

# DESIGN CAMP 2013

## Information for Potential Instructors



### General Camp Information:

Since its inception over 28 years ago, Design Camp has exposed more than 2,000 high school students to the exciting world of design. Design Camp informs students about college study in design and raises awareness of the impact of art and design through a series of weeklong summer programs.

Design Camp students work with camp instructors and teaching assistants on projects involving each discipline offered at the college—Architecture / Landscape Architecture, Industrial Design, Art + Design, Graphic Design and Design Studies. Camp projects, developed in response to a different theme each year, challenge students to explore their creativity and critical-thinking skills while pushing them to try a range of techniques and media. In addition to studio projects, students will attend special presentations and participate in creative group challenges.

### 2013 Camp Dates:

Design Camp/Overnight 1: June 23-29

Design Camp/Day: July 14-19

Design Camp/Overnight 2: July 28 - August 3

### Instructor APPLICATION:

Visit our instructor information page: [camraleigh.org/dc-instructor](http://camraleigh.org/dc-instructor) for a link to the online application for this position. All applications are due by February 4, 2013.

### Instructor Pay:

Flat rate of \$1000 per week of Overnight Camp and \$800 per week of Day Camp (If studio is co-taught by two instructors, this fee will be split).

### Important Project Development Deadlines:

\*these may change- but gives you an idea of our timeline

- February 2013- Project Summary (with draft outline of daily schedule)
- March 2013 - Detailed Project Summary and Description (which will be distributed to camp staff)
- March 2013- Final Project Description For Campers (this will be incorporated into a packet of info for campers)
- April 2013- Supplies & IT Equipment Request Forms Due
- April 2013- Meetings will be scheduled with CAM staff to review your plans and supplies

## **Required Instructor Hours**

\*exact hours are hard to predict and may depend on the project you develop.

## **Overnight Camps:**

Camp Prep Session- Saturday before camp starts, around 3:00 - 7:00 pm

Camp Orientation Session- Sunday 3:00-4:30pm

Studio Instruction- Monday-Friday 8:30am-4:30pm, Saturday (last day of camp) 8:30am-9:30am

Camp Reception- Saturday 10:00am-2:00pm (these hours are flexible)

\*Optional lunch provided each day Mon-Fri at dining hall, afternoon breaks are scheduled with camp staff

## **Day Camp:**

Camp Prep Session- Saturday before camp starts, around 1:00-4:00pm

Camp Orientation Session- Sunday 3:00-4:30pm

Studio Instruction- Monday-Friday 9:30 am-5:00pm (instructors should arrive at 9:00 a.m.)

Camp Reception- Friday 5:00-6:00pm

\*Optional lunch provided each day at dining hall, afternoon breaks are scheduled with camp staff

## **Planning Prep/ Evaluation Meetings:**

There will be a few planning meetings/ work sessions scheduled that instructors must attend. Once all of our instructors have been identified we will schedule an opportunity for everyone to get together. In addition, camp instructors are required to attend a camp prep session the Saturday (for ALL camps) prior to the official start of camp. This is an opportunity to meet ALL the camp staff and make sure that studios and materials are set up appropriately.

Individual instructor feedback will be solicited upon completion of camp.

## **Projects:**

This year's theme is 2050: The Future. Each project should be developed in response to the idea of "the future". CAM staff will assist in ensuring that all projects adequately support the theme. Instructors may refer to our instructor planning guide and materials for help in curriculum development.

Overnight campers will have around 8 maximum studio hours to complete each project. Instructors will have around 5 contact hours with campers for each studio project. Overnight Camp Instructors must include an introduction to their discipline and critiques. There will be Camp Instructor meetings scheduled to discuss project ideas. We do ask that if your project is planned to be completed during the day, Instructors still submit a project idea or activity for the evening studio time (see sample schedules). CAM staff will work with all camp Instructors to develop projects.

The day camp participants will have limited time in the studios to complete their projects so camp projects must be planned accordingly. Campers will have maximum 5 hours contact time with instructors and 3 hours of work time on projects during Day Camp. Day Camp Instructors must incorporate an introduction to their discipline and critique. Sample projects from previous camps are available for review.

Camper participants will have a broad range of skill and experience levels. It is best to develop a project that everyone will be able to complete successfully while allowing for more advanced students to take their projects further. The ultimate goal is to inspire these students and expose them to the world of design. We do not expect Instructors to be able to cover EVERYTHING about their discipline in one day. Design Camp does not attempt to represent the full range of concentrations within each design department in the College. Additionally, sending campers home with motivation to continue working, developing and designing in their own time is a great thing!

