories often linger of the special moments which can be created by those involved in designing campfires. The onus lies upon those responsible for such moments to take advantage of that time. Remember, a good campfire does not just happen, it must be well planned for.

WHERE DO WE BEGIN?

As planners of a campfire program, the following things should be considered initially:

- Purpose:
 - What type of campfire?
 - Who is it for? (age, sex, type of group)
 - Will a theme be connected to it?
 - What are the specific objectives or intentions?
 - Will it be in or outdoors?

Three general guidelines to remember are:

1. The campfire program should remain people centered
2. The program should provide fun and entertainment as well as an unique opportunity for learning
3. Take into account age, ability, and interests of the group

The 5 P's of CAMPFIRE PROGRAMMING: This is a brief summary of ideas which were presented during the workshop. Jack Pearse's - Campfire Programs is an excellent resource.

A. Preparation

1. Use the resources available to you at the particular camp.
2. Have the fire ready to be lighted
3. Have costumes, props and other accessories close at hand.
4. Allow some time before the fire for staff to prepare last minute details.
5. Have alternatives for bad weather.
6. Be flexible - don't hesitate to ask whether the program should change.
7. Have the staff aware of the program outline before it begins.
8. Put the campfire program on paper - hand out copies to those involved in the campfire.

B. Practice

Practice is important to have a campfire program go successfully. A successful campfire is well planned and small details on how it's to be done are discussed before hand.

Components

Song Leading

- a. Be friendly.
- b. Share enthusiasm through the use of a smile, facial expression, body movement, hand movement and tone of voice.
- c. Make eye contact with as many participants as possible.
- d. Be poised and relaxed.
- e. Know your group.
- f. Practice leading the songs before the campfire program.
- g. Know the type of song and how it should fit into your program.

* Leading the Song

- a. Think and act as the song leader.
- b. Be visible
- c. Announce clearly and be brief.
- d. Start with a note that would allow an appropriate range for your participant.
- e. Use your hands to express things and to establish tempo or volume.
- f. Be Enthusiastic.
- g. Teach only one or two new songs/per campfire.
- h. Encourage everyone to participate at the beginning - start with a familiar song.
- i. Taper the singing at the campfire with quiet songs to have a peaceful conclusion.

- * The Nova Scotia Camping Association has an excellent camp song book - **Come On, Let's Sing.**

C. Participation

A campfire is for everyone at your camp. Get everyone involved in some aspect. Children enjoy doing presentations or just singing. They also like to see staff involved in leading a song or being involved in a skit or play. A word of caution, try not to dominate the program by having all the entertainment come from the staff. The campfire program should remain camper oriented.

D. Punctuality

The pace and timing of a successful campfire program requires intensive planning. Allowing the program to drag pass the allotted time frame can reduce the effectiveness of your programming. Flexibility and judgement (and judgement) will be necessary as the program progresses. Is it dragging on? Are the campers getting bored and restless? Are the campers too excited and full of energy to begin the quiet songs or the story? These questions can only be answered as one watches the campers as the campfire program evolves.

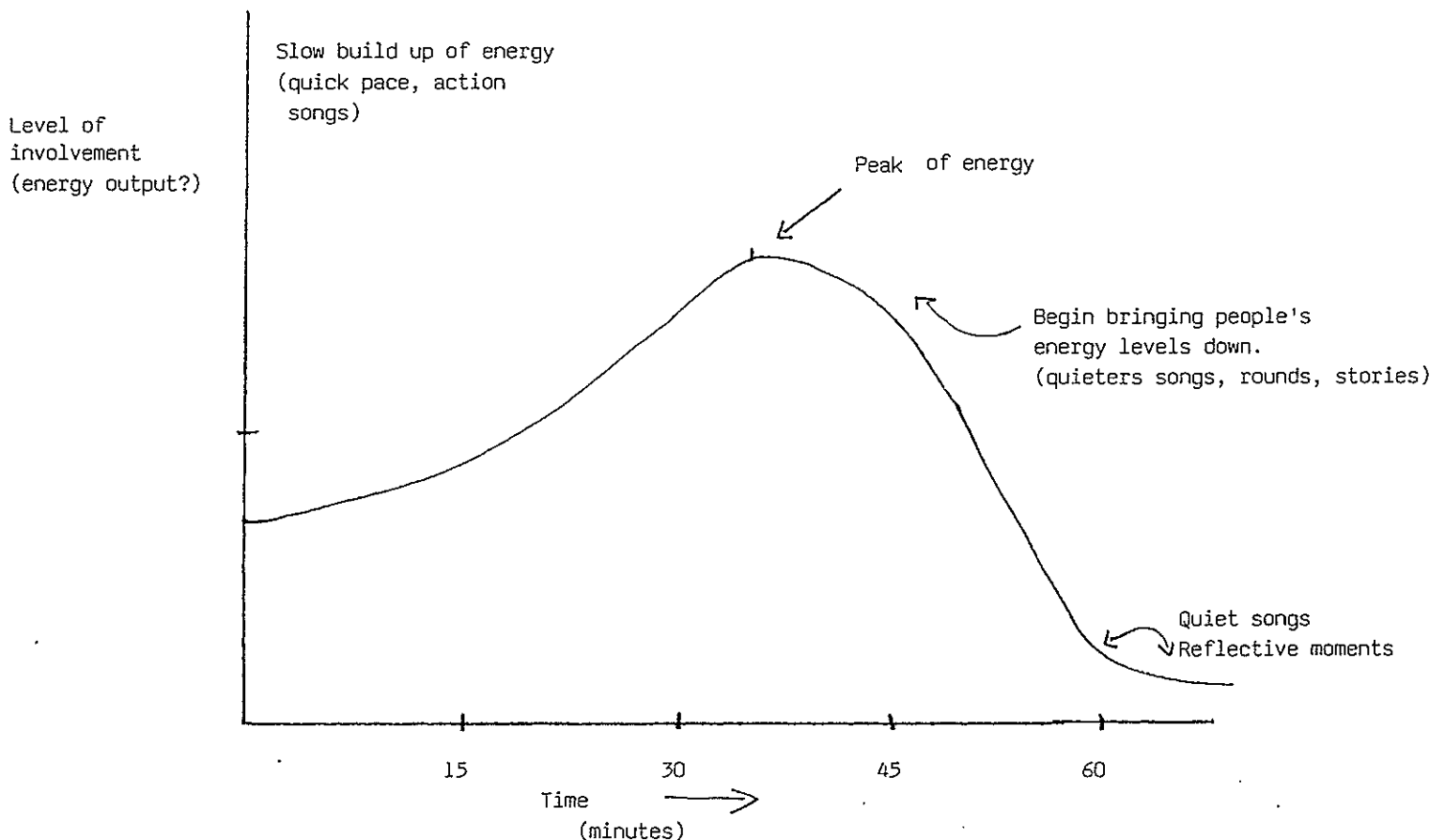
Some suggested guidelines:

