



Pathfinder, Inc.

The Power of Experience

Community, Leadership and Character

	Lower School Sequence (grades 4 - 7)	Upper School Sequence (grades 8 - 12)
Day 1		
	10:00 Arrival/Room Assignments/Large Group Welcome Activities	
AM	Incredible Journey I	Incredible Journey II or III
PM	Drums as Language Orienteering I <i>or</i> The Beast	River Canoeing
Evening	The Odyssey Scavenger Hunt <i>or</i> Glow-in-the-Dark Scavenger Hunt <i>or</i> Hootenanny	Round Auction <i>or</i> Drums as Language with campfire drumming <i>or</i> Odyssey Team Scavenger Hunt
Day 2		
AM	What Did You Say? <i>or</i> Feud's Folly <i>or</i> Ethical Decision Making	Kaleidoscope
PM	Challenge Course	High Ropes I
Evening	Round Auction <i>or</i> Underground Railroad <i>or</i> Tribal Council	Freedom Trail
Day 3		
AM	Walk-a-Mile (In My Shoes) I	Walk-a-Mile (In My Shoes) II
PM	Flat-water Canoeing with obstacle course (optional)	Challenge Course <i>or</i> High Ropes II
Evening	Night Hike w/Solo Walk <i>and</i> Campfire with S'mores	Solo Experience <i>and</i> Campfire with S'mores
Day 4		
AM	Florida Country	Cast Away!
PM	Closing Ceremony and 2:00 Departure	

Program Overview: Build community and leadership skills through the power of shared experience and challenge. This package alternates workshops that build leadership & character with adventure challenges that give students opportunities to apply what they have learned in real time.

Outcomes include: leadership development, conflict resolution, healthy decision-making, and concern for issues of justice.

Please consult Pathfinder's *Youth Program Guide* for a description of activities. For a shorter program, individual classes may be removed as needed.

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