Collaborative projects may be developed between design studios. Instructors may also create projects that campers must work in teams to complete. Please be aware that campers will want to use their camp projects in their admissions portfolios. Campers will be responsible for documenting their own work while at Design Camp, with instructional support from the Design Camp staff.

## **Class Size:**

The Overnight Camps will host around 80 campers that will be divided into 5 groups of 16. Instructors teach a different group of campers each day of camp. The Day Camp will host no more than 100 campers that will also be divided into 5 groups, of 20 campers each.

**Facilities:**

Design Camp studios will be located in the front half of Leazar Hall. Instructors will be assigned to a specific studio for the duration of your camp. Each Instructor is required to bring in visuals and resources to create their studio. Be creative! Requests for additional meetings spaces or studio requirements must be made with the Camps + Workshops Coordinator by **April 1st**. Burns Auditorium will be reserved for full camp meetings like the orientation session and evening activities. The overnight campers and staff will be residing in dorms nearby during the overnight camps.

**Supplies:**

All supplies for projects will be purchased ahead of time and Instructors will be required to submit a detailed supplies list by **April 15**. The maximum supplies budget available for each discipline is \$500 per camp. Instructors should be able to get everything needed for well under \$500. **CAM staff will provide a supplies order form that MUST be used.** This form will help instructors not go over budget while including everything they need, and keeping these lists in the same format makes creating very large supply orders for the entire summer's programming much more organized, feasible and cost-effective for camp staff. The Camp Coordinator and Assistant Camp Coordinators will be responsible for purchasing all supplies. Each Instructor's supplies budget must include any copying/printing expenses required for the project.

**IT Equipment:**

Projectors, laptops and other equipment will be checked out through the College's IT Department. In an effort to streamline this process equipment requests should be included on the supply list provided by CAM staff. CAM staff and the Camp Coordinator will check out and return the equipment. Instructors and T.A.s are responsible for the security of all IT equipment checked out on their behalf. Instructors will be provided with a pair of locks, and will be asked to lock up IT equipment and personal valuables in studio lockers upon leaving the studio at any time. Design Camp will have limited access to equipment. Instructors are welcome to bring in their own equipment from home.

**Camp Staff:**

College of Design student Counselors will be assigned to each group of campers. They should be assisting Instructors with setting up materials, keeping campers motivated and on task, engaging campers in desk crits, and participating in group critiques. Counselors will be provided information on camp projects prior to camp. They will supervise studio activities in the evenings and will be living with the campers in the residence halls. Three counselors will be assigned to each group during the overnight camp and two counselors per group during the day camp.

There will be one Studio TA that will be assigned to each studio for the week. They will be trained by their instructor to assist with the facilitation of the studio project. Studio TAs will be current undergrad (or grad) students representing each studio discipline. Studio TAs will work to make sure that supplies, handouts, etc. are maintained throughout the week and will be in charge of the Counselors that will be rotating to the studio with their campers. Instructors will be asked to meet with or communicate with their assigned Studio TA prior to the start of camp to let that person know what his or her responsibilities will be for the Studio.

**Camp Coordinator & Assistant Camp Coordinators:**

A Camp Coordinator will be hired to oversee and facilitate the day-to-day operations of the camp as well as assist CAM staff and Instructors in camp planning. The Camp Coordinator will be living with the campers and counselors in the residence halls. He or she will be the lead staff coordinating the daily activities of the camps.

Assistant Overnight Camp Coordinators will be hired to assist with the two overnight camps, and an Assistant Day Camp Coordinator will be hired to assist with the day camp.

**Parking:**

Parking permits will be provided to Instructors upon request. **Instructors must submit your request to CAM staff at least two weeks prior to the start of camp.** Permits will be for the Coliseum parking deck.

