

基督教華人福音宣教會凱歌堂
Triumph Chinese Evangelical Missionary Church

89 Centre Ave.
North York, ON M2M 2L7
www.tcemc.net

2023

STEAM & SPORTS
YOUTH ROBOTICS LEADERSHIP



CAMP
BOOKLET

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TRIUMPH CHURCH

Triumph Chinese EMC is a member of the Evangelical Missionary Church of Canada (EMCC) that began with Chinese ministry in 1975 in the city of North Bay, ON. Now, over 30 years later after being established, Triumph is settled in the North York area, serving not only a Chinese congregation, but also an English congregation.

ABOUT US



At TCEMC, we practice adoration, belonging, consecration, discipleship, and evangelism. We are focused on authentic worship, transforming relationships through genuine authenticity, and a life of servitude in the application of our spiritual gifts. Our purpose is to fulfill our Christ-given mission to bring the Good News to the world.

Our belief is that the gospel completely transforms our lives and how we view all of life.

- It changes how we view God: we learn to marvel that we are more loved and forgiven than we could ever dare hope.
- It changes how we view ourselves: we learn to admit that we are more sinful and selfish than we could have imagined.
- It changes how we view others: as owners of sacred images with incredible value and dignity

2023 THEME: TIME TRAVEL TO THE PAST & TO THE FUTURE

OUR VISION



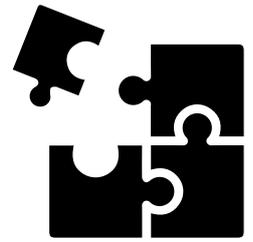
STEAM & Sports / Youth Robotics Leadership Camp's vision is for all our campers to learn and develop a visual and practical connection to the historical milestones of the past that led to the advancement of the present in S.T.E.A.M. (Science, Technology, Engineering, Art, Mathematics) & Robotics.



IMPORTANT DATES

- 07/03 - First Day of Camp
- 08/07 - Civic Holiday (No Camp)
- 08/25 - Closing Ceremony & Family Carnival (Last Day of Camp)
 - Field Trips will be on Wednesdays. If bad weather, it may be moved.

OUR MISSION



Guiding our campers to explore the S.T.E.A.M. & Robotics elements that create the inventions we have today through hands-on activities and learning

We aim to compliment the Ontario Curriculum through fun and interactive lessons.

We equip our campers with skills of the 21st Century Global Competencies through lessons so that they can become leaders to those around them.

Meet The Directors



Phoebe Ho

Director of Learning Program - ECE

I'm excited to be a part of S.T.E.A.M. Camp for my 4th year in a row! It's been amazing being able to build relationships with campers, and I'm looking forward to teaching and learning with the ECE Panel this upcoming summer!



Jeffrey Li

Director of Learning Program - Elementary

I'm looking forward to my 4th year at S.T.E.A.M. Camp! I believe this year will be fun and rewarding for all the staff, campers and parents! I am excited to experience a fruitful summer with everyone!



Marco Lai

Director of Learning Program - Secondary

This will be my 5th year working at S.T.E.A.M. Camp. Each year has brought me great joy teaching and having fun with the campers. I look forward to the unique experience this summer has to offer.

SCHEDULE

STEAM & Sports Camp/ Robotics Camp (ECE): No Field Trip Weeks (2, 4, 6, 8)					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30 - 9:00	Drop-off	Drop-off	Drop-off	Drop-off	Drop-off
9:00 - 10:00	Character Building				
10:00 - 10:30	Snack	Snack	Snack	Snack	Snack
10:30 - 11:15	Exploration	Outdoor Activity	Exploration	Exploration	Exploration
11:15 - 12:00	Math		Science	Art	Baking
12:00 - 1:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 - 1:45	Science	Art	Math	Engineering	Camp Activities
1:45 - 2:30	Physical Activity	Engineering	Physical Activity	Physical Activity	Special Event
2:30 - 3:00	Music/Reading	Music/Reading	Music/Reading	Music/Reading	
3:00 - 3:15	Recall Time	Recall Time	Recall Time	Recall Time	UConnect
3:15 - 3:45	Snack	Snack	Snack	Snack	
3:45 - 4:00	Wrap-up	Wrap-up	Wrap-up	Wrap-up	
4:00 - 4:30	Departure	Departure	Departure	Departure	Departure

The focus for the ECE Program is “Play to Learn” and through the 8 weeks, we hope to help our campers to discover their interests (what they like and don’t like), develop their character (attitude and self-esteem), and to design their thoughts and ideas visually and practically through our themed lessons under STEAM & Sports.

