

# Program Guide

for Youth  
2009/2010



Where are *YOU* Going?



## Pathfinder, Inc.

*The Power of Experience*

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**Our mission:**  
**To help youth and adults develop  
 more positive and effective learning communities.**

**Who is Pathfinder?**

Pathfinder, Inc. is a non-profit organization that helps youth, adults, and parents develop community through the power of shared experience. We seek to help people identify the *desired characteristics* of their community, understand the *process* of its development, and *accelerate progress* towards those goals. We also seek to *enrich* communities with knowledge about history, the arts, and the environment. We believe that the more we know, the better connected we can become – to ourselves, to our communities, and to the environments in which those communities exist.

**How do we do it?**

We accomplish this by facilitating experiential programs in a physically and emotionally safe environment. *Experiential education* engages many learning styles in a cycle of: doing, reflecting, generalizing, and transferring the learning to new contexts. *Physical and emotional safety* allows participants to engage more fully, choose their level of challenge, and distinguish between healthy and unhealthy choices. *Facilitators* are trained educators who specialize in helping groups to develop and meet their own goals, teaching communication, leadership and decision-making skills, and building community. We facilitate most programs outdoors – for greater fun, adventure, and potential learning.

**Where did we come from?**

Pathfinder was founded in 1993 by educator Marcia Lane. She realized that there was a great need to support classroom learning with outdoor, experiential programs. With a staff of two, Pathfinder began providing outdoor education programs to youth all over Florida. Today, with a staff of over 20, Pathfinder continues to offer the highest quality experiential and outdoor education, including expanded back country, environmental science, social justice and high adventure programs.



**Who Facilitates?**  
 Pathfinder staff are learning specialists who are trained in facilitation, community building, outdoor adventure, ropes course facilitation, Florida history and ecology, and conflict resolution. All bring experience; many bring additional talents and training, such as music, art, writing, counseling, adult education, and social justice education. All facilitators have, at minimum, extensive experience in the areas they facilitate (most have a BA or MA in a related field) and current training in first aid, CPR, and water safety.





### Pathfinder, Inc Core Values

The purpose of establishing core values is to make a bridge between our mission statement and our daily interactions. Since Pathfinder is in the business of helping other groups, organizations and businesses define their goals and improve their personal interactions, we believe that this quest is just as important for us to pursue.

**Respect • Choice • Cooperation • Integrity • Caring • Growth • Fun**

Pathfinder’s core values were agreed upon by consensus and then each was defined by the behaviors associated with them. These core values guide the way in which we interact with and support each other, and are also the guiding force of all Pathfinder programs. We invite you to participate in and support our core values and we promise that we will do our best to exhibit these values in working with you, your staff, and your youth.

### Accredited by the Association for Experiential Education



The vision of the Association for Experiential Education is to contribute to making a more just and compassionate world by transforming education. Pathfinder, Inc. has been accredited by the Association for Experiential Education (AEE) since 1998 and remains the only accredited organization in Florida. Accreditation involves a rigorous, voluntary review process that ensures Pathfinder is working to the maximum standards of safety, efficiency, and general best practices. When an organization achieves AEE Accreditation, you can have confidence that the experts designate us as maintaining the highest industry standards. Visit [www.aee.org](http://www.aee.org) for more information.

### We Offer Adult and Family Programs, too!

Pathfinder also offers a variety of adult and family programming. We offer businesses, adult organizations and school faculties teambuilding retreats, facilitator training, and organizational development workshops. Families, schedule Pathfinder for your family reunion celebrations, community retreats, and our dynamic Family Nights. Some adult programs can be provided concurrently with a youth program, for example Facilitation for the Classroom or Playful Parenting for parents. Of course, all Pathfinder programs are tailored to the needs of the organization and the participants. Call Pathfinder and request a brochure or an Adult Program Guide for more information!

# Designing Your Pathfinder Program

**1**

## *Call us to select your program dates and site*

Our registrar will help you select dates and a site that are right for you. Some months are popular. We recommend calling at least 3-6 months in advance.

**2**

## *Assess Your Group's Needs*

Where are YOU going? Pathfinder programs are designed to help you get there. Please consider the following questions before you choose your Pathfinder curriculum choices.

- What kind of community do we want to create?
- What attitudes, behaviors, and skills do we want to see in our group as a result of this trip?
- How will the goals of this trip link to long-term goals we have for this group?
- What kinds of interests do our youth have? What classes interest them?
- What kind of mood do we want: fun and social, academic and focused, or in between?
- How strenuous should the trip be: challenging, moderate, light, or mixed?

