



## Summer Camp Programme Overview

Topic	1. Day Orientation (Group rotation)	2. - 3. Day Introduction (1 ½ days; Group rotation)	4. - 5. Day Production (2 ½ days; in Workshops)	6. Day Production & Ceremony
Personal, Social Competence/S4D	<ul style="list-style-type: none"> <li>Trust</li> <li>Communication</li> </ul>	<ul style="list-style-type: none"> <li>Decision-making</li> <li>Planning / Strategy-making</li> <li>Goal orientation</li> </ul>	<ul style="list-style-type: none"> <li>Teamwork</li> <li>Dealing with pressure</li> </ul>	<ul style="list-style-type: none"> <li>Self-confidence</li> <li>Perseverance</li> </ul>
Technical Competence/LWF	<ul style="list-style-type: none"> <li>LMI</li> <li>School Tour</li> <li>Intro to professions</li> <li>Test</li> </ul>	<ul style="list-style-type: none"> <li>Carpentry → Intro</li> <li>Metal/Car mechanics → Intro</li> <li>Ceramics → Intro</li> <li>Plumbing → Intro</li> <li>Communication → Intro</li> <li>Catering → Intro</li> </ul>	<ul style="list-style-type: none"> <li>Carpentry → Shelve, chess board</li> <li>Metal/Car mechanic → Metal butterfly, Dove</li> <li>Ceramics → Plate, vase</li> <li>Plumbing → Product – What?</li> <li>Communication → Electrical circuit that works in light or darkness</li> <li>Catering → Cupcakes, main dish</li> </ul>	<ul style="list-style-type: none"> <li>Parents</li> <li>School Tour</li> <li>Evaluation</li> <li>Closing ceremony</li> </ul>