EARLY CHILDHOOD

WEEK 1: CLASSICAL ERA (1000 B.C. - 600 B.C.)

The ECE Panel kicks off STEAM Camp this year by heading back in time to ancient civilizations! We will be talking about what life looked like for people back then and how the hunting and gathering lifestyle began to shift to an emphasis on agriculture. This will include activities such as learning about the basics of seed planting, what different tools used to look like, and opportunities for campers to experience what hunting and gathering was like through play.

WEEK 3: MIDDLE AGES (AD. 476 - AD. 1250)

The ECE Panel moves into week 3 by learning about the collapse of the Roman Empire in the early to high middle ages, leading to a huge loss in previous developments. Campers will not only be helping to “find” the lost knowledge, but will also learn about how astronomy and an understanding of time began to shape the world ahead.



WEEK 2: CLASSICAL ERA (600 B.C. - AD. 476)

The ECE Panel moves into the second half of the Classical Era through the Greek and Roman Empires! We will be looking at the two major civilizations through activities that mirror the great impact these empires had on the technological, artistic, and cultural development of the Classical Era.

WEEK 4: LATE MIDDLE AGES (AD. 1250 - AD. 1450)

Week 4 marks the start of the Late Middle Ages, and the ECE Panel will be learning about classic medieval themes such as knights and castles. This time period also saw the spread of the Black Plague, and campers will learn about the basics of how disease can transfer between people, surfaces, and spaces.

EARLY CHILDHOOD

WEEK 5: EARLY MODERN ERA (AD. 1450 - AD. 1600)

The start of the Early Modern Era marks the beginning of the European Renaissance, indicating a major “rebirth” in art, literature, society, and other aspects of culture that was lost after the fall of Rome. This time period of creativity will be reflected through learning about inventions and while also encouraging ECE campers to think of what they can invent!

WEEK 6: EARLY MODERN ERA (AD. 1600 - AD. 1750)

The Scientific Revolution begins in week 6! This echoes the “rebirth” of art and culture, and now there is great knowledge and understanding about the world through discovery and scientific discovery. ECE campers will learn about themes such as gravity, the human body, and the microscopic world as glimpses of what was studied during this time period.

“CHILDREN ARE NOT THINGS TO BE MOLDED,
BUT ARE PEOPLE TO BE UNFOLDED.”
JESS LAIR

WEEK 7: MODERN ERA (AD. 1750 - AD. 1900)

In the Modern Era, the ECE Panel will continue learning about inventions as we enter the Technological Revolution, resulting in the development of light bulbs, phones, and airplanes. ECE campers are sure to be excited as they see how these inventions first looked in comparison to what they may look like today and how much they have changed!

WEEK 8: MODERN ERA (AD. 1900 - PRESENT)

The ECE Panel will reflect on the past weeks and how the different beginnings in art, science, and technology have led up to the world we know today in the Contemporary Period. ECE campers will also be encouraged to explore and think about how these inventions and innovations will continue to develop in the future!

SCHEDULE

ELEMENTARY A (GR.1-3)

STEAM & Sports Camp/ Robotics Camp Schedule A (Elementary)					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30 - 9:00	Drop-off	Drop-off	Drop-off	Drop-off	Drop-off
9:00 - 10:00	Character Building	Character Building	Character Building	Character Building	Character Building
10:00 - 10:30	Snack	Snack	Snack	Snack	Snack
10:30 - 11:15	Music (A)	Outdoor Activity	Math (A)	Music (A)	Baking (Full)
11:15 - 12:00	Technology (A)		Technology (A)	Technology (A)	Group Sharing (Full)
12:00 - 1:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 - 1:45	Art (Full)	Math (A)	Art (Full)	Art (Full)	Camp Activities (Full)
1:45 - 2:30	Sports (A)	Science/ Engineering (A)	Sports (A)	Sports (A)	Special Event
2:30 - 3:15	Science/ Engineering (A)	Character Building	Music (A)	Science/ Engineering (A)	
3:15 - 3:45	Snack	Snack	Snack	Snack	UConnect
3:45 - 4:00	Wrap-up	Wrap-up	Wrap-up	Wrap-up	
4:00 - 4:30	Departure	Departure	Departure	Departure	Departure

For our Elementary Program - we will be providing lessons to our campers under the theme of STEAM (Science, Technology, Engineer, Arts, Math) as well as focusing on Sports & Physical Activities. It will be planned and taught in accordance to their age and ability therefore, some lessons will be in groups & rotation, some lessons will be in a large group with everyone.

