

Indoor Camping Activity Pack



VACATION CARE AND THEME-DAY RESOURCES

AGES 5–12

120 MIN

LOW PREP

YOUR INVITATION

Choose stations and roles. Make tabletop paper shelter models; use the supplied cards for pretend supplies, stories and routes.

PASS · DRAW · DICTATE · WORK BESIDE SOMEONE · JOIN LATER

Plan the session

STATION 1

CAMP MAP: mark boundaries and exits

STATION 2

SHELTER: tabletop or low cardboard design

STATION 3

SUPPLY SORT: choose five of ten picture cards

STATION 4

STORY CIRCLE: fictional adventure prompt

STATION 5

NAVIGATION: follow a floor-symbol route

STATION 6

QUIET CORNER: reading or drawing choice

STATION 7

TEAM TASK: deliver a message safely

STATION 8

PACK-DOWN: count, flatten and return

Finished—or ready to pause?

Write a camp schedule.



Educator guide



Indoor Camping Activity Pack

Why this works here

The pack supplies the maps, drawing spaces and cards needed for a pretend indoor camping session, alongside educator instructions and a timed example.

How to run it

Start with the camp map and a tabletop shelter model. Use the supplied picture, story, route and message cards for the stations that fit today. Offer reading or drawing throughout. Page 11 gives preparation and a 120-minute example; adjust it to attendance and space.

Materials

A4 or Letter paper, pencils, scrap paper or clean lightweight card, tape, optional books and counters. Adults can cut the printed cards in advance; scissors are optional. Picture supplies are pretend items, not a requirement to bring real camping equipment.

Simpler way to join

Use a tabletop tent model and picture supply cards.

More challenge

Add a budget, weather scenario or accessible route redesign.

Two useful extensions

1. Write a camp schedule. 2. Create a map key for another group.

Safety boundary

Keep real exits, sightlines, alarms and fixtures clear. Build tabletop models only; do not attach fabric to furniture or fixtures or cover anyone's head. Use pictures for supply sorting. The first-aid-kit picture is a pretend planning choice, not permission to open or use real medical supplies. Adults manage any cutting and room movement under local procedures.

CUT OFF · KEEP WITH THE ACTIVITY · LAMINATE IF USEFUL

Indoor Camping Activity Pack



AGES 5–12 · 120 MIN · SMALL GROUP OR WHOLE GROUP

- 1 Plan an indoor camping session with construction, storytelling, navigation and quieter choices.
- 2 Start with the camp map and a tabletop shelter model. Use the supplied picture, story, route and message cards for the stations that fit today. Offer reading or drawing throughout. Page 11 gives preparation and a 120-minute example; adjust it to attendance and space.
- 3 Safety: Keep real exits, sightlines, alarms and fixtures clear. Build tabletop models only; do not attach fabric to furniture or fixtures or cover anyone's head. Use pictures for supply sorting. The first-aid-kit picture is a pretend planning choice, not permission to open or use real medical supplies. Adults manage any cutting and room movement under local procedures.



Camp map



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Draw a pretend camp inside the area your educator has agreed. Mark shelter, story, map and quiet stations. Show a clear route; real room exits stay clear.

A large, empty rectangular box with a thin black border, intended for drawing a pretend camp map.

My map key

Station symbol

What it means

A route someone else can follow

Tabletop shelter design



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Design a small paper or card shelter that stands on a table. It is a model, not a place for a child to go inside. Fold first; add tape only if needed.

Sketch a shape and show its opening.

Show the folds or supports.

Does the model stand? What did you notice?

Change one fold or support. What happens now?

Ten picture supply cards



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Cut or point to the cards. Choose five for your pretend camp and explain each choice. The pictures do not require real camping equipment. Adults handle real first aid.



Water bottle



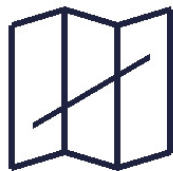
Torch / flashlight



Book



Hat



Map



Pencil



Blanket



Backpack



Raincoat



First-aid kit

Eight fictional story cards



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Choose one fictional prompt. Take turns adding a sentence, drawing or action. You may pass or change a prompt. Keep real names and private experiences out of the story.

A changing map

Your paper camp map shows a new path. Where could it lead?

A tiny visitor

A fictional mouse wants a shelter made from one paper rectangle. What do you make?

The quiet signal

Your characters need a signal that uses no shouting. What do they try?

The surprise parcel

A pretend parcel contains three paper shapes. How could the camp use them?

A windy day

In your story, a paper flag blows away. How do the characters find it?

