**Camp Starfish**
**Tag Achievement Description:**
**Learning Center Experiments**

**LEMON - Try it!**
- Attend Learning Center as scheduled with your group 3 times.
- Participate to the best of your ability. Listen to staff, be active, use the Tools and Keys.
- Creatively (any medium – writing, drawing, singing, etc.) present your definition of what an experiment is at the beginning or end of a Learning Center activity.

**LIME - Activate!**
- Attend Learning Center each time it is scheduled for you during the session.
- Participate to the best of your ability.
- Ask Learning Center Counselors for assistance. Think of an experiment (of any scale) that you think would be cool to carry out. Give 2 minute presentation during a Learning Center activity about the experiment (i.e. an experiment to find out how many frogs live in the swamp or how hot it is on the field at different times of day)

**BLUEBERRY - Bundler**
- Choose to participate in 2 Learning Center Bundles (3-day activity choices) which include some kind of experiment.
- Participate to the best of your ability and actively cheer on other campers.

**MELON - Project**
- Using a copy of the Tag Project Guide, design a project that shows your interest, ability and experience at the Learning Center and why experiments help people learn.
- Choose a staff member to act as your guide for this project. Talk to them about your idea. Tell them what supplies you will need and how you think you will get them. Explain what help you think you will need from them or from others to make your project a success.
- Get your TPG approved, then carry out your project according to the TPG you created.
- Present your project to the Learning Center counselors and bundle participants.

**GRAPE - Mentor**
- With the assistance of a counselor, set up a time to assist a Pioneer camper to achieve his/her Lemon or Lime tag in any of the Learning Center Tags.
- Participate in at least 3 activity periods with this Pioneer (or more if he/she takes longer)
- Participate in the Gathering Announcement for the Pioneer when he/she receives the Tag.

**RASPBERRY - Lead**
- The activity instructor for the Learning Center will be your guide for this project. Set a time to meet with him/her (for example, Rest Hour, a meal, etc.) about what kind of activity you want to lead.
- On your own, complete the Lead It Tag Worksheet. Go over your worksheet, after it is completed, with the activity instructor. Together, plan out any details that are left.
- Based on your meeting with the activity instructor, complete **at least two of the following things** before teaching your lesson:
  a. Collect supplies for the activity
  b. Ask the Program Administrators a question about part of your activity
  c. Get feedback [from campers, staff, etc.] about your plan for this activity
  d. Do a “practice run-through” with just the activity instructor first.
  e. The activity you plan must include some kind of experiment and must promote learning as fun.
- When you are ready, agree with the activity instructor on a time, and teach your lesson.
- After you complete your teaching, sit down with the instructor and talk together about each of the following things:
  a. How did this go? Was it as planned? If not, how was it different?
  b. If I could do this again, would I do anything different? Why or why not?
  c. What is something I think the campers learned from this activity?
  d. What do I feel best about now that I’ve done this?
  e. What lessons did I want campers to learn about experiments?
  f. In my lesson, how did I promote learning and knowledge?