

CHILDREN CAMPS



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Educational Camps

- Courses during the day
 - Children select their courses, therefore participate more motivated
 - Courses provide extracurricular inputs
- Evening Activities in the afternoon
 - Optimized for maximum fun, teamwork, social connection
 - Optional (campers can also chose free play or socializing with peers instead)
- Bookable as Day Camp
 - Shuttle Bus alongside East Coast
 - Push-Notifications for Parents for pick-up/drop-off
- Bookable as Sleepover Camp
 - Sleep in mass dorms with private bathroom, 24/7 security



	Monday	Tuesday	Wednesday	Thursday	Friday	
07:00 - 07:30		first wake up	first wake up	first wake up	first wake up	07:00 - 07:30
07:30 - 08:00		second wake up	second wake up	second wake up		07:30 - 08:00
08:00 - 08:30		shuttle bus from Paje	morning stretches	morning stretches	morning stretches	second wake up
08:30 - 09:00	transfer to day site		transfer to day site	transfer to day site	transfer to day site	08:30 - 09:00
09:00 - 09:30	breakfast	breakfast	breakfast	breakfast	breakfast	09:00 - 09:30
09:30 - 10:00	information for parents	course 1	course 1	course 1	course 1	09:30 - 10:00
10:00 - 10:30						10:00 - 10:30
10:30 - 11:00	arrival parcour	break	break	break	break	10:30 - 11:00
11:00 - 11:30		course 1	course 1	course 1	course 2	11:00 - 11:30
11:30 - 12:00						free play
12:00 - 12:30	lunch	lunch	lunch	lunch	lunch	12:00 - 12:30
12:30 - 13:00	break / free play					12:30 - 13:00
13:00 - 13:30						13:00 - 13:30
13:30 - 14:00						13:30 - 14:00
14:00 - 14:30	course 1	course 2	course 2	course 2	last preparations	14:00 - 14:30
14:30 - 15:00						14:30 - 15:00
15:00 - 15:30	break	break	break	break	presentation with parents	15:00 - 15:30
15:30 - 16:00	course 2	course 2	course 2	course 2		15:30 - 16:00
16:00 - 16:30						16:00 - 16:30
16:30 - 17:00	transfer to night site	transfer to night site	transfer to night site	transfer to night site		16:30 - 17:00
17:00 - 17:30	capture the flag	treasure hunt	super secret surprise	Stratego Terrain Game	shuttle bus back to Paje	17:00 - 17:30
17:30 - 18:00						17:30 - 18:00
18:00 - 18:30	dinner	dinner	dinner	dinner		18:00 - 18:30
18:30 - 19:00	break	break	break	break		18:30 - 19:00
19:00 - 19:30	werewolf	trade game	boys circle / girls circle	feedback collection		19:00 - 19:30
19:30 - 20:00				19:30 - 20:00		
20:00 - 20:30	go to bed	go to bed	go to bed	talent show & karaoke night		20:00 - 20:30
20:30 - 21:00						20:30 - 21:00
21:00 - 21:30	sleep	sleep	sleep		21:00 - 21:30	
21:30 - 22:00					go to bed	21:30 - 22:00

Our Team Organization Structure

Camp Program Coordinator
prepares camp schedule, marketing, legal stuff,
schedules and holds staff meeting, logistics

Camp Counsellor (CC)
takes care of campers on an emotional,
personal, social level whilst accompanying
them throughout their day at camp.

Course Teachers (CT)
prepares and teaches courses, responsible
for academic quality

OUR COURSES

Each camper attends **two courses** during camp. During registration, courses are selected based on their prepreferences.