- forty-five to sixty minutes maximum
- start and stop on time
- avoid having a snack during the campfire. It disrupts the flow of participation or the atmosphere which is being created.
- the Master of Ceremonies should keep announcements brief. It is not necessary to have the MC directly announcing all the people or groups who are going to perform next. If the staff knows ahead of time, they can go up unannounced.

E. Peaceful Ending

The campfire program can reach it's full potential if the ending is quiet and peaceful. This is where the special mood can be created and a personal time of reflection allowed. Have little talking take place between songs or stories and focus the camper s attention upon the fire. This part tends to be the most meaningful for the campers.

Graphic Representation of Programming for a Campfire.

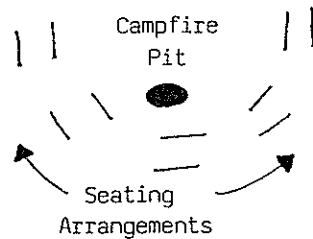


Programming Details of Actual Campfire

Call to the Fire

- Have the fire ready to be lighted before calling the campers to the campfire circle.
- Arrange the seating to take into account the visibility of the song leaders, wind direction and comfortability

Suggested format:



To gather your camper's attention creative openings are suggested. It can tie into the theme of your camp or reflect a particular aspect of trends in our society. Use of your imagination can create any number of openings to suit your particular camp and its campers.

Suggestions include:

- use of magic fires
- a fire lighting ceremony
- use of themes e.g. "Where's the Magic?"

Word symbolism - **F** Friendship
I Imagination
R Responsibility
E Enthusiasm

Be sure to have the opening of your campfire well rehearsed and clearly written on paper.

Components of a Campfire Program

Songs - Quick pace
Action (See the Nova Scotia
Rounds Camping Association's
Quiet Come On, Let's Sing)

Cheers- Water Melon
Wave
Gr.....eat!

Skits - 2-5 mins in length
use of themes or ideas

Stunts- Rain Maker

- Games & Challenges - Indian challenges
 - Inuit games
 - Picture charades
- Story Telling - Old readers
 - Poems
 - Legends
 - Scary stories (recommend caution with these)
 - Humourous
- Closing - quiet
 - peaceful
 - reflective
 - draw campfire to a conclusion

Suggested Program Format (modify to suit your own needs).

Opening

Familiar	{	Song
Quick Pace		Song
Action		
Quick		

Skit
Cheer

New Song	{	Song
Fast Pace		

Skit
Game/Challenge

Fast Pace	{	Song
Peak Reached		Skit
		Skit

Quieter Song	{	Song
Rounds		Story

May have to put two quieter songs here to bring down energy level of campers. You'll have to read the group.

Familiar Quiet	{	Song
Song		

Closing remarks

Closing: { Song
-either familiar
or very easy to
teach

In closing, one has to realize the amount of time one would need in developing a particular expertise in this area. Do not be discouraged by your first attempt - it takes time and practice. It would be benefical to critique one another if the campfire program is to be developed in the King's County School Camps.

Best wishes for enjoyable and memorable campfires.

Clarence