



Clarksville Parks and Recreation
Virtual Summer Camp 2020

News Release

Monday, May 18, 2020

For Immediate Release

Summer Youth Program to feature activity packs, virtual programming

Parks & Recreation offers free summer camp experience

CLARKSVILLE, Tennessee. – To ensure the safety of the public during the coronavirus outbreak, Clarksville Parks & Recreation will not host an in-person Summer Youth Program this year. However, plans have been finalized for a free "virtual" summer camp experience!

The virtual camp will be June 1 to July 10 and will consist of two components: weekly activity packs that children can enjoy at home, and virtual programming which will be shared online and on the Clarksville Community Network. Children can participate in one or both components.

The activity packs will be offered free of charge while supplies last and contain at-home recreational, educational, and enrichment programming. Activities will be appropriate for ages 6-12. The Clarksville-Montgomery County School System will partner with Parks & Recreation to provide a well-balanced program.

Activity Packs can be picked up by parents/guardians curbside (while supplies last) at Kleeman, Burt-Cobb and Crow recreation centers on the following schedule:

- Monday, June 1: 10 a.m. to noon; and 5-7 p.m. (for camp weeks 1 and 2).
- Monday, June 15: 10 a.m. to noon; and 5-7 p.m. (for camp weeks 3 and 4).
- Monday, June 29: 10 a.m. to noon; and 5-7 p.m. (for camp weeks 5 and 6).

Independent of the activity packs, three virtual programming videos will be shared weekly. Just like the activity packs, programs will be focused on personal enrichment, education, or recreation. A few examples of the programs that can be expected are making ice cream, crafting "apple volcanoes," and the importance of treating others with respect.

Videos will be shared online at clarksvilleparksrec.com/SYP every Monday, Wednesday, and Friday. Also, thanks to a partnership with CDE Lightband, camp videos also will be shown on the Clarksville Community Network (CCN) channel. CDE Lightband customers can find CCN on Channel 6 or 908 (in HD) on their video line up or Channel 6 for streaming customers.

"Canceling our in-person summer camp is certainly not what we had envisioned, but we are so excited to be able to continue to serve our community," said Dan Carpenter, Deputy Director of Recreation. "By offering both activity packs and virtual programming, we hope to reach more Clarksville youth than ever."

Unfortunately, due to the cancellation of the in-person camp this year, the City will not be participating in the Summer Food Service Program offered through the United States Department of Agriculture. Once a list of local churches and organizations that are participating in the area is made available, we will share that information on our website.

About Clarksville Parks & Recreation

Clarksville Parks & Recreation provides a variety of indoor/outdoor programs, facilities, nature activities and entertainment events for people living in Clarksville, Montgomery County, and Fort Campbell. These free or reasonably priced, year-round experiences help residents enhance their health, wellness and social engagement -- resulting in a stronger, better community.

Camp Schedule

Week 1 Theme- *A Walk with Nature*

Craft Video- Owl Drawing

Cooking Video- Apple Nachos

Cooking Video- Ants on a Log

Science Related Video- Bird Feeders
Gross Motor Skills Video- Physical Activity with Rec Center Staff
Week 1 Guest Video- TN Park Ranger or TWRA Official
CMCSS Contribution- TBD
Story with Guest Reader- TBD

Week 2 Theme- *Nutrition and Healthy Snacks*

Craft Video- Apple Suncatchers
Cooking Video- Fruit Cracker Pizza
Cooking Video- Apple Hand Pies
Cooking Video- Peanut Butter Energy Balls
Science Related Video- Apple Volcano/ Dancing Apple Seeds
Gross Motor Skills Video- Physical Activity with Rec Center Staff
Week 2 Guest Video- Downtown Market Team
CMCSS Contribution- TBD
Story with Guest Reader- TBD

Week 3 Theme- *Color Your World*

Craft Video- Rainbow Mobile
Craft Video- Tie Dye
Cooking Video- Fruit Cracker Pizza
Cooking Video- Rainbow Grilled Cheese
Science Related Video- Skittles Experiment
Gross Motor Skills Video- Physical Activity with Rec Center Staff
Week 3 Guest Video- TBD
CMCSS Contribution- TBD
Story with Guest Reader- TBD

Week 4 Theme- *Bear Necessities*

Craft Video- Polar Bear Painting
Cooking Video- Polar Bear Pretzel Rods
Cooking Video- Goldilocks and the Three Bears Ice Cream
Cooking Video- Teddy Bear Bread
Science Related Video- Fizzing Ice Experiment
Gross Motor Skills Video- Physical Activity with Rec Center Staff- "Going on a Bear Hunt"
Week 4 Guest Video- TBD
CMCSS Contribution- TBD
Story with Guest Reader- Goldilocks, Brown Bear (Musical)