The shared book

Two characters want the same storybook. What arrangement do they choose?

A new campsite

A character needs a clear, easy route. How does the group change its pretend camp?

The final message

Before leaving the pretend camp, your characters send one helpful message. What is it?

Six route markers

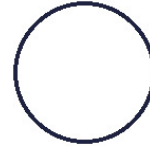


INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

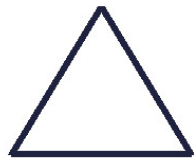
Use these six markers with the route challenges on page 8. Place them visibly on a table. A walking version needs an educator-agreed clear area; no racing or hidden clues.



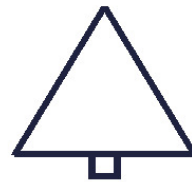
Star



Circle



Triangle



Tree



Leaf



Tent

Four route challenges



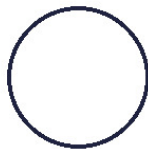
INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Read each route from left to right. Point to the matching markers, move a counter, or walk with educator agreement. Every route ends at the tent. Make your own route after trying one.

Route 1



1. Star



2. Circle

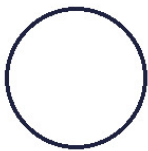


3. Leaf

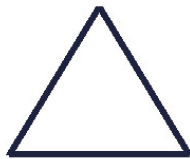


4. Tent

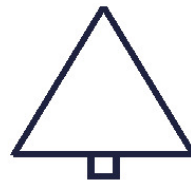
Route 2



1. Circle



2. Triangle

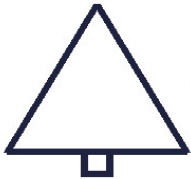


3. Tree



4. Tent

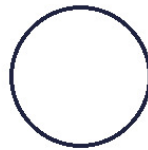
Route 3



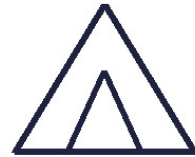
1. Tree



2. Leaf



3. Circle



4. Tent

Route 4



1. Leaf



2. Star



3. Triangle



4. Tent

Four team message cards



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Choose sender, carrier and receiver roles. Carry or speak one pretend request inside the agreed visible area. The receiver repeats it to check. Swap roles; pointing or adult reading is welcome.

Shelter station

Please bring two paper rectangles to the shelter station.

Receiver: say or point to the request again.

Map station

Please ask the map station to show a clear route to the quiet corner.

Receiver: say or point to the request again.

Story station

Please tell the story station: a paper flag needs a new design.

Receiver: say or point to the request again.

Quiet corner

Please ask the quiet corner which drawing prompt it wants next.

Receiver: say or point to the request again.

Quiet drawing and reflection



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Read an available book or draw a pretend campsite here. Choose a shelter, character, route or scene. You may leave the reflection prompts blank or explain aloud.

A large, empty rectangular box with a thin black border, intended for drawing a pretend campsite or scene.

One choice or change I made:

Something I would try another time:

Preparation and 120-minute session



INDOOR CAMPING / CHOOSE, POINT, DRAW OR WORK WITH A PARTNER

Gather and prepare

A4 or Letter paper, pencils, scrap paper or clean lightweight card, tape, optional books and counters. Adults can cut the printed cards in advance; scissors are optional. Picture supplies are pretend items, not a requirement to bring real camping equipment.

Allow about 20 minutes to print selected pages, cut cards if wanted and gather paper materials. Choose an open visible area and a quiet reading or drawing corner. Check the room and movement boundaries using local procedures. Make one small paper shelter to demonstrate; no child-sized fort is needed.

One 120-minute example / adjust or select stations

10 min	Arrive and map	Mark the agreed activity area; keep real exits clear.
15 min	Plan a shelter	Use page 4 to sketch a small tabletop paper model.
20 min	Make and revise	Fold card or paper; check whether the model stands, then change one fold.
15 min	Sort supplies	Choose five of the ten picture cards; explain what each is for in your pretend camp.
15 min	Tell a story	Choose a page 6 card; take turns adding a sentence, drawing or action. Passing is allowed.
15 min	Follow symbols	Lay out the six markers; follow a page 8 sequence by pointing, moving a counter or walking.
10 min	Send a message	Use page 9; send, receive and check a message within the agreed visible area.
10 min	Quiet choice	Read an available book or draw on page 10. The quiet option may stay open throughout.
10 min	Pack up and reflect	Count cards, flatten reusable models and return supplies; choose one change for next time.

Keep the quiet option available. Use the safety boundary on page 2 and local procedures. Activity completion does not establish a learning outcome.