*Given our mission and the goals of our programs, we emphasize that Pathfinder is primarily an educational program, rather than a purely recreational one. Pathfinder will help you to:*

Develop the bonds of community

*Learn tools for communication, critical thinking, and consensus-building*

Recognize Florida's ecosystems and essential species within them

*Learn to celebrate similarities and differences*

**Learn to safely stand up for what is right**

*Celebrate your inner artist*

*Learn to lead with compassion and justice*

Understand our impact on the environment and its impact on us

Develop curiosity and wonder for the natural world



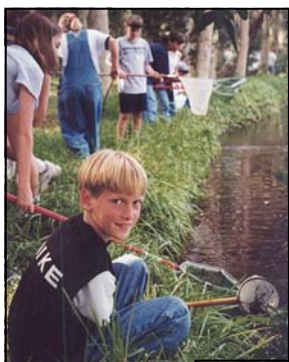
# Designing Your Pathfinder Program

**3**

## Choose a Package to Meet Your Needs

Pathfinder’s Theme Packages are an easy way to choose and sequence your curriculum from among our many choices.

- Visit our website to download details of each package.
- Some time slots offer program choices; choose the options that are right for you.
- If your Pathfinder trip is shorter than the days shown in your package, simply delete classes until you have the program length you need.
- You may also pick your classes individually from the Program Guide (pp. 9-18).



### Classroom Enrichment Packages *Grades 4-8*

**Ecosystems and Inquiry  
Water and the Environment  
Florida History**

### Teambuilding and Leadership Packages *Grades 4-8*

**Outdoor Adventure and Teambuilding  
Community, Leadership and Character  
Fun and Group Bonding**

### Teambuilding and Leadership Packages *Grades 8-12*

**Outdoor Adventure and Teambuilding  
Leadership and the Global Community  
Fun and Group Bonding  
Mission Survivor: Leadership in Action**

# Designing Your Pathfinder Program

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## Customize with These Options

Customize your package to meet your individual needs. Below are some options available. *Be sure to communicate any customizing options with us ahead of time!*

- Early arrival (before 9:30 am) or late arrival (after 11 am)
- Early departure (before lunch) or late departure (extra classes)
- Substitute or delete package classes: fit your learning outcomes, fit your group's age, etc.
- Swimming during free time (*extra charges may apply*)
- Certificates or pig posse at mealtimes (p. 10)
- Sequential programs for multiple grades/groups
- Closing Ceremony (*see below*)

**New!**  
**Closing Ceremony**  
*All Ages*

The Closing Ceremony is a great way to ensure that everyone continues to build community long after your Pathfinder experience is over. Reflect on what you've learned, identify what you contribute to your community and what others contribute as you create a personalized souvenir to take with you. *Note: This option requires a small fee and 30-45 extra minutes.*

### The Community Quilt

Using art supplies, each person draws their reflections and goals. Pieces are put together to form a "Quilt" that goes back to hang in your school or community center as a reminder of the Pathfinder experience.



### Message in a Bottle

"What do you appreciate about this person?"

The group mingles, answering this question anonymously on a card on each person's back. After, each person reads his or her card and places it in a Pathfinder water bottle as a souvenir reminder of his or her contribution to the community.

### Pathfinder T-shirt Ceremony

This ceremony is similar to Community Quilt or Message in a Bottle except that goals or appreciations are written on Pathfinder T-shirts.



## Designing Your Pathfinder Program

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#### Review Your Package Choices with Us

Your *Program Check-In* is a conversation with Pathfinder's Program Director to make sure you get the best possible program. Ideally, schedule this **at least 60 days prior** to your event. Contact:

Michelle Flint, Program Director

727-328-0300 ext 228 ▪ michelle.flint@pathfinder-ed.org

Your Program Check-In will help ensure:

- Your class selections fit your goals, age of your participants, etc. We are also happy to make program recommendations.
- Your class selections are available for your chosen location, time of year, and number of participants.
- We can reserve the necessary staff for your selected classes.
- We are aware of, and able to accommodate, persons with physical handicaps or other special needs.
- You are aware of all Program Fees associated with your Pathfinder program choices.

## Tips for Using the Youth Program Guide

### Tree Climbing

1-2 units ♦ Grades 2-12

Dangle from the branches of a tree, safely tethered by ropes and harnesses. Individual climbers choose the height of their ascent and can swing aloft, rest on the tree, lounge in our tree swing, or take our teambuilding challenge. Or, combine tree climbing with *Enchanted Forest* for a tree-top look at forest ecosystems. Available at Boyd Hill, Cedarkirk, Day-Spring, and Montgomery.

