



The Project 2020
Alabama Center for the Arts
131 2nd Avenue NE
Decatur, AL 35601

What to Bring to Camp

During the 2 weeks of camp, campers may find it beneficial to bring the following:

- ❖ A notebook and Pens/pencils
- ❖ A camera (Please note, your phone as a camera is welcome. However, this should be placed on silent and remain in your bag/pocket when in all classes so as not to be distracting.)
- ❖ Laptops or tablets are welcome, but not required (bring your charger if you chose to bring technology) – Please note, some instructors may ask for these to not be used during class.
Thank you for your cooperation.
- ❖ Art materials that you may wish to bring (paper, drawing pencils, etc.). Not required.
- ❖ A refillable water bottle (there are water fountains throughout the ACA)
- ❖ Any prescription medications he/she may need, in a clearly labelled prescription bottle with the student's name on it.
- ❖ Sunscreen, as we may take walking tours during the camp to visit art museums and explore art and nature in Downtown Decatur.
- ❖ A light jacket or umbrella in case of rain

Students are welcome to bring a snack with them, or bring cash/coins for the snack/beverage machines.

Throughout the 2 weeks of The Project, students are expected to dress appropriately. T-shirts with offensive language/graphics and torn/revealing clothing are not permitted.

Students should wear clothes that they can easily and comfortably move around in.

What NOT to Bring to Camp

Students are asked to leave the following items at home:

- ❖ Video game players of any type
- ❖ Weapons of any sort are strictly prohibited
- ❖ Smoking/vaping products, alcohol and non-prescription medicines are prohibited.