SCHEDULE

ELEMENTARY B (GR.4-6)

STEAM & Sports Camp/ Robotics Camp Schedule B (Elementary)					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
8:30 - 9:00	Drop-off	Drop-off	Drop-off	Drop-off	Drop-off
9:00 - 10:00	Character Building	Character Building	Character Building	Character Building	Character Building
10:00 - 10:30	Snack	Snack	Snack	Snack	Snack
10:30 - 11:15	Technology (B)	Outdoor Activity	Technology (B)	Technology (B)	Baking (Full)
11:15 - 12:00	Music (B)		Math (B)	Music (B)	Group Sharing (Full)
12:00 - 1:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 - 1:45	Art (Full)	Science/ Engineering (B)	Art (Full)	Art (Full)	Camp Activities (Full)
1:45 - 2:30	Science/ Engineering (B)	Math (B)	Music (B)	Science/ Engineering (B)	Special Event
2:30 - 3:15	Sports (B)	Character Building	Sports (B)	Sports (B)	
3:15 - 3:45	Snack	Snack	Snack	Snack	UConnect
3:45 - 4:00	Wrap-up	Wrap-up	Wrap-up	Wrap-up	
4:00 - 4:30	Departure	Departure	Departure	Departure	Departure

Lessons are approximately 40 minutes long per day with the intention of 5-10 minutes focused on instructions/guidance and 30 minutes of hands-on practical activity. Our lessons are planned in accordance with selective learning objectives aligned with the Ontario Curriculum for Elementary Aged Students for the subjects we teach.

ELEMENTARY

WEEK 1: CLASSICAL ERA (1000 B.C. - 600 B.C.)

The Elementary Panel will start off their time traveling journey by experiencing the lifestyle of ancient civilizations. We will be looking into the artistic elements and significance behind the earliest form of language. After being introduced to the process of how languages, farming, hunting were developed in the ancient community, the campers will be re-creating tools and arts that are applicable in their lives today.

WEEK 3: MIDDLE AGES (AD. 476 - AD. 1250)

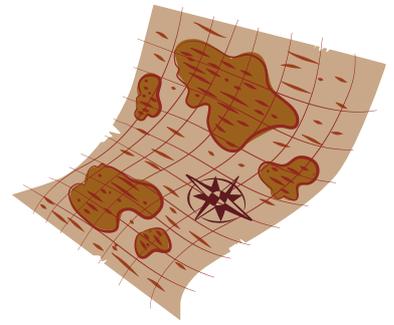
The Elementary Panel will continue their time traveling journey by examining the arts in the Middle Ages. The campers will recreate modified versions of art creations from the Middle Ages, such as stained glass, portraits, musical instruments. We will also be learning about the various forms of "clock" and time tracking tools that impact our lives nowadays.

WEEK 2: CLASSICAL ERA (600 B.C. - AD. 476)

This week, the Elementary Panel will drive into the inventions of the Greek and Roman Empires. Here we will learn about their monetary and welfare systems, postal services, road designs, catapult, aqueduct and the Julian Calendar. The campers will have first-hand experience in how the Greek and Roman Empires impacted humanity for many generations.

WEEK 4: LATE MIDDLE AGES (AD. 1250 - AD. 1450)

The Elementary Panel will further examine the arts in the Late Middle Ages. The musical developments during this time inspired humanity to communicate their ideas and emotions creatively. The campers will be exploring different Medieval music. We will also learn about how Medieval clothes and armours shaped the trend of European culture.



“TEACHING IS NOT ABOUT ANSWERING QUESTIONS BUT ABOUT RAISING QUESTIONS - OPENING DOORS FOR THEM IN PLACES THAT THEY COULD NOT IMAGINE” YAWAR BAIG

WEEK 5: EARLY MODERN ERA (AD. 1450 - AD. 1600)

The Early Modern Era is a time with numerous discoveries of new land, new resources and new scientific theories. The Elementary Panel will carefully examine the journey of famous Italian explorer Christopher Columbus. The campers will learn about concepts, such as navigational techniques, mapping skills and cardinal direction, which are some handy skills and knowledge to acquire for their day-to-day lives.