- Name of class.
- Recommended participant age for this program.
- Number of units. Daytime units are 75-90 minutes. Nighttime programs are 90-120 minutes and are "stand alone" programs unless otherwise specified.
- Description of goals and activities. May include suggested variations to link to your program theme or long-term school study.
- Other notes: site limitations, additional fees, etc.

# Index of Classes for 2009-2010



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- Social Justice Workshops:
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## Outdoor Challenge and Science Enrichment

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- Night Hike \*☾
- Orienteering: Basic or Explorer's
- Outdoor Gourmet
- Outdoor Living Skills
- Outdoor Survival Skills
- Pirate's Plunder \*☾\*
- Project Planet Earth
- Pulp to Poetry: Recycled Papermaking
  - Block Print Making \*
- Solo Experience *or* Solo Walk \*☾
- Tree Climbing
- Water World

*Classes are listed alphabetically in each section.*

\*☾ Denotes Nighttime program option (some may also be available as daytime classes).

\* New or updated program.

*Class prices vary. Please consult the Pathfinder office for details.*





## Community, Communication & Cultural Competency

### The Beast

1 unit ♦ Grades 5-8

*You're an archaeologist, you have discovered a potentially new form of dinosaur...and your camera is missing!* Boost skills of observation, listening, and communication as your team tries to accurately replicate a pre-constructed "beast" made of toys or clay. The catch? Only one team member actually sees the beast even though all team members' roles contribute to the solution. This class helps develop the "nuts and bolts" of effective communication.

### Cast Away!

2 units ♦ Grades 7-12

*Can this fishing village survive?* In the aftermath of the great storm, a community must rebuild to continue fishing. Small teams must brainstorm raft designs and share limited resources to create their vessels. Then, groups test their rafts in the lagoon and "go fishing" to prove their seaworthiness. This adventure is perfect for teambuilding and is also a GREAT photo opportunity! (Available at DaySpring.)



### Challenge Course

A challenge course is created with props such as boards, platforms and cables low to the ground. Groups work together to complete each challenge followed by a guided, goal-focused discussion to enhance the desired outcomes. This experience also supports character development by identifying barriers that form cliques and replacing them with mutual respect.



*Facilitation is the art of opening doors and windows for others... facilitation helps the group discover its own wisdom and learning. (The Appreciative Facilitator, p. 11)*

### Challenge Course

2-4 units ♦ Grades 6-12

Tackle a series of physical, mental, and emotional challenges (with safety rules and facilitator monitoring) to help your small groups to identify group strengths, practice group problem-solving, and develop leadership as well as collaboration. (See inset)

*Note: See **Venture Out** and **Project Planet Earth** for Challenge Course options appropriate for grades 4-6.*

### Feud's Folly

1-2 units ♦ Grades 4-12

Is it possible to have constructive conflict? Learn how with this interactive workshop. A mix of activities and discussion helps everyone to identify his or her most positive strategies for resolving conflict, then build a wider repertoire. *Excellent in combination with **The Beast** or **Drums as Language**.*

### Florida Country

2 units ♦ Grades 4-8

Test your cooperation and teamwork as your "families" are challenged to "survive" in this re-creation of Florida pioneer life in the mid-1800s. Time is precious as you try to get all the necessities of life through mock hunting, trading, staking land, and negotiating with the sometimes shady characters you meet. *One of Pathfinder's hallmark classes for this age group; highly recommended.*



## Community, Communication & Cultural Competency

### Food Waste Challenge

During mealtimes ♦ Grades 4-12

*(Previously known as Zero Food Waste)*

Improve health and environmental awareness at meals through dialogue about choices that can be made to reduce food waste. Keep track of your improvement during your stay! **Additional Options:**

**Certificates of Achievement**—Catch them in the act — of doing good! Chaperones and students nominate students for certificates recognizing acts that build community that are announced at mealtimes. Challenge yourselves to catch everyone in the act of doing good before the trip is over. *Generally for groups of 50 or fewer.*

**Pig Posse**—Ham it up! To help encourage you to lower your food waste, you can dress up as the “Pig Posse” to weigh the wasted food, perform skits about food waste, and tell pig jokes.