*Courses subject to availability and can vary from camp to camp

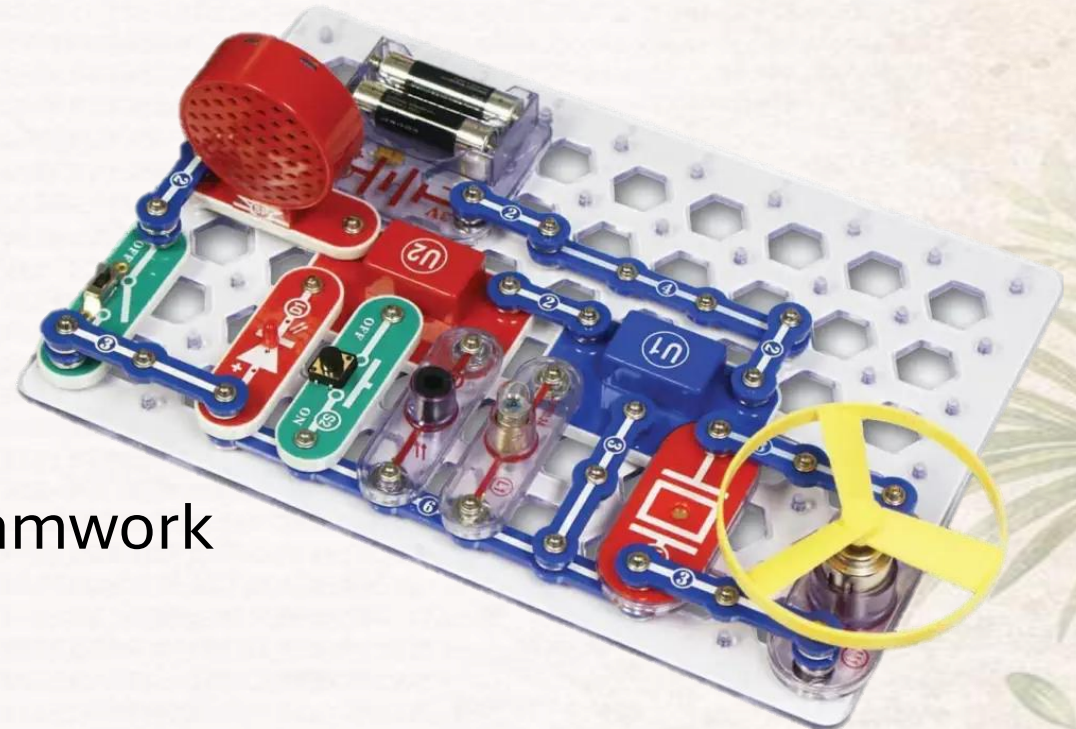
Basic Electronics

Ages 5-10 years, by Nico

In this course, children learn the foundations of electronics using a fun and safe Electronic Building Blocks Kit. They explore how circuits work through hands-on activities and simple projects designed for young learners. The sessions help them develop problem-solving, creativity, and confidence while building real electronic models such as lights, fans, alarms, and more.

What Kids Will Learn:

- What electricity is
- How circuits open and close
- Basic components like switches, lights, motors, and buzzers
- Building simple working projects
- Learning through fun challenges and teamwork