**Camp Contact:**

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CAM Raleigh Camps and Workshops Coordinator  
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# SAMPLE SCHEDULE // DESIGN CAMP OVERNIGHT

	WHEN	WHAT	WHERE		WHEN	WHAT	WHERE
<b>SAT 6.23</b>	2–3:30p	Introductions, camp review for counselors	Leazar	<b>WED 6.27</b>	6:30–8:30a	Wake Up / Breakfast	Clark DH
	3:15p	Faculty and studio TAs arrive			8:30–9:30a	Project 2 Review / Wrap Up	Leazar
	3:30–4p	Intro to camp faculty & projects			9:30–9:45a	Break	
	4–7p	Counselors start studio & general camp			9:45–11:30a	Introduction / Start Project 3	Leazar
	4–4:45p	Faculty & TAs meet, overview the week			11:30a–12:30p	Lunch	Clark DH
	4:45–7p	TAs review and organize supplies; studio prep			12:30–5:30p	Continued work on Project 3	Leazar
	4:45–7p	Faculty oversee studio prep			5:30–7p	Dinner Recreation Time	Clark DH
	7–8p	Light working dinner; counselors break off to plan individual group activities: superlatives, etc.			7–8:30p	Artist / Designer Panel	Burns
	8–9p	Touch base with coordinators for next day			8:30–11:30p	Complete Project 3 Panel invited for studio visits	Leazar
				12a	Lights Out!	Dorms	
<b>SUN 6.24</b>	11a	Counselors arrive, check in with Camp Coordinator		<b>THU 6.28</b>	6:30–8:30a	Wake Up / Breakfast	Clark DH
	1–2:30p	Camper check in	Leazar & Dorms		8:30–9:30a	Project 3 Review / Wrap Up	
	3–4:30p	Opening (Orientation) Ceremonies	Burns		9:30–9:45a	Break	
	4:30–5:30p	Camper Teams Break off for Icebreakers			9:45–11a	Introduction / Start Project 4	
	5:30–6:30p	Dinner	Clark DH		11:30–12:30p	Lunch	Clark DH
	6:30–8:30p	Team Activity–Team Identity: Uniform (t-shirt) Re-Design	Leazar		*12:45–1:30p	Admissions Presentation	Burns
	8:30–11:30p	Optional Movie Continue Team Activity	Burns		1:40–5:30p	Continued work on Project 4	Leazar
	12a	Lights Out!	Dorms		5:30–7p	Dinner Recreation Time	Clark DH
<b>MON 6.25</b>	6:30–8:30a	Wake Up / Breakfast	Clark DH	<b>FRI 6.29</b>	6:30–8:30a	Wake Up / Breakfast	Clark DH
	8:30–11:30a	Introduction / Start Project 1	Leazar		8:30–9:30a	Project 4 Review / Wrap Up	Leazar
	11:30a–12:30p	Lunch	Clark DH		9:30–9:45a	Break	
	12:30–5:30p	Continued work on Project 1	Leazar		9:45–11:30a	Introduction / Start Project 5	Leazar
	5:30–7p	Dinner Recreation Time	Clark DH		11:30a–12:30p	Lunch	Clark DH
	7–8:30p	Camper Team Parades Challenge (with mascot, fight song, colors, flag, and/or dance routine)			12:30–5:30p	Continued work on Project 5	Leazar
	8:30–11:30p	Complete Project 1	Leazar		5:30–6p	Full Camp Photo	Leazar front steps
	12a	Lights Out!	Dorms		6:30–9p	Pizza Party!	Front of Leazar
<b>TUE 6.26</b>	6:30–8:30a	Wake Up / Breakfast	Clark DH	<b>SAT 6.30</b>	7:30–9:30a	Wake Up / Breakfast	Clark DH
	8:30–9:30a	Project 1 Review / Wrap Up	Leazar		*9:30–10:30a	Project 5 Review / Wrap Up	Leazar
	9:30–9:45a	Break			10:30–12:30p	Camp Evaluations Dorm Pack	Burns
	9:45–11:30a	Introduction / Start Project 2	Leazar		12:30–2:30p	Camp Reception Dorm Check-out Parents Invited!	Leazar
	11:30a–12:30p	Lunch	Clark DH		2:30–4p	Camp Clean-Up	Leazar
	12:30–5:30p	Continued work on Project 2	Leazar		5–7p	Staff Feedback Session	Fancy Restaurant
	5:30–7:00p	Dinner Recreation Time	Clark DH				
	7–8:30p	Counselor Portfolio Presentation	Burns				
8:30–11:30p	Complete Project 2	Leazar					
12a	Lights Out!	Dorms					