WEEK 7: MODERN ERA (AD. 1750 - AD. 1900)

In the Modern Era, technologies continued to develop to better benefit people's daily living. The Elementary Panel will study scientific significance of electricity, circuits and airplanes. The campers will deepen their understanding of the technologies they use nowadays by having a fun time recreating some of these technologies.

WEEK 6: EARLY MODERN ERA (AD. 1600 - AD. 1750)

This week, the Elementary Panel campers will be inspired to create their own string instruments by further exploring the different eras of classical music in the Early Modern Era. Through analyzing the power of cannon and rifle, the campers will learn about chemistry and physics concepts that encourage them to look at our world nowadays differently.

WEEK 8: MODERN ERA (AD. 1900 - PRESENT)

On the last week of our time traveling journey, the Elementary Panel will look at the lasting impacts of wars. We will closely examine the changes in population, technology, and culture throughout the time of wars. Through that, we come to be more appreciative of what our ancestors had done for us and of what we currently have right now. The campers will also be encouraged to come up with innovative ideas of how they want to impact the world in their future!

SCHEDULE

SECONDARY (GR.7-10)

Youth Robotics and Leadership Camp						
Time	Monday	Tuesday	Wednesday	Thursday	Friday	
8:30 - 9:00	Drop-off	Drop-off	Drop-off	Drop-off	Drop-off	
9:00 - 10:00	Character Building	Character Building	Character Building	Character Building	Character Building	
10:00 - 10:30	Snack	Snack	Snack	Snack	Snack	
10:30 - 11:15	Leadership	Outdoor Activity	Field Trip	Leadership	Leadership	
11:15 - 12:00	Engineering/ Robotics			Engineering/ Robotics	Baking	
12:00 - 1:00	Lunch	Lunch		Lunch	Lunch	
1:00 - 1:45	Gym/Activities	Gym/Activities		Gym/Activities	Special Event / UConnect Set-up	
1:45 - 2:30	STEAM	Engineering/ Robotics		STEAM	Special Event (Leading)	
2:30 - 3:15	Leadership	Leadership		Leadership	UConnect	
3:15 - 3:45	Snack	Snack		Snack		
3:45 - 4:00	Wrap-up	Wrap-up		Wrap-up	Wrap-up	
4:00 - 4:30	Departure	Departure		Departure	Departure	Departure

Through lessons, activities, and relational guidance, we hope to inspire and lead our young campers to think outside the box, to go above and beyond, and develop necessary life skills which will help set them up for success in the future. In order to provide such learning opportunities to them, there will be collaboration with the elementary program on certain days to allow our youths to lead activities and develop leadership qualities through practical training.

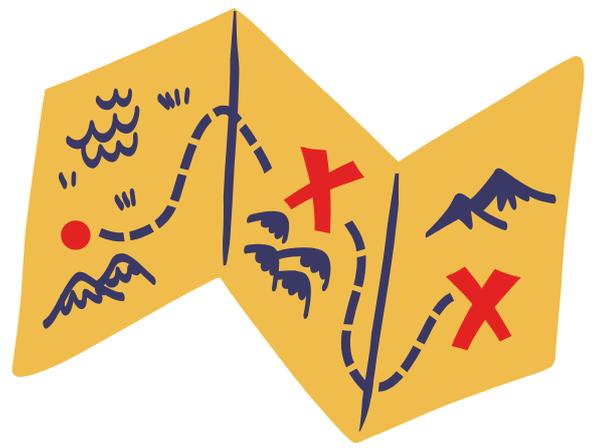
SECONDARY

WEEK 1: CLASSICAL ERA (1000 B.C. - 600 B.C.)

The Secondary Panel begins their journey through the past to the start of the Agricultural Revolution, the development of language, and the wheel. There we find ourselves immersed in the development of multiple systems that promote the cultivation of land and the beauty of farming. Here we learn the fundamental features and the development of the tools used in the ancient times and how we use them even today.

WEEK 3: MIDDLE AGES (AD. 476 - AD. 1250)

During the week 3 excursion, the Secondary Panel slows down time to admire the invention of the mechanical clock. The Secondary Panel will begin to see how time measured with a clock shaped and changed the trajectory of work and busyness.



