

Center for Creative Arts Covid Mitigation Policy Effective March 6, 2022

The Center is following the most recent guidelines to reduce risks of Covid 19 transmission, in accord with Shady Grove United Methodist Church's policy, and as recommended by the CDC and VDH.

- All Center instructors, staff, and counselors are fully vaccinated against COVID-19.
- Students and instructors in afterschool music lessons and classes can choose whether or not to wear a mask. If an Instructor has family health concerns that makes them or a family member at risk of severe disease or death, that instructor may ask their students to wear masks in lessons, and their students will be notified individually. If COVID-19 transmission accelerates in our community, we will adjust this policy.
- Ventilation in The Center building is enhanced by windows that open, and by Hepa air purifiers in each classroom.
- Although some camps will have a mask optional policy, some Art, Robotics, and Week 1 of the Musical Theater Camp may require that all students wear masks because of Instructors' family health concerns. Campers will be informed of this requirement the week before the camp. As most of our campers registered at a time when masks were required for all camps, we hope you will continue to support us in protecting the vulnerable among us.
- We have reduced the number of students in each camp to help with social distancing throughout the camp day.
- We are limiting the number of adults in the building. Parents are asked to wait outside during music lessons and art classes. Campers will be dropped off and picked up via a carpool line.
- Families are asked to perform a health check each morning. If your child has been exposed or is diagnosed with Covid-19, or sick, please keep them home, and contact the Center to get information on attendance.
- Snack and lunch will be held outside (weather permitting).
- High-touch surfaces will be disinfected regularly. Shared supplies will be kept to a minimum, and will be disinfected between uses.