

**DEVELOPMENTAL FOCUS***Learner, Self***LENGTH***5 days*

Through a rigorous and diverse set of camp activities, students develop cognitive, social, affective, and academic skills. Mentors work with students to facilitate the process of developing learner ownership, self-esteem, and empowerment. As a result of both success and risk-taking, students gain confidence in their ability to perform in areas such as writing, time management, problem identification, listening, adapting to change, personal reflection, coping, teamwork, and articulating an idea.

OUTCOMES

- Create a quality learning community in which bonds are built among and between students, mentors/coaches (faculty and staff), and facilitators.
- Address issues related to retention, student readiness, and academic performance.
- Provide a model for learner empowerment and growth that can be replicated in many contexts within the institution.
- Grow the performance skills of students, faculty, and staff.
- The learning community environment of the camp helps students to build relationships, gain a sense of “belonging” and improve their ability to perform in the classroom.

Who benefits from a Learning to Learn Camp?

Student participants can include entering college students already enrolled at an institution, or high school students with the potential to go on to college. In the case of entering college students, a learning to learn camp increases retention and the likelihood for success. With high school students, the camp serves not only as a positive and significant learning experience for students and faculty but also a marketing tool for the host school.

Both faculty and staff are encouraged to serve as mentors and coaches. New insights will be gained about teaching, learning, and mentoring while facilitating the growth of learners.

SAMPLE AGENDA (ACTIVITIES)

Learning to Learn Camps change lives in a positive and dramatic manner by (1) challenging and inspiring students to grow and develop skills essential for success in college and beyond, and (2) motivating faculty and staff to mentor student growth and improve the teaching/learning processes they use with students.

Day 1	Building Learning Communities and Learning Teams, Student Success Toolbox, Exploring the Campus, Who am I?, Reading Skills, Math Skills, Values Clarification, Reading Methodology, Learning Community Time
Day 2	The Learning Process Methodology, Math Skills, Becoming a Self-Grower, Learning Community Time, Time Analysis, Using the Internet, Writing Methodology
Day 3	Personal Development Methodology, Math Skills, Coping Skills, Game—Pictionary, Educational Goals and Objectives, Quality of Internet Information, Using the Library, Portfolio Preparation
Day 4	Communication Methodology, Math Skills, Game—Charades, Assessing Journals, Career Search, Using E-mail, Using a Textbook, Learning Assessment Journal preparation, Buffet Dinner, Talent Show
Day 5	Problem Solving Contest, Speech Contest, Writing Contest, Math Skills, Art Contest, Awards Celebration

PERFORMANCE AREASAssessor
LearnerCollaborator
MeasurerDesigner
MentorEvaluator
PlannerFacilitator
Problem SolverInnovator
ResearcherLeader
Teacher