Welcome campers and families to Bread & Roses Art Camp at Camp Soci! We are ready to have loads of fun at our beautiful Camp Soci! Please be sure to fill out the <u>required camper information forms</u> before your child's first day of camp.

## Bread & Roses Art Collective / Land & Sea

Bread & Roses Art Collective moves to Camp Soci on Cousins Island where one indoor and four outdoor classrooms provides a week of magic and fun. We will explore geology, plants, tides and forest "wildplay" as friends curate and respect our precious public land. Handmade field guides, collages, paintings, printmaking, digging and building landscapes with marine clay, tidal earthworks, inuksuks and eco-message rafts and boats are just some of the unique and fun happenings.

Experience the famous Soci Mud Spa, The Tale of Lightning Rock, The Listening Tree, 72 Step Beach, Soundstage and an Ice Age Encampment. Counselors provide fun and games at breaks throughout the day.

- DROP OFF: 9:00 am Ms. Kat and counselors will meet children at Sandy Point Beach Parking Lot on the left (after crossing the Cousins Island bridge), near West Side Trail entrance, beneath the crabapple tree!
- **PICK UP: 3pm** Pick up will be in same spot as drop off. Please meet children under the crabapple tree where we will have our end of day circle. Please do not take campers from the walking line in parking lot as there can be high traffic volume.
- FRIDAY / SOCI ART MUSEUM 2:30-3pm The main art "museum "will be at Soci cabin and picnic site. This display has become an exciting opportunity for your camper to show what they have created all week. Allow extra time to see work done at Sandy Point or 72 Step Beach. Each day will be documented on blog which you will receive on weekend.
  - **PLEASE BRING~** Snacks and lunch, beach towel, water bottle(s), sunscreen, bug spray, water shoes, change of clothes, sanitizer, and backpack!
  - Please text Ms. Kat at 207-939-3471 if you are delayed, absent, or have any concerns

We look forward to meeting you!!!!