### \* Drum as Language

1 unit or Evening Program ♦ Grades 4-12

Play with African drums and learn how they are used as a method of communication. Find your percussive “voice” as you learn to play the drums... then blend your voice with the entire drum circle to create a cohesive sound. Our facilitators guide drumming and brief discussion to connect the drum circle process to building your community in everyday life.

*For an extra fee, select our **Build-a-Drum Workshop** to build and play your own African drums! (Please book 90 days in advance.)*

### High Ropes Course

2-4 units ♦ Grades 7-12

Prerequisite: Incredible Journey or Challenge Course

Begin with your small group in ground school to learn required knots, harness, and safety procedures. Then climb on a 30-45 ft. course that includes a giant ladder, zip line, climbing wall, and leap of faith. Have fun while you challenge yourself, practice taking healthy risks, and support your group. (Specific activities vary somewhat from course to course.)



### More on High Ropes Courses

Your high ropes experience may be geared towards various goals: to enhance individual self-confidence, to increase awareness of one’s strengths and limitations, to build mutual support, to develop the skills of leadership, to develop coping skills for life’s challenges, to have fun with your group.

The course itself involves individual and paired elements, such as a cargo net to climb through or a balance beam to walk across, all at 20 to 40 feet above the ground. Trained staff are on the ground and up on the course to help ensure safety. An important guiding principle is “Challenge of Choice:” each participant may chose the level of challenge that is right for them. This allows youth to take ownership of the process—and of their success.





## Community, Communication & Cultural Competency

### \* ) Hootenanny

**1/2 Evening Program ♦ Grades 6-12**

Have a foot-stomping good time with folks at your own Hoedown! Raise the heart rate – and the hoots n’ hollers – through an Appalachian-style line dance with a live caller.

### Incredible Journey I, II, & III

**1-2 units ♦ Grades 1-12**

Journey as a group through a series of team challenges and build the foundation for an inclusive community. Learn tools for problem-solving, communication and consensus-building useful throughout your Pathfinder event and beyond. A stand alone activity or the opening for multi-day events.



### \* ) Memory Campfire

**1/2 Evening Program ♦ Grades 5-12**

Close with a campfire that solidifies togetherness, fellowship and powerful memories on the final night. Relax on benches surrounding a large communal fire as each member of your group passes the memory stick and adds their favorite memory from the trip, from their time together in school, or whatever focus you choose.

### \* ) Odyssey

**1-2 units or Evening Program ♦ Grades 5-12**

How do you “find” an example of teamwork in the wild? Pathfinder’s scavenger hunt challenges you to work together, think creatively, and strategize. Small groups cooperate to find real and metaphoric items, complete team challenges, and discover new information about each other. Odyssey is a fun, fast-paced way to build community.

### \* ) Virtual Odyssey

**1-2 units or Evening Program ♦ Grades 5-12**

Want to focus more on teamwork inside than exploring the campus at night? Try the virtual version of the Odyssey, which takes place entirely inside your meeting room on site. This “scavenger hunt” requires team to “find” items on their list by acting them out, by discovering new information about each other, and by completing team challenges for the “judges.” Fun and meaningful.



### Pioneer Life

**1 unit ♦ Grades K-4**

This compliment to our Florida History package invites you to explore the day-to-day living of Florida pioneers. Students make their own butter and candles, and explore pioneer-era games. This class makes a good compliment to Venture Out and Florida Country, especially for 4th and 5th grade students. *(Available only in the Florida History package; see our website for details.)*



## Community, Communication & Cultural Competency

### Project Planet Earth

2 units ♦ Grades 4-12

Use cooperation and effective communication on an environmentally-themed challenge course, where activities and your solutions are applied to the understanding of environmental problems on a more global scale. Tailor Project Planet Earth to your community, communication, or science enrichment goals.



### Round Auction

1/2 or Full Evening Program ♦ Grades 6-12

In this hilarious evening program, small groups have just minutes to create themed skits to a panel of chaperone “judges.” Skits require groups to make use of team members and random household items to fit themes such as “best homework excuse,” “late-night infomercial,” and “human machines.” Judges get to award crazy points (*is a gallon of white-out a high score?*) and enjoy being schmoozed by “contestants.”

*What has gotten better for you as a result of your Pathfinder experience?  
I am not afraid to stand up for myself. (5th Grade Participant)*

### Walk a Mile: Creating Inclusiveness

2 units ♦ Grades 4-8

A mix of activities and discussion help participants begin to identify and stop name-calling, bullying and slurs. Shift from being a target or bystander to being an ally, and work together to create an inclusive community.