Week 5 Theme- *History*

Craft Video- Doll Making with Fort Defiance Staff

Cooking Video- Mini Pot Pies

Cooking Video- Pickles

Science Related Video- TBD

Gross Motor Skills Video- Physical Activity with Rec Center Staff

Week 5 Guest Video- Fort Defiance Staff- Uniforms and Hard Tack

CMCSS Contribution- TBD

Story with Guest Reader- TBD

Week 6 Theme- *Let the Good Times Roll*

Craft Video- Golf Ball Painting

Cooking Video- PB&J Sushi, Banana Sushi

Cooking Video- Pizza Rollups

Science Related Video- Glitter Bouncy Ball Making

Gross Motor Skills Video- Physical Activity with Rec Center Staff

Week 6 Guest Video- Magician, Anti-Bullying

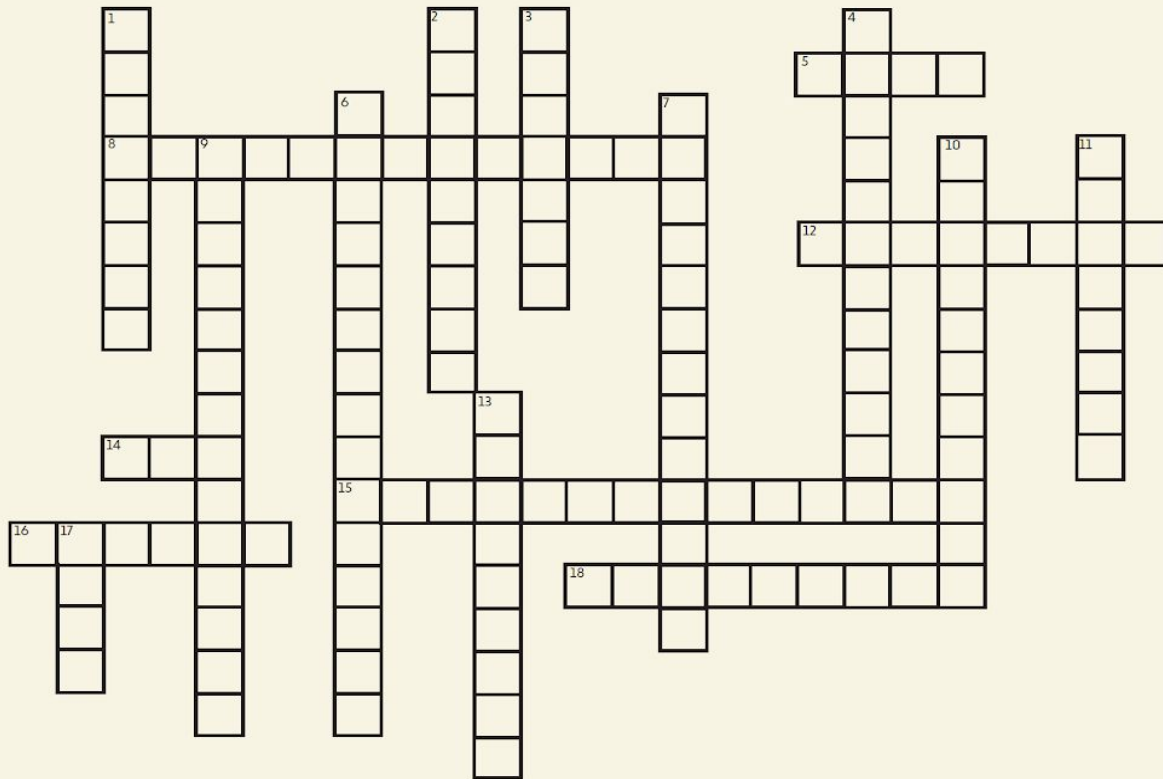
CMCSS Contribution- TBD

Story with Guest Reader- TBD

Materials for Activity Packets include things like Parks and Rec Department spotlights, anti-bullying resources, written instructions for recipes and crafts, and upcoming events that are kid-friendly.



CLARKSVILLE PARKS & RECREATION CROSSWORD PUZZLE



ACROSS

- 5 At Swan Lake Park Sports Complex, this recreational facility was renovated in 2019.
8 This outdoor pool is covered by an inflatable dome to allow for swimming all year long!
12 This park is a trailhead for the Clarksville Greenway and has a splash pad, inclusive playground, and both a soccer and softball/base ball complex.
14 A giant pedestrian bridge will soon be built over this river, connecting the Clarksville Greenway with the Riverwalk.
15 Located in northern Clarksville, this 4.7-acre park has a playground, picnic areas, and a walking trail. It is a great spot for a game of basketball.
16 What is the name of Clarksville's Bike-Share Program?
18 This walking trail ends with a beautiful overlook (and may one day connect to) Valleybrook Park.

