



Pathfinder, Inc.

The Power of Experience

## Leadership, Community and Character

	Lower School Sequence (grades 4 - 8)	Upper School Sequence (grades 8 - 12)
<b>Day 1</b>		
AM	<b>9:30 Arrival/Room Assignments/Large Group Welcome Activities</b>	
	Incredible Journey	Incredible Journey
PM	Drums as Language <i>or</i> The Beast <i>or</i> Tree Climbing	River Canoeing <i>or</i> High Ropes
	The Odyssey Scavenger Hunt <i>or</i> Hootenanny	The Odyssey Team Scavenger Hunt <i>or</i> Drums as Language <i>or</i> Adventure Orienteering
Evening		
<b>Day 2</b>		
AM	What Did You Say? <i>or</i> Walk a Mile <i>or</i> Flat-water Canoeing	7 Questions <i>or</i> Kaleidoscope <i>or</i> Lean on Me
	Challenge Course	Challenge Course
PM		
	Underground Railroad with Campfire and S'mores	Freedom Trail <i>or</i> Solo Experience either choice with Campfire and S'mores
Evening		
<b>Day 3</b>		
AM	Florida Country <i>or</i> Cast Away! (grades 7 +)	Cast Away! <i>or</i> other workshop from Day 2
	<b>Closing Ceremony and 2:00 Departure</b>	
PM		

**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.

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