



## NCCS Camp Newaygo Outdoor Education

### Outdoor Education 1 hour Schedule

8:30	Breakfast
9:30-10:30	1 <sup>st</sup> Activity Period
10:30-11:30	2 <sup>nd</sup> AP
11:30- 12:30	3 <sup>rd</sup> AP
12:30	Lunch
1:15- 2:15	Recess/Rest
2:30-3:30	4 <sup>th</sup> AP
3:45- 4:45	5 <sup>th</sup> AP
5:00-6:00	6 <sup>th</sup> AP
6:00-6:30	Cabin Time
6:30	Dinner
7:30-9:00	Evening Program/ Campfire
9:00- 10:00	Shower/ Evening Thoughts
10:00	Lights Out

### Outdoor Education 1.5 hour Schedule

8:30	Breakfast
9:30-11:00	1 <sup>st</sup> Activity Period
11:00-12:30	2 <sup>nd</sup> AP
12:30	Lunch
1:15- 1:45	Recess/Rest
2:00-3:30	3 <sup>rd</sup> AP
3:30-5:00	4 <sup>th</sup> AP
5:00-6:30	5 <sup>th</sup> AP
6:30	Dinner
7:30-9:00	Evening Program/ Campfire
9:00- 10:00	Shower/ Evening Thoughts
10:00	Lights Out
Longer rest time and cabin time before dinner can be done by having 2 activity periods in the afternoon.	

### Activity Periods

You can mix and match to create a program for your students. We can also work with you to create other science classes based upon the needs of your students.

### Teambuilding Activities

<b>Class</b>	<b>Duration</b>	<b>Description</b>
Teambuilding	1-2	Students do activities in which they have to work together to accomplish a goal. Amount of time needed may depend on group size.
War Canoes	1-3	This is an opportunity for 12 students to work together to paddle a canoe. Students learn how to paddle and communicate. Destination is determined by length of time chosen.
24' Portable Climbing Wall	1-2	Students get a chance to challenge themselves and set a personal goal. Peers help participants reach their goal with encouragement. Group number determines amount of time needed. Extra costs apply.
Giants Ladder	1-3	Students challenge themselves by climbing a giant ladder of wooden boards and cables. They are belayed by peers and supervised by trained staff. Group number determines amount of time needed. Extra costs apply.
Power Pole	1-3	Students challenge themselves to climb a telephone pole and jump off. Participants are belayed by peers and a trained staff member. Group number determines amount of time needed. Extra costs apply.
Low Ropes	1-3	Groups work together to accomplish a goal on a low rope element. Participants learn to correctly spot each other and how to keep each other safe. Group number determines amount of time needed. Extra costs apply.



## Science Activities

Class	Duration (hours)	Description
Solar Wood Burning	1	Students learn how to use a magnifying glass and the sun to burn an image into a piece of wood. Safety precautions taught.
Wetland Trail	1	Students are lead through our wetland trail learning about what a wetland is and what lives there.
Nature's Color	1-2	Students are lead on a hike looking for things in the wild that can be used to draw or color with. Students will learn how to only use a little and will have to observe, predict and test different items. After making a color grid they will go back and use what they found to color a nature picture.
Nature Center	1	Explore what our nature center has to offer. Learn about our animals and displays.
Trees	1-2	Students will learn all about our wonderful trees. How to <b>identify</b> them, how they make their food ( <b>photosynthesis</b> ), what we <b>use</b> them for and more.
Animals	1-3	Students will learn about animals and their <b>adaptations</b> . They will look at animals around camp and in the nature center and compare and contrast them. They will also learn what <b>animals need</b> to survive and where they can find these things. <b>Food chains/webs</b> and <b>populations</b> will be discussed. Can be broken in to shorter themed classes or one longer class.
Oobique	1	Students learn about the <b>states of matter</b> and do an experiment in which they test their knowledge.
Water Quality	1-3	Students will learn how to test the <b>chemistry</b> of a water source and identify <b>macro-invertebrates</b> and how these things relate to the quality of the water. Student's can visit one water source or up to three and compare their findings
MEECS-Water Quality	1-2 hours each	Activities covering the following subjects; where water is, how we use water, watersheds, how land use affects water quality, groundwater, drinkable water, stream health, storm water and bioaccumulation and the Great Lakes.
Birds	1-2	Students look at birds to learn about <b>adaptations, animal needs</b> (food, water, shelter), <b>raising young</b> and more.
Earth Surface	1-3	<b>Soil</b> comparisons, <b>erosion, plate tectonics, rock cycle and rock identification</b> are all explored. Can be broken in to shorter themed classes or one longer class.
Resources	1	Focus is on renewable and non-renewable resources. What's the difference, how do they work, what can we do to help?



### **Physical Education/Recreation Activities**

<b>Class</b>	<b>Duration (hours)</b>	<b>Description</b>
Archery	1	Students will learn the parts of a bow and arrow, archery safety and get a chance to shoot.
Arts & Crafts	1	A variety of activities can be done depending on groups needs. Anything from tie dye to pottery depending on length of stay. Crafts made out of recycled materials add an educational component to the project. Extra costs may apply depending on project.
Games	1	If you are looking for a time for your students to get some energy out we have a variety of games to help you accomplish this including GaGa!
Disc Golf	1	It's like golf but with a Frisbee and in the woods. This is a fun activity to get kids out in the woods
Canoe	1-3	Students learn how to work and communicate with another student to canoe to a destination. They also learn the parts of a canoe and how to steer and paddle their boat. Destination is determined by length of time chosen. Possible destinations are Sylvan Island, channel, or connecting Lakes. Off camp canoe trips down local rivers are also available at an extra cost.
Swimming	1	Students have an opportunity to free swim after taking a swimming test.
Orienteering	1	Students learn how to use a compass to find their way.
Geo-caching	1-3	Student's learn how to use a hand help GPS to find their way to hidden "caches" in the woods.
Outdoor Cooking	1-2	Students learn how to build a fire and cook a snack or meal over the fire. Snack and meal prices apply.
Outdoor Living	3	Students learn skills that help them survive in the wilderness. They learn what to do before they head out, how to build a shelter and fire, how to use a compass, cook something over a fire and other valuable skills. Snack or meal costs apply.
Team Sports	1	Sports activities like volleyball and basketball are also available.
Snow Shoeing	1-3	
Sledding	1	

### Evening Programs

Some evening programs may have extra costs associated with them due to materials. Most evening programs can also be used in place of classes.

<b>Class</b>	<b>Duration (hours)</b>	<b>Description</b>
Drumming	1-3	Students learn about different drums and beats. They work together to make beautiful music.
Capture the Flag	1-3	Students split into 2 teams and try to sneak over and capture the other team's flag without getting caught.
Night Hike	1	Students learn about night vision, nocturnal animals and constellations if the night is clear. They will participate in different activities that can only be done at night.
Paper Bag Skits	1-3	Students will get a bag full of props to use in a skit. They will plan together and then perform in front of the group.
Medic/Karma	1	Students will get a chance to get out some energy by playing these games. Medic is a version of dodge ball and karma is an everyone on their own type of dodge ball. We use soft gator skin balls to ensure safety
Scavenger Hunt	1-2	Students will be given a list of things they need to collect or answer around camp.
CSI Lab	2-3	Students use investigative skills to solve a crime. They learn about fingerprints and pen chromatography. \$1/student extra
Campfire	1-3	We will have a fire on camp where we can tell stories, sing songs and play campfire games. Cooking a snack is optional at additional cost.

