



Pathfinder, Inc.

The Power of Experience

Fun and Group Bonding

	Lower School Sequence (grades 4 - 7)	Upper School Sequence (grades 8 - 12)
Day 1		
AM	10:00 Arrival/Room Assignments/Large Group Welcome Activities	
	Incredible Journey I	Incredible Journey II
PM	Flat-water canoeing	River Canoeing
Evening	The Odyssey Scavenger Hunt <i>or</i> Hootenanny <i>or</i> Glow-in-the-Dark Scavenger Hunt any choice with Campfire and S'mores	The Odyssey Team Scavenger Hunt <i>or</i> Hootenanny <i>or</i> Night Hike with Solo Walk any choice with Campfire and S'mores
Day 2		
AM	Challenge Course	Challenge Course <i>or</i> (Client Choice)
PM	(Client Choice)	High Ropes
Evening	Round Auction <i>or</i> Underground Railroad <i>or</i> Night Hike with Solo Walk any choice with Campfire and songs	Round Auction <i>or</i> Underground Railroad <i>or</i> Night Hike with Solo Walk any choice with Campfire and songs
Day 3		
AM	Tree Climbing	Tree Climbing
	Drums as Language	Drums as Language
PM	Closing Ceremony and 2:00 Departure	

Program Overview: Build community through the power of fun and shared challenge! Our facilitators focus on fun in this program, with less direct instruction and debriefing. A great end-of-year or end-of-season program sequence for schools, sports teams, youth groups, support groups or multi-generational groups.

Please consult Pathfinder's *Youth Program Guide* for a description of activities. Client Choice can include most options from the Program Guide, based on group goals and interests.

For a shorter program, individual classes may be removed as necessary.