

# GOD BLESS AMERICA!

KIDS CLUB SUMMER CAMP OPERATES MONDAY-FRIDAY 7:00 AM - 6:00 PM  
AWESOME GAMES, COOL CRAFTS & SUPER SNACKS EVERY DAY!

WEEK #4

JUNE 30-JULY 3, 2025

## MONDAY

30

Chapel @ 9 AM

**\*\*Check the NEW  
Group Color Rosters  
for this week!  
Your child's group color  
may change each  
week\*\***

**AWESOME ACTIVITIES  
&  
NATIONAL TREASURES**

Rotation Activities:

Team Building  
Inside Game  
Outside Game  
Craft  
Freeplay  
Playground



## TUESDAY

1

**Pool Day!**

Laguna Niguel YMCA

**Arrive by 10 AM**

**Bus Returns  
4:30 PM**

**Group Battles**

**Arrive wearing  
your Swimsuit under your  
2025 Camp T-shirt &  
Closed-toed shoes**

**Pack a backpack with:**

- Sack Lunch
- Water bottle
- Sunscreen
- Towel
- Sandals
- Plastic bag for wet bathing suit

## WEDNESDAY

2

Chapel & Awards  
Ceremony @ 9 AM

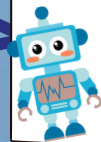
**PATRIOTIC  
STEM CHALLENGES**

**SHOW YOUR SPIRIT!  
WEAR YOUR  
GROUP COLOR**

**Leader Battles**

Rotation Activities:  
STEM: Flying Helicopter  
STEAM: Gliding Robots

Inside Game  
Outside Game  
Freeplay  
Playground



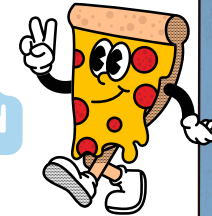
## THURSDAY

3



**Arrive by 9:30 AM  
Bus Returns  
approx 4:45 PM**

**Lunch  
Provided**



**Afternoon  
Movie**



## FRIDAY

4

**KIDS CLUB  
CLOSED**

**HAPPY  
4th of  
July**

**GOD  
BLESS  
AMERICA**

### IMPORTANT REMINDERS!

- Each child needs to bring a backpack everyday, no rolling backpacks!
- Please put sunscreen on your child before they come to camp, and bring your own to reapply!
- Please pack a lunch and a water bottle for your child everyday.
- Write your name on all of your child's belongings (shirt, lunch, sunscreen, backpack).
- Kids must wear a Kids Club Summer Camp T-shirt everyday except for Wednesday dress-up day!
- On excursion days, each child must wear the CURRENT 2025 Summer Camp T-shirt!
- Wear closed-toe shoes every day, and bring sandals for water days.
- All rosters are final and will not be changed.



Phone: (949) 465-1954  
[www.mvcckidsclub.org](http://www.mvcckidsclub.org)