



Pathfinder, Inc.

The Power of Experience

Florida History (Grades 1-8)

Grades 1-4		Grades 4-8
Day 1		
9:30 Arrival/Room Assignments/Large Group Welcome Activities		
Incredible Journey	AM	Incredible Journey
Native American Life	PM	Native American Life <i>or</i> Pioneer Life and Recycled Papermaking
Hootenanny and Night Hike <i>or</i> Underground Railroad either choice with Campfire and S'mores	Evening	Hootenanny and Night Hike <i>or</i> Night Hike and Total Team <i>or</i> Pirate's Plunder
Day 2		
Pioneer Life Pulp to Poetry: Recycled Papermaking	AM	Venture Out (Challenge Course with a Pioneer theme)
Tree Climbing	PM	Tree Climbing
Outdoor Gourmet		Outdoor Gourmet
Closing Ceremony and 4:30 Departure	Evening	Underground Railroad <i>or</i> Pirate's Plunder either choice with Campfire and S'mores
	Day 3	
	AM	Florida Country
	PM	Closing Ceremony and 2:00 Departure

Program Overview: History comes alive through the power of experience! Pathfinder's inquiry-based approach taps into students' natural curiosity and wonder. Facilitated discussions and historical simulations illustrate important concepts, reinforce classroom learning, and deepen empathy for others. Pathfinder adds group problem-solving challenges with an historical theme to develop decision-making skills and build stronger communities.

Please consult Pathfinder's *Youth Program Guide* for a more complete description of activities.

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