### Lean on Me: Advocates and Allies for Social Justice

2 units ♦ Grades 9-12

How do we fight discrimination? How do we create a more peaceful, positive community? Using creative activities and challenges, learn how to safely stand up for yourselves and others. *A thoughtful, discussion-driven workshop; good with Freedom Trail.*

### Freedom Trail

Evening Program ♦ Grades 8-12

Explore four examples in history when people’s freedoms and rights were taken away. Discussions and small-group exercises help participants consider the hallmarks of these historic events. How can these things happen? How can we stop them from happening again? This is a more serious workshop for students studying issues of leadership and social justice.

Social Justice Workshops





## Community, Communication & Cultural Competency

### \* ) Total Team

#### 1/2 Evening Program ♦ Grades 4-12

Small groups must work together to complete a series of fun, light-hearted team challenges in time! *Great as a compliment to other short programs such as Hootenanny, or while waiting for enough darkness to do Night Hike.*

### \* ) Underground Railroad

#### Evening Program ♦ Grades 2-12

In small groups, “become” runaway slaves and conductors who attempt to reach safe houses and Jubilee along a simulated Underground Railroad. Facilitated debrief around the campfire helps participants reflect on the experience and examine the historic Underground Railroad from a new perspective. Includes authentic stories and songs from people who conducted and used the UGRR.

### Venture Out

#### 2 units ♦ Grades 4-8

Use cooperation and effective communication on a pioneer-themed challenge course where the activities and your solutions deepen the understanding of pioneer life. (See “Challenge Course” for more information.) *Venture Out combines higher-level initiatives from Incredible Journey with Challenge Course Elements.*



“Problem solving as a team without input from an adult is what I found to be the most advantageous to my child’s development.” (Parent)



### What Did You Say?

#### 1 unit ♦ Grades 4-12

Good communication is essential! Through initiative activities and directed problem solving, discover your communication strengths and practice new skills such as active listening, giving and receiving feedback, nonverbal communication and brainstorming. *Often paired with The Beast.*



## Outdoor Challenge and Science Enrichment



### Adventure Orienteering

2 units or Evening ♦ Grades 8-12

Follow your compass through the woods to find your mark.... The catch? Your group must complete a challenge to access the next clue! Bushwhacking and compass accuracy a must; exciting day or evening. *For added challenge, your clues can lead you to Outdoor Gourmet Challenge (p. 16).*

### Avian Adventure

1 unit ♦ Grades 2-6

Learn to recognize how birds' adaptations help them to survive in their ecological niches. In this interactive simulation, discover the niche in which your "bird" most successfully finds it food, and why. Follow up with a short nature walk to examine real birds found on site.



### Campfire & S'mores

At the end of any evening program

Campfires are the ideal setting for camaraderie, fellowship and togetherness. Relax on benches surrounding a large communal fire with stories, songs, and S'mores. When chosen, S'mores are provided at no extra charge.

### Cast Away!

2-4 units ♦ Grades 7-12

*Can this fishing village survive?* In the aftermath of the great storm, a community must rebuild to continue fishing. Small teams must brainstorm raft designs and share limited resources to create their vessels. Then, groups test their rafts in the lagoon and "go fishing" to prove their seaworthiness. This adventure is perfect for teambuilding and is also a GREAT photo opportunity! *(Available at Dayspring.)*



### Canoe Adventure

2-4 units ♦ Grades 5-12

Team up in twos or threes to practice cooperation and communication while learning about the environment and each other as you canoe. Each program site is unique! Choose your location, length of canoeing adventure and theme or focus *(See right.)* *Whole-day canoe trips are available at Cedarkirk and include a stop for lunch.*

### Pathfinder Canoeing Opportunities

*Recreation, outdoor adventure, environmental studies, skills training, or even ACA certification...*

*Choose your canoeing focus!*

*Cedarkirk:* The **Alafia River** is a narrow winding river, shaded by cypress and oak. Launch is a 5 minute ride from the site at a local park. A ½ day trip can end on site or at Lithia Springs State Park for a swim and a picnic. **Medard Reservoir**, a reclaimed recreation area similar to a lake with tree-lined banks and wide scenic expanses, is also available.\*

*Dayspring:* The **Manatee River** is accessible on site and is in the estuarine zone surrounded by marsh reeds, palm and pine trees. A short trip up river includes a view of an eagle's nest. Paddling back to the dock provides many unique perspectives.\*

*Montgomery:* **Big Crystal** and **Little Crystal**, both spring-fed lakes, are accessible from the site in a wide expanse of water surrounded by reeds and tall pine trees.\*

*\*Environmental factors, such as weather, wind, water levels, tides, and currents, may affect availability.*

All participants are fitted with personal floatation devices and given safety and canoe handling instructions before paddling. All instructors are American Canoe Association certified; many are also certified Lifeguards through the American Red Cross.