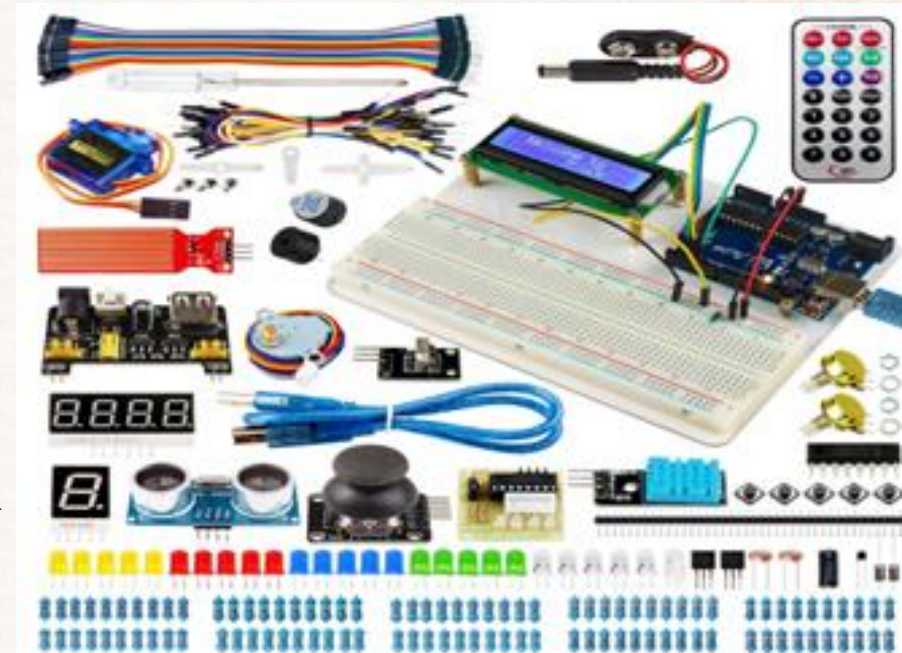
Basic Arduino

Ages 10-15 years, by Nico

This course introduces older students to coding and robotics using a beginner-friendly Arduino kit. Learners will explore how sensors, LEDs, and motors work and how to control them using simple code. The sessions focus on creativity, logical thinking, and the joy of building real working mini-systems.

What Students Will Learn:

- Introduction to Arduino board and components
- Basic coding concepts
- How sensors and LEDs work
- Writing simple programs
- Building small working projects during the week



Discovery Workshop – Understanding Science Ages 6-12 years, by Niels (Mzungu Baridi)

In small groups (max. 10–12 children), young researchers experience fundamental physical phenomena through hands-on experimentation: Forces & Motion (air pressure, levers, angular momentum) Optics & Light Phenomena and much more. Age-appropriate, fun, clear explanations, and plenty of "aha!" moments. Suitable for curious elementary school children who want to playfully understand scientific concepts.



Magic Workshop with Playing Cards and Household Items

Ages 8-15 years, by Niels (Mzungu Baridi)

Creative Discovery & Dexterity Training

- In this workshop, children will learn simple yet fascinating magic tricks from a professional. All props can be found in any ordinary household.

Content:

- Mathematical principles that don't look like Math and work quite simply
- tricks Sleight of hand & distraction techniques
- A key focus of this workshop is also confident presentation in front of an audience and an understanding of the underlying principles (without dry theory)

Goal: After the workshop, children will be able to recreate and perform the tricks at home



Arts

Ages 5-9 years, by Jamila

The art program will involve three main categories where children can learn, build confidence, and improve their creativity skills.

These activities will help children develop their imagination, fine motor skills, and self-expression.

During the camp, children will explore:

1. Marbling Art – A colorful and exciting activity where children create unique abstract patterns using paint and water techniques. This helps improve fine motor skills and color understanding.
2. Painting – Children decorate wooden pieces with themes such as ocean life, animals, African patterns, or their names. This help children to improve there creativities.
3. Clay Craft – Children shape small animals, cups, or decorative objects. Clay work enhances creativity, patience, and hand coordination.