\* denotes change in regular schedule

# SAMPLE SCHEDULE // DESIGN DAY CAMP

	WHEN	WHAT	WHERE		WHEN	WHAT	WHERE	
<b>SAT</b> <b>7.14</b>	10:30–11:30a	<b>Counselors</b> arrive, introductions, camp overview with Director	Leazar	<b>WED</b> <b>7.18</b>	8–8:30a	Camper Drop-off	Leazar	
	11:30a–12:30p	Begin studio prep			8:30–9:30a	Portfolio Documentation Demo	Burns	
	12:30–1p	Lunch (Sandwiches provided)			9:30–11:30a	Introduction / Start Project 3	Leazar	
	1:00p	<b>Faculty &amp; studio TAs</b> arrive			11:30a–12:30p	Lunch	Clark DH	
	1–1:30p	Intro to camp faculty & projects			12:30–3:30p	Continued work on Project 3	Leazar	
	1:30–4p	<b>Counselors</b> continue studio & general camp prep			3:30–4:30p	Project 3 Review / Wrap-up	Leazar	
	1:30–2:15p	<b>Faculty &amp; TAs</b> meet, overview the week			4:30–5:30p	Studio Clean-up	Leazar	
	2:15–4p	<b>TAs</b> review and organize supplies; studio prep			5:30p	Dismissal / Camper Pick-up	Coliseum deck	
	2:15–4p	<b>Faculty</b> oversee studio prep			<b>THU</b> <b>7.19</b>	8–8:30a	Camper Drop-off	Leazar
	4p	<b>Faculty and TAs</b> dismissed				8:30–9:30a	Camper Team Parades Challenge (with mascot, colors, flag, and/or dance routine)	Leazar
	4–4:30p	<b>Counselor</b> Portfolio Presentation follow-up				9:30–11:30a	Introduction / Start Project 4	Leazar
	4:30–5:30p	<b>Counselors, ACC, CC</b> meet to plan individual group activities, superlatives, etc.				11:30a–12:30p	Lunch	Clark DH
	5:30p	<b>CC and ACC</b> available for questions				12:30–3:30p	Continued work on Project 4	Leazar
<b>SUN</b> <b>7.15</b>	12:30p	Counselors arrive, check in with CC	Leazar	3:30–4:30p		Project 4 Review / Wrap-up	Leazar	
	12:30–2:30p	Set up for Check-in	Leazar	4:30–5:30p		Studio Clean-up	Leazar	
	2:30p	Faculty and TAs arrive	Leazar	5:30p		Dismissal / Camper Pick-up	Coliseum deck	
	2:30–3p	Camper check in	Leazar	*6–8:00pm		Mandatory Counselor Feedback Session (dinner provided)	Leazar	
	3:15–4:15p	Opening (Orientation) Ceremonies Welcome, Rules, & Introductions	Burns	<b>FRI</b> <b>7.20</b>		8–8:30a	Camper Drop-off	Leazar
	4:15	Faculty dismissed				*8:30–11:30a	Introduction / Start Project 5	Leazar
	4:30–5:30p	Camper team icebreakers and team identity building	Leazar			11:30a–12:30p	Lunch	Clark DH
	5:30	Camper Pick-up	Coliseum deck			12:30–3:30p	Continued work on Project 5	Leazar
	<b>MON</b> <b>7.16</b>	8–8:30a	Camper Drop-off		Leazar	*3:30–4:00p	Project 5 Review / Wrap-up	Leazar
		8:30–9:30a	Counselor Portfolio Presentations		Burns	*4–5:30p	TAs / Faculty set up projects for exhibition	Leazar
		9:30–11:30a	Introduction / Start Project 1		Leazar	*4–4:30p	Counselors: Camper Evaluations	Burns
		11:30a–12:30p	Lunch		Clark DH	*4:30–5p	All camp photo	Leazar steps
		12:30–3:30p	Continued work on Project 1		Leazar	*5–6p	Camp reception (Parents invited)	Leazar
3:30–4:30p		Project 1 Review / Wrap-up	Leazar		*6p	Campers go home with parents		
4:30–5:30p		Studio Clean-up	Leazar					
5:30p		Dismissal / Camper Pick-up	Coliseum deck					
<b>TUE</b> <b>7.17</b>		8–8:30a	Camper Drop-off		Leazar			
		8:30–9:30a	T-shirt redesign challenge: incorporate team identity, begin discussing parades challenge ideas	Leazar				
		9:30–11:30a	Introduction / Start Project 2	Leazar				
		11:30a–12:30p	Lunch	Clark DH				
		12:30–3:30p	Continued work on Project 2	Leazar				
	3:30–4:30p	Project 2 Review / Wrap-up	Leazar					
	4:30–5:30p	Studio Clean-up	Leazar					
	5:30p	Dismissal / Camper Pick-up	Coliseum deck					

\* denotes change in regular schedule