WEEK 2: CLASSICAL ERA (600 B.C. - AD. 476)

The Secondary Panel continues their journey through the Classical Era. We will carefully analyze the mysteries and wonders of the Greek and Roman Empires at the height of their reign in the world. There we will look at the intricate design of its ancient cities and monumental inventions such as the catapult and the aqueduct.

WEEK 4: LATE MIDDLE AGES (AD. 1250 - AD. 1450)

In week 4, we focus our attention on China, the search for immortality and their accidental discovery of gunpowder. In our travels through the middle ages we will witness the creation of the printing press and the vast expansion that was brought to us from newspaper to books to journals and more!

SECONDARY

WEEK 5: EARLY MODERN ERA (AD. 1450 - AD. 1600)

We are now half way through the past into the present. In week 5, the Secondary Panel will journey through the major milestone for art and culture, the European Renaissance. Here we witness artists such as Michelangelo and his famous sculptures and paintings. On top of that we meet Galileo in and through his amazing discoveries with the telescope and the vast wonders of the universe.

WEEK 7: MODERN ERA (AD. 1750 - AD. 1900)

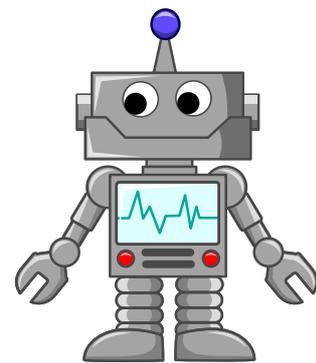
The Secondary Panel's journey slowly returns to the present. But before they get there, they stop at particular points in the modern era to crack open the minds of brilliant inventors. Such a mind as Thomas Edison and his fascinating discovery of electricity pioneered our technological advancement in the development of circuits and systems.

WEEK 6: EARLY MODERN ERA (AD. 1600 - AD. 1750)

In week 6, we learn to harness the power of steam! Steam engines and the power of water pressure enabled long distance travel on land to be a new fast.

WEEK 8: MODERN ERA (AD. 1900 - PRESENT)

We now return to the present day. The Secondary Panel reflects on all 8 weeks and how incredible the past was and how the present came to be. During week 8, the Secondary Panel connects the unique inventions of the past towards the current technological advancement of computers, coding, and robots.



"GIVE A MAN A FISH AND YOU FEED HIM FOR A DAY;
TEACH A MAN TO FISH AND YOU FEED HIM FOR A LIFETIME" -
MAIMONIDES

Field Trips (ECE x Elementary)

We believe that field trips provide real life situations for first hand information. It serves as a preview of a lesson and for gathering instructional materials. It also supplement classroom instruction to secure definite information for specific lessons. Most importantly, we want to arouse specific interest in materials, objects, places, or processes by going on 4 trips this Summer.

(Field Trips are additional cost and collected weekly before the trip).

NOTE: Price may vary from what is listed. Exact cost provided during camp week.

Royal Ontario Museum

Admission Cost: \$10 (T-Rex Exhibition + Admission)

Transportation: TTC (50 MIN)

Learning Goals: Exploration and discovery of historical artifacts, artwork, specimens



Week 1 - July 3-7



Ontario Science Centre

Admission Cost: \$12

Transportation: TTC (50 MIN)

Learning Goals: Investigate, Evaluate, Test Scientific Hypothesis

Week 3 - July 17- 21

Lego Land (ECE x Elementary A)

Admission Cost: \$12 + \$5 (Transportation)

Transportation: Person Vehicle (30 MIN)

Learning Goals: Bring STEAM & Language to life and enhance collaboration and problem solving skills



Week 5 - July 31 - Aug 4



Kidstown Water Park

Admission Cost: FREE

Transportation: TTC (40 MIN)

Learning Goals: Natural & Educational Water Exploration and Play

Week 7 - Aug 14-18

Field Trips (Secondary)

We wish to expand the learning opportunity for our secondary campers (Gr.7-10) by taking them to explore the city through fun and educational trips with a focus on character development, every week throughout Week 1-7.

NOTE: Field Trips are Additional Cost. Price may vary from what is listed. Exact cost provided during camp week.

