

YOUTH FAMILY HISTORY BOOT CAMP

INSTRUCTIONS

Candy Toppers—Download the labels [here](#). A theme can be used for each day: Discover, Gather, Connect. Treats can be passed out at the end of the day that corresponded with the theme of the day. You can also add a few treats in a tiny plastic bag and attach a topper that shows the theme for the day, as well as an inspirational quote.

* Discover: Discover the missing "pieces" in your family tree, with Reeses Pieces® candies in a little bag with the candy tag/treat topper.

* Gather: Each youth plays an important "Roll" in discovering, gathering, and connecting with family on both sides of the veil. You can use Toostie Rolls® or Fruit Tootsie Rolls.

* Connect: Choose to participate in temple and family history. You can use HiChews® candies.

Packets and Other Materials—Each youth gets a packet with the trainings in the rotations, a notebook, a pencil, and a lanyard/schedule. Those can be gathered each day of the camp, and the youth can pick up their packets at the beginning of each day.

* On each small notebook you can include a graphic for the bootcamp. This can be printed on sticker paper and cut and placed on the notebooks. The notebook is a resource for youth to take notes during the Boot Camp.

* Each youth can be given a lanyard with his or her name printed on it. On the back of the lanyard is the schedule for the camp.

* You can also create a banner with the name and date of the camp printed on it. The youth and leaders who participate in the camp can sign the banner, and it can be put in a prominent place.

Activities/Rotations—These include

* [Family Tree Keepsake/Pedigree Chart Rotation](#). Youth can also play the game "Don't Eat Grandpa Pete" in this rotation.

* [Family Tree in a Tin](#). The size of the cards can be adapted to fit in hinged boxes, for example.