

Registration Information

(PLEASE PRINT)

Name of child: _____
Age: __ Grade: __ Date of Birth: M ___ D ___ Y ___
School: _____
Parent/Guardian: _____
Address: _____
Phone: (w) _____ (ext) _____
(h) _____ (cell) _____
Email: _____
Family MD: _____ (ph) _____
OHIP Number: _____
Person who will drop off and pick up child: _____

OR other instructions: _____

Additional info (allergies etc): _____

Please check which sessions you are registering for:

- | | |
|---|----------|
| <input type="checkbox"/> August 5 th -8 th , 2008 | \$200.00 |
| <input type="checkbox"/> August 11 th -15 th , 2008 | \$250.00 |
| <input type="checkbox"/> August 18 th -22 nd , 2008 | \$250.00 |
| <input type="checkbox"/> August 25 th -29 th , 2008 | \$250.00 |

Mail to:

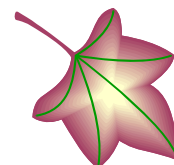
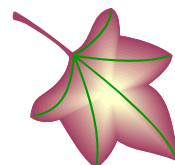
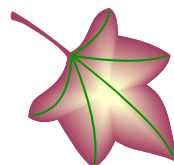
Chess Institute of Canada
Re: Summer Games Camp
41 Nina Street, Toronto, Ontario
M5R 1Z5

(Please make cheques payable to **Chess Institute of Canada**)

Summer Games

CAMP

"Where LEARN TO PLAY becomes PLAY TO LEARN"



At our new home, 483 Bloor St. W. (s/w corner of Bloor and Brunswick, between Spadina and Bathurst, above Future Bakery), Chess Institute of Canada offers week-long camps for children in grades 1 to 8 during the month of August.

Session 1 - August 5th-8th

Session 2 - August 11th-15th

Session 3 - August 18th-22nd

Session 4 - August 25th-29th

Children will develop new friendships and learn important life-skills in a fun and exciting environment. Our programs, led by exceptional instructors, will include an introduction to the world's most popular and fascinating games, plus an assortment of creative cultural and physical activities, and field-trips in and around the Toronto's amazing Annex.

FOR MORE INFO ted@chessinstitute.ca

Fold and Tear

Other Important Info

Camp program runs from 9:00am – 4:00pm. You are welcome to drop off your children as early as 8:00am and pick them up as late as 6:00pm for no additional cost. Supervision will be provided.

Games activities will feature instruction, tournaments, casual play, and puzzles. Field trips, physical activities and other cultural programs are subject to weather conditions. The Annex is historically rich and culturally vibrant. We will use our location at the epicenter of cultural and academic Toronto to captivate our campers' curious young minds.

CAMP DIRECTORS

Brett Campbell, F.I.D.E. Chess Master

Teacher of Chess and Games of Strategy programs in the Toronto District School Board
416 463-8815
brett.campbell@rogers.com

Ted Winick, President, Chess Institute of Canada

Teaches chess and life-skills in many TDSB schools
Volunteer of the Year 2008, Child Development Institute
416 537-2299
tedwinick@rogers.com

Dallas Bergen, Music Director, First Unitarian Congregation of Toronto

Teaching associate with Chess Institute of Canada
416-697-9561
dbbergen@gmail.com

Note: Every effort will be made to protect belongings and avoid accidental injury to participants, but neither the Chess Institute of Canada nor its instructors may be held liable for these unlikely events.

Summer Games Camp

We invite children of all ages to join us for family fun playing games, which our immigrants have packed with their suitcases for their journey around the world!

Across the centuries, bringing cultures together through play, certain games have stood the test of time. Our featured games include the most popular games of all time. Go, Chess, Backgammon, Cribbage and Scrabble are all played around the globe by millions of people.

Go is the national game of Japan, but it originated in China about four thousand years ago,.

Backgammon originated in Mesopotamia around 2600 B.C, a geographical area which today includes Iran, Iraq, Syria and Turkey.

Chess originated in India around 600 A.D. and spread to Persia, China and Japan, descending from a Chinese game called "Chaturanga."

The English poet Sir John Suckling invented Cribbage in the 17th century and this game became popular first in Europe and then in North America.

In 1931 an out of work architect, Alfred Mosher Butts, began work on a word based game which he called "Criss Cross words." In 1947 Butts met an entrepreneur, James Brunot, who helped him refine his game concept, changing the name to Scrabble and the rest is history!

Other games featured during the month include Risk, Clue, Monopoly, Careers, and various card games. Each Friday, children are encouraged to bring in their own game to share with everyone.