



Welcome to the Brandywine School of Wizardry where we host fantastical full day and half day wizarding camps, one-night events, virtual programs, and special occasions.

Each week and every program are unique, though favorite activities such as quidditch, and “shopping” at our joke shop with galleons earned throughout the week are mainstays.

Experiences are based on different themes and mysteries such as the new wizarding schools (2018), the Case of the Cursed Snitch (2017), solving the dastardly dilemma of our school’s invisibility charm disappearing (2019), and figuring out why our school ghost is so vexed (2018).

Young wizards work together to apply what they learn in wizarding school to solve whatever seems to be plaguing us around that time.

Prior to a week of camp, students receive an "owler" in the mail inviting them to their first day of term, along with secret passwords to know each day to gain points for their houses.

Classes and Activities

Our “classes” and activities are similar those in the Harry Potter stories by J.K. Rowling, though we are not a Harry Potter camp. You will see wizarding professors (most are certified teachers) teaching our own lessons. Weather permitting, activities take place inside and outside.

Potions
Defense against the dark arts
Charms
Care of magical creatures
History of magic
Herbology
Divination
Muggle studies
Sorting hat ceremony
Quidditch

Spending galleons earned throughout the week to shop at the candy and joke shop

Butterbeer and chocolate frogs

Earning house points (and losing them although that is not the fun part) -- points are tallied throughout the year from all programs

Wizarding games such as Mystery at the Castle and Giant Duel

How Children are Grouped

Though children are sorted into houses, these groups tend to be uneven in size, so groups are based on age, experience with the program, and special grouping requests.

Times

Traditional programs run 9am-3pm, and half day programs run 9am-noon. Before/after care is available in all locations except Upper Dublin.

During the 2020 season, many programs will include staggered drop-offs and pick-ups. See our full list of COVID-19 precautions and procedures being put in place.

Difference Between Full Day and Half Day Camp Programs

Children attending the half day program are involved in a sampling of the major activities – sorting, wands, spells, dueling, potions, quidditch, trips to the candy and joke shop, and as time permits, are involved in the other “classes” such as divination, herbology for example. They are also involved in the major parts of the weeklong mystery/unique theme for the week. Children attending the full day program do more of each activity as well as branch out into other classes such as care of magical creatures and charms for example and engage in wizarding activities beyond the classes.

Full day students bring brown bag lunches, snacks, and a water bottle. Half day students bring a snack and a water bottle.

Ages

Ages range typically from 6-15 years old, though we do have some younger and some older.

As students get older, they are invited to apply to our prefect, head student, and apprentice program.

To Register

Click on the location desired to register. The Upper Dublin link will lead you to register through the UD Park and Recreation Center.

Logistics such as drop off and pick up also vary per location. Closer to camp we provide related details to registered families