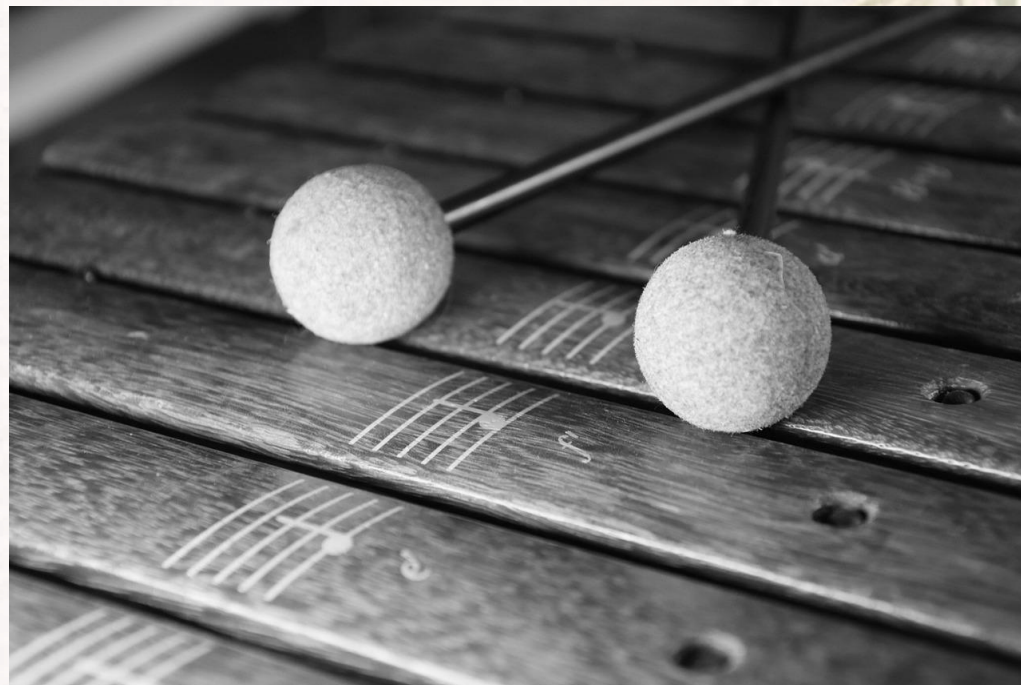
Finally, at the end of the camp, the children will present their artwork to you to show the skills they have developed during the camp period.



Music Experimentation

Ages 5-10 years, by Volder

In this course, children explore sound and rhythm through playful, hands-on music experiments using simple instruments, found-sound objects, and voice. They learn basic beat, pitch, and texture concepts while inventing instruments, creating soundscapes, and improvising in small groups to build listening skills, creativity, and confidence.



Music Production

Ages 11-15 years, by Volder

In this course, ages 10–15 learn the basics of digital music production using PC software and simple controllers. Students create, record, edit, and arrange short tracks while learning about beat-making, layering, and basic mixing in a hands-on, project-based format.



EVENING ACTIVITIES

After the sun sets, optional team games take place to teach strategy, teamwork, and boost the fun! ✨



Werewolf/Mafia

Two teams with hidden identities compete to outsmart each other



Trade Game

Produce and trade resources with friends, negotiate for the best prices!



Treasure Hunt

Solve riddles and find clues within the camp's vast terrain.



Talent Show

Show off your skills and talents in front of the camp audience!

“the Courses are for the parents, the Evening Activities for the kids”