DOWN

- 1 This golf course has recently added a sports simulator in their clubhouse.
2 These outdoor shelter structures can be rented at Liberty, Heritage and Billy Dunlop Parks for private events.
3 This park is the location of the Kings Run Dog Park.
4 This historical attraction operated by Clarksville Parks and Recreation has a beautiful Interpretive Center and Museum that is open six days a week.
6 The name of the City's only Mountain Bike Park.
7 This park was named after a Clarksville leader who taught for 51 years and was an NAACP award recipient. The Park has a playground and splash pad and is accessible just off of New Providence Blvd.
9 The Event Center in Liberty Park was named for this Olympic Champion and Clarksville hero.
10 This park features a splash park and playground. It plays host to Mayor's Summer Night Lights programs and is located immediately adjacent to APSU.
11 This park contains one of the City's most used trails, the Riverwalk.
13 This park was officially renamed in honor of U.S. Army veteran and community leader Sidney R. Brown. The park's name is now "CSM Sidney R. Brown Park at _____".
17 Named for a former Clarksville Mayor, this recreation center has over 25,000 visits annually and is immediately adjacent to Clarksville High School.

Games from the 1800s



1) "I Have a Basket"

To play this game, the players form a circle. The first player begins the game by saying "I have a basket." The person beside him or her asks "What's inside?" The first person has to name something that starts with the letter A. The second person with the letter B, and so on. The game gets interesting when the players reach the letters Q and X! What Q word would you put in your basket? This game can be played with just two people, but is best with a circle of people. After reaching the letter Z the game keeps going at the top of the alphabet, but no words can be repeated from the first round! If someone cannot think of a word they are "out." The game keeps going until only one person is left.

2) "Hide the Thimble"

To play this game, the players pick a small object to hide and then pick one or two rooms in the house within which the item may be hidden. In the past, children often hid a thimble since their mothers used them when mending their clothes, but any small item

can be used. The first player then hides the thimble while the others leave the room, close their eyes, and count to 30. When they have finished counting, the players return and begin searching for the thimble. If they are close, the first player might call out "Hot!" and if they are far away from the thimble the first player might call out "Cold!" The game continues until the item is found or the players give up. If they players give up, then the first player is allowed to hide the thimble again. If it is found, the player that finds the thimble gets to be the next person to hide it!

3) "Gossip"

The first settlers did not have newspapers to tell them what was happening in the world. When people gathered, they exchanged news and information. Sometimes the news changed as it traveled. The game of Gossip shows how the details of a news story change when the story passes from person to person to person. One player whispers a sentence in another player's ear. The sentence might be "Susan gave her itchy cat a bath. The bubbles made her father sneeze." The person who receives the message whispers it to the next person; however, the message is now "Susan gave her filthy cat to Ralph. The puddles gave her darker knees." As the message is passed along, more mistakes are made. The final message might be "Susan had a silky rat. She laughed because its riddles gave her fleas!" Sit in a circle and start several different phrases. See how they change after they have made their way around the circle!

4) "Pick-Up Sticks"

Pick-up sticks, jackstraws, was a very popular game among North American settlers. To play, all that was needed was a pile of wood splinters or straws. Some fancy pick-up-stick games had ivory "straws." Modern versions for jackstraws use wooden or plastic sticks. The sticks are heaped in the middle of a table. Each player takes a turn removing one stick from the pile. The challenge is to do so without moving any of the other sticks. If a player moves the pile of sticks they are "out." Whoever lasts the longest wins!

5) "Anagrams"

To play Anagrams, children used small squares of paper with letters of the alphabet written on one side. (Or you can use the tiles from a Scrabble game.) All the squares are placed face down on a table. The players take turns turning over one square each. As soon as someone sees enough letters to make a word, he or she calls out the word and takes the letters. New letters are then turned over. If any of these can be added to an old word to make a new word, a person can call out the new word and "steal" the letters from the person who holds them. Players are also allowed to rearrange letters they already have and then add new letters to make new words. Anagram players must think fast to hold on to their letters! Whoever has the most letters at the end of the game wins.

The American Civil War

Hardtack

Probably the one, first, and most requested recipe, is for hardtack (also known as 'tack, ironplate biscuits, army bread, and other colorful names). From the 1862 US Army book of recipes, is one that is guaranteed to keep your dentist happy with bridge and upper plate work, and not to satisfy your culinary hunger. But these actually work and stay fresh for eons.

