



Pathfinder, Inc.

The Power of Experience

Outdoor Adventure and Teambuilding

	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	Adventure Orienteering with Outdoor Gourmet <i>(requires arrival by 9:30)</i> or Incredible Journey III
PM	Outdoor Living Skills	Canoeing with basic skills & rescue techniques (optional)
Evening	The Odyssey Scavenger Hunt or Glow-in-the-Dark Scavenger Hunt	Extended Night Hike with Stargazing
Day 2		
AM	Challenge Course	Kaleidoscope or Challenge Course
PM	Orienteering I or II The Beast or Bucky's Bungalow	Outdoor Survival Skills I
Evening	Night Hike with Hootenanny (optional)	Pirate's Plunder or Round Auction
Day 3		
AM	Flat-water Canoeing with obstacle course (optional)	High Ropes
PM	Tree Climbing Enchanted Forest	Outdoor Survival Skills II or High Ropes II
Evening	Underground Railroad and Campfire with S'mores	Solo Experience and Campfire with S'mores
Day 4		
AM	Mission Survivor I or Florida Country	Mission Survivor II
PM	Closing Ceremony and 2:00 Departure	

Program Overview: Build community and teamwork skills through the power of shared adventure! Experienced facilitators offer instruction in "technical" and interpersonal skills, then challenge youth to work together to accomplish a group goal.

Outcomes include: increased confidence, leadership, group unity, conflict resolution, problem-solving skills, as well as outdoor skills/Leave No Trace skills.

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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