~Yanis

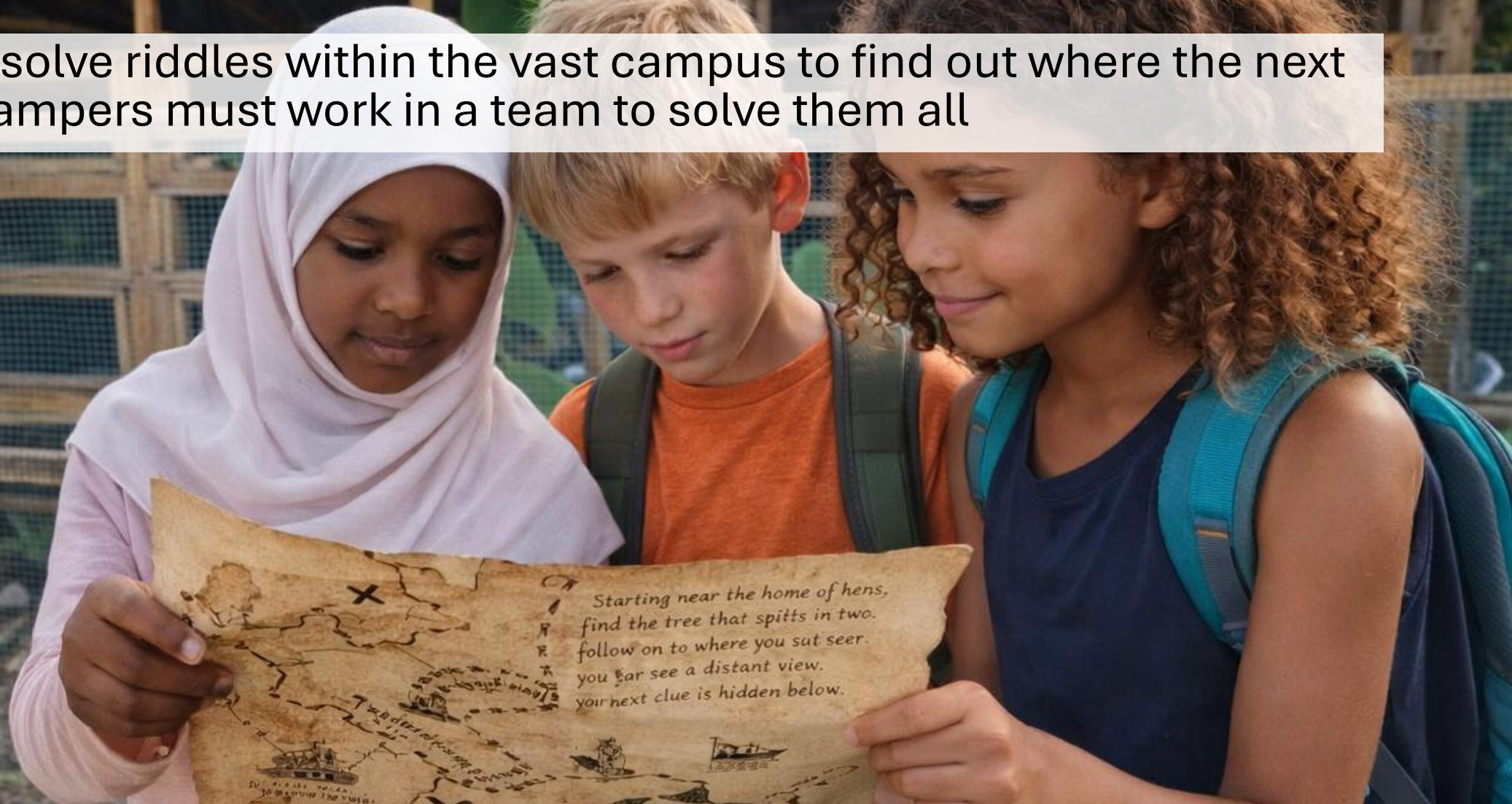
Capture The Flag

Capture the flag is a terrain game played in teams. Players need to cooperate and organize themselves to perform coordinated operations in a vast terrain.



Treasure Hunt

Campers solve riddles within the vast campus to find out where the next clue is. Campers must work in a team to solve them all



Starting near the home of hens,
find the tree that spits in two.
follow on to where you sat seer.
you ear see a distant view.
your next clue is hidden below.

Trade Game



In this real time game, you will produce stone, wood, or food and trade it with your friends. Make sure to negotiate hard to get a good price for your goods.

Werewolf

A group of approximately 15 people, including children and adults, are sitting in a circle on a wooden deck at dusk. They are illuminated by several glowing lanterns. The scene is set outdoors with a wooden railing and a view of trees in the background. The overall atmosphere is warm and social.

Although known by different names in different countries (e.g. Werewolf in Germany, Mafia in Russia, Ktulu in Poland, etc.) - this game always has the same structure: two teams with hidden identity compete by trying to find out who is in the other team

No Need For Talent Show

A group of four children are performing on a stage at night. The stage is outdoors, with a wooden railing and a thatched roof. Two lanterns are lit on the stage. The children are dressed in casual clothing. One child is wearing a hijab. They are all smiling and appear to be singing or dancing. The audience is visible in the foreground, sitting on chairs and watching the performance.