- 5 Cups Flour (unbleached)
- 1 Tablespoon Baking Powder
- 1 Tablespoon Salt
- 1-1 1/4 cups Water
- Preheated Oven to 450

In a bowl, combine the ingredients to form a stiff, but not dry dough. The dough should be pliable, but not stick a lot to your hands.

Take this mound of dough, and flatten it out onto a greased cookee sheet (the ones with a small lip around the edge...like a real shallow pan...), and roll the dough into a flat sheet aprx. 1/2 inch thick.

Using a breadknife, divide the dough into 3x3 squares. taking a 10-penny nail, put a 3x3 matrix of holes into the surface of the dough, all the way thru, at even intervals (Village tinsmithing works sells a cutter that does all of this... works great!).

Bake in the oven for aprx 20 Min., till lightly browned. Take out and let cool.

Do this the day before your go on the field, and your will have enough tack to fill your haversack. It will be somewhat soft on Saturday morning, but, by

LEARN MORSE CODE in one minute !

This is a code listening tool. Print it on your printer.

Place your pencil where it says **START** and listen to morse code.

Move down and to the right every time you hear a **DIT** (a dot).

Move down and to the left every time you hear a **DAH** (a dash).

Here's an example: You hear **DAH DIT DIT** which is a dash then dot then dot.

You start at **START** and hear a **DAH** then move down and left to the **T** and then you hear a **DIT** so you move down and **RIGHT** to the **N** and then you hear another **DIT** so you move **DOWN** and **RIGHT** again and land on the **D**

You then write down the letter **D** on your code copy paper and jump back to **START** waiting for your next letter.

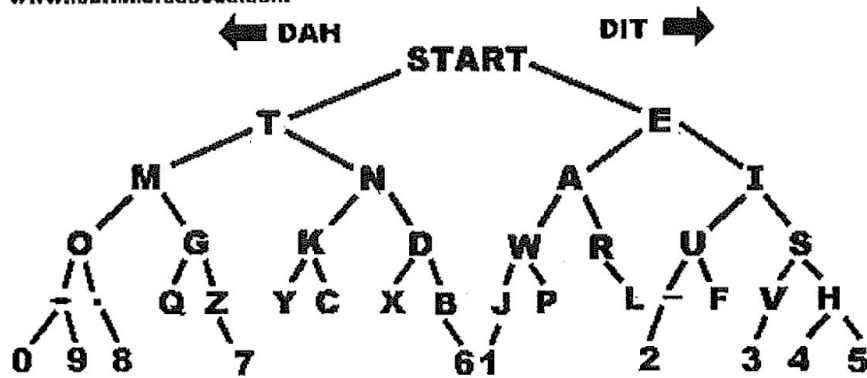
The key to learning the code is hearing it and comprehending it while you hear it.

The only way to get there is to practice 10 minutes a day.

Listen to code tapes or computer practice code while tracing out this chart and you will find yourself writing down the letters in no time at all without the aid of the chart.

The chart brings repetition together with recognition, which you don't get from any other type of code practice aid.

www.learnmorsecode.com



Morse Code

Morse Code is the most famous substitution cipher ever invented. It was thought up by inventor Samuel F. B. Morse, who patented a telegraph system and saw it explode in popularity. He realized that a pulse of electricity could act as an electromagnet to move a simple lever – transmitting a long or short signal. He arranged a moving strip of paper to pass underneath the metal point and a new method of communication was born. Using his cipher, he sent the first intercity message in 1844 from Washington, D.C. to Baltimore. The marvelous thing about it is that the code can be sent using light if you have a flashlight, or sound if you can reach a car horn or whistle.

The first message Morse sent was “What hath God wrought?” which gives an idea of just how impressive it was to pick up messages as they were written on the other side of America. In Morse’s lifetime, he saw telegraph lines laid across the Atlantic.

The example that everyone knows is S.O.S. – the international distress call. The SOS sequence in Morse Code is dit dit dit – dah dah dah – dit dit dit

MORSE CODE			
A	• –	1	• – – – –
B	– • • •	2	• • – – –
C	– • – •	3	• • • – –
D	– • •	4	• • • • –
E	•	5	• • • • •
F	• • – •	6	– • • • •
G	– – •	7	– – • • •
H	• • • •	8	– – – • •
I	• •	9	– – – – •
J	• – – –	0	– – – – –
K	– • –		
L	• – • •		
M	– –		
N	– •		
O	– – –		
P	• – – •		
Q	– – • –		
R	• – •		
S	• • •		
T	–		
U	• • –		
V	• • • –		
W	• – –		
X	– • • –		
Y	– • – –		
Z	– – • •		