- Secondary will be going to the same field trips as ECE & Elementary on Weeks 1,3,7 except Week 5

The Hub Climbing

Admission Cost: \$27.50 (Shoes & Harness Rental Included)

Transportation: Personal Vehicle (30 MIN)

Learning Goals: Persistence, Focus, Problem Solving



Week 2 - July 10-14



Thornhill Outdoor Swimming

Admission Cost: FREE

Transportation: Personal Vehicle (20 MIN)

Learning Goals: Endurance, Strength & Flexibility, Balance & Posture

Week 4 - July 24- 28

Archery Circuit (Elementary B)

Admission Cost: \$20 (TWO - 1 Hour Activity)

Transportation: TTC (40 MIN)

Learning Goals: Teamwork, Confidence, Communication

Activity - [Archery Tag & Blacklight Dodgeball]



Week 5 - July 31 - Aug 4



SkyZone Trampoline Park

Admission Cost: \$27 (90 Min Jump + Sky Socks)

Transportation: Personal Vehicle (30 MIN) / TTC (60 MIN)

Learning Goals: Gross Motor Development, Aerial Movements, Acrobatic Play

Week 6 - Aug 8 - 11



**COME
JOIN US!!**

UCONNECT

Every Friday from 3PM - 4PM

There is statistical research that indicates positive correlation to learning success when parents and teachers establish healthy relationships.

We want to use UConnect as a time and place to get to know you and for you to get to know us.. As we are the primary group that your child(ren) spends most of the time with throughout the Summer week(s), we hope to share constructive and positive strategies with each other for child-rearing purposes.

Our camp staff will be preparing light refreshments with the campers every Friday afternoon. You will have a chance to enjoy the food your child will make. During this time, you can connect with the Director of Learning Programs of each panel to get to know how your child is doing at camp and the work as well as learning that has taken place while they will enjoy the afternoon activities.

Let's Connect!

Health & Safety

We are thankful to everyone, especially the frontline workers who work tirelessly for the protection and safety in our city. STEAM & Sports / Youth Robotics Leadership Camp 2023 prioritizes health and safety to be first, hence we will be aligning our health and safety protocol with the Toronto Public Health Guidelines with some camp customization.

Below are some Health and Safety Protocols for this year:

Mask NOT Required



Children and staff are not required to be wearing face mask during camp this Summer however, for those with symptoms of the cold, flu, or COVID-19, we would like to encourage them to be wearing a mask while at camp until symptoms subside.

Camp Sanitization



We will continue to have regular sanitization in the 8-week duration of camp. We will have campers and staff to wash their hands when they arrive, before and after meals, and after activities.

Health Related Sickness & Absences



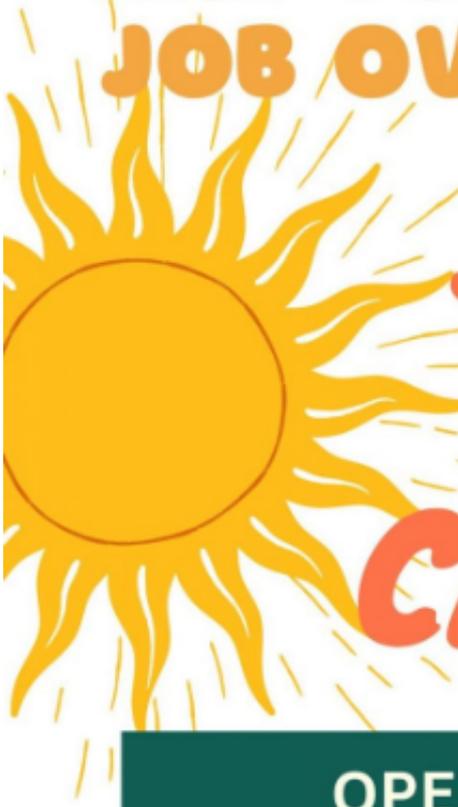
For any health related absences, we will allow campers to attend camp on another week to make up for the missed day. Minimum 72 hours (3 Days) notice required. Only valid for 2023 camp and credits will not be provided for any unused days.

基督教華人福音宣教會凱歌堂
Triumph Chinese Evangelical Missionary Church



**ARE YOU LOOKING FOR A
JOB OVER THE SUMMER?**

**STEAM &
SPORTS
CAMP 2023**



OPEN POSITIONS

Teaching Staff \$17.50-\$22.00/hour
Administrative Staff \$17.50-\$19.50/hour
Kitchen Staff \$16.50/hour

APPLY NOW



SCAN ME

89 CENTRE AVE, NORTH YORK, ONTARIO, M2M 2L7

Apply to be a Camp Staff