

There are 6 available programs/2 night visit. Day visit is time dependent.

## Ecological Principles

- Ecological Succession (Spring/Fall), Leadership
- Animal Instincts for Survival
- or \*\*“Insects” for Survival
- Wolf Prowl Ecological Game (Gr.7+)
- Project WILD Eco Games
- Biodiversity Around Us! (S/F)
- “Focus on Forests” Activities
- The Green Bible & Ecology
- “Habitat for Community” Study
- Creation Stewardship in Daily Life (Solar Energy Primer)

S = Spring  
F = Fall  
W = Winter

## Wilderness Travel Skills

- Basic Canoeing on Trent (S/F) Prereq.⌋
- Camping On-site or Canoe 1Nt.(S/F)⌋
- Canoe Tripping /PaddleRock 2Nt.(S/F)⌋
- Outdoor Skills- Camping
- Cross Country Skiing
- Basic Scatter Orienteering
- Score Orienteering (Gr.7+)
- Canoe Orienteering (S/F)⌋
- Geocaching

## Outdoor /Group Challenges

- High Ropes climbing
- Mt. Moriah Climbing Tower (S/F)
- Rappelling (S/F, gr. 7+)
- Team Challenges/Low Ropes
- Wilderness Survival—fires/shelter (W)
- “On Purpose” service projects

## Creative Arts

- Outdoor Sketching
- Texture Rubbings
- Creative Writing

## Leadership

- Creation Leadership Lessons- Ecology
- Leadership Principles– simulation
- Instincts for Survival in da ‘hood
- Forest Mgt.For Life- Growth Choices

## Plant Life

- Forest Management
- Tree Trek
- Wildflowers & Ferns (S)
- Flowers, Trees & Light (S/F)
- Winter Plants (W)
- Seeds, Gardening (S)
- Cycles: Nutrients & Decomposition (S/F)

## Animal Life

- Birds in Winter (W)
- Birds and Migration (S/F)
- CSI– Critter Signs Investigation (W) (Snowshoes)
- Camouflage/ “Unnatural” Walk (S/F)
- Wetland Survivor—types(S/F)
- Pond’er This: Aquatic Pond Study (S)
- Insects Study (see\*\* Eco.Principles)
- Leave it to Beaver
- Track Casting (late F)

## Meteorology

- WeatherWatch
- Acidic Precipitation/Decomposition (S/F)
- Snow Science & winter ecology (W)

## Geography & Geology

- Soil Erosion & Control (S/F)
- The ‘Dirt’ on Soil (S/F)
- Living Water Groundwater (Gr. 7+)
- Gravel Pit Sedimentary Rock (transpo)

## Cultural History

- Fur Traders/Voyageurs Simulation Activity
- Stone Church/Cemetery– pioneers; Transp
- Pioneers/Community study; Transp required
- Kirkfield Lift Lock Tour (S/F) Transpo req’d

## Evenings

Evening Activities directed by School leaders  
Night Hike, Astronomy, Nocturnal Critters game,  
Capture the Flag, Campfire, Indoor Activities.