This is an opportunity for campers to present a particular skill or talent of theirs in front of the audience. This will boost their self-confidence and make them more comfortable of holding presentations. It's called "No Need for Talent Show" because you don't need a Talent to present anything.

Safety Standards, Procedures, Training



SAFETY FIRST

Your child's **safety** is our **priority**. Our camp staff are trained and our facilities are secure, so you can feel confident leaving your child with us. Read more about our procedures on our website



Qualified Staff

All our **Camp Counsellors** receive at least 3 days on-site training prior to camp.



Transport

We have procedures in place for boarding and disembarking vehicles.



Gated Camp

Our camp is fully enclosed and guardians must check children in and out.



First Aid Training

All our Young Leaders are trained on First Aid.

Our Venue

The courses during camp are held at our Learning Village campus, featuring:

- 3 indoor and 2 outdoor course rooms
- outside area for playing football, tag, or terrain games
- rabbits and garden
- 10 computers for Arduino and Music Production
- Solar Power for uninterrupted events
- 100+ Board Games, Marble Tracks, and other toys



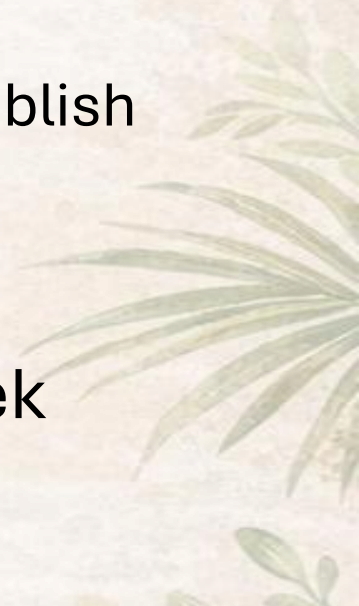
Registration Documents

We are a fully registered educational institution and comply with government regulations, such that our camps can be held without any unpleasant surprises.



Registration Procedure



- Fill Registration Form on our website
 - Course choices of child
 - Personal details of child
 - Food Allergies
 - Emergency Contacts
 - ZIC Policy Number and passport number OR international health insurance OR consent to pay privately
 - Consent on taking pictures to a) share amongst parents and/or b) publish
 - Pay Invoice (registration is valid only upon payment)
 - Receive Packlist and more information prior to camp
 - Attending multiple weeks: choose different courses each week
- 

Payment Methods

- Bank Transfer EUR (preferred)
- Bank Transfer TZS, GBP, USD, CHF
- Bitcoin
- Maybe Credit Card / Debit Card (still work in progress)



Pricing – Early Bird until 30 days prior to Camp

No of Weeks	Early Bird Price	Normal Price
1 week	125€	150€
2 weeks*	115€ / week = 230 € total	140€ / week = 280€ total
3 weeks*	105€ / week = 315€ total	130€ / week = 390€ total
4 weeks*	95€ / week = 380€ total	120€ / week = 480€ total

* The discount for booking multiple weeks of camp only applies if all weeks are booked together and paid in advance. Early Bird deadline refers to the earliest camp among the booked weeks.

Number of Children	Discount
2 siblings	10% on both siblings
3 siblings	20% on all three siblings
4+ siblings	25% on all siblings

Feasibility of the Camps

- Minimum 10 paying children per week needed
- 10 children would mean 3-4 courses will be held per week, not all of them
- The Camp in April has 13 children registered, so we expect the others to fill up too.



Dates & Deadlines

#	Step	Deadline
1	Information Day for parents and children at the Learning Village	For dates see our calendar at https://calendar.zanzibar.center
3	Early Bird Registration opens	3 months prior to camp
4	Early Bird Registration closes, decision on whether the camps take place	30 days prior to camp
5	Normal Registration opens	29 days prior to camp
6	Normal Registration closes	7 days prior to camp
7	Camps taking place Monday - Friday	20th - 24th April 2026 20th - 24th July 2026 7th - 11th Sept 2026 26th - 30th Oct 2026 14th - 18th Dec 2026