## Outdoor Challenge and Science Enrichment



### Enchanted Forest

1 unit ♦ Grades 2-12

Explore local ecosystems through discovery, inquiry and investigation and discover amazing plants and animals on this interactive nature walk. Activities help youth learn about adaptation, habitat, and human impacts on life, and are tailored to the age and experience of participants. *Great paired with Tree Climbing (p. 18).*

### Estuary Explorer

1 unit ♦ Grades 2-12

With 80% of marine life born here, estuaries are essential to the world's food supply. Learn about this and other vital estuary functions as you explore DaySpring's 92 acres of estuary preserve. A short interpretive hike, followed by dip and seine netting along the mangroves, give participants a hands-on look at this amazing ecosystem. *(Available at DaySpring.)*

### FireQuest

1 unit ♦ Grades 3-12

Cooperate in small teams to build your own controlled campfires after learning about fire safety, the fire triangle, and low-impact techniques. Learn to light your fire with just one match, or perhaps even no match at all! *FireQuest may be scheduled as this in-depth, stand-alone class; it is also included in OLS and OSS (p. 16)*



### Glow-in-the-Dark Scavenger Hunt Evening Program ♦ Grades 4-7

Follow clues to find all your team's glow in the dark mascots hidden at various points throughout the site. Teams will need to be clever to solve all the riddles in time!

### Manatee CSI

1 unit ♦ Grades 4-12

Assemble a manatee's skeleton bones and learn a bit of forensic science as you piece together clues to determine this manatee's cause of death. This class may also be tailored to an exploration of anatomy, physiology, animal adaptations, and/or ecology.



### Mission Survivor

1 unit ♦ Grades 4-9

Prerequisite: OLS or OSS (p. 15)

The storm is coming! Prioritize with a team to respond to a simulated Florida storm: build a shelter, treat for weather-related emergencies (hypothermia, etc.), and collect enough rainwater to extinguish the survival fire you'll build after the storm passes. This is a fun, high-paced simulation that allows students to apply the skills they learn in OLS and solve new challenges together.



## Outdoor Challenge and Science Enrichment



### Night Hike

**1/2 or Full Evening Program ♦ Grades 1-12**

Explore the dark through fun activities that help you increase comfort in the outdoors and encourage shared adventure. Night hike activities may include stargazing, exploring how human senses adapt to the darkness, and searching for nighttime animals such as owls and armadillos.

### Orienteering I: Basic

**1 unit ♦ Grades 4-8**

Try this introduction to using a compass, which includes cardinal directions, simple field math, pacing and dead reckoning, while finding your way through Pathfinder's "short" course. After a brief skill building session, groups of 4-5 work together to find the clues on their respective courses.



*"It was challenging, but it was FUN! It was definitely an experience I won't forget!"*

*(Youth Participant)*

### Orienteering II: Explorer's

**1-2 units ♦ Grades 7-12**

A challenging and creative teambuilding experience. After a review of orienteering and compass use, make your own compasses using everyday household items! Work in small teams to create unique orienteering courses, using flags to mark the stops. Then swap clues and try to find your way through another team's course! *A great class to include in the "Mission Survivor" theme package or as a precursor to the "Pirate's Plunder" evening class.*

### Outdoor Gourmet

**1 unit ♦ Grades 4-8**

Prepare a meal or snack over the fire while following directions, implementing outdoor fire building, and working cooperatively. Recommended during the cooler months of October-April. *Great when following FireQuest, OLS or OSS.*



#### *Outdoor Gourmet Challenge—Grades 8-12*

Small teams must figure out how to prepare part of the group's meal with the materials supplied and an open fire! Schedule over one of your group's regular meal times. *Available at Cedarkirk.*

### Outdoor Living Skills (OLS)

**2 units ♦ Grades 4-8**

Increase your "outdoor smarts." Activities include learning preventative first aid, shelter building, low-impact fire building, and basic direction-finding. Work together to get your shelter up before you get wet from the "rain"! *Great by itself, or as a buildup to Cast Away or Mission Survivor.*





## Outdoor Challenge and Science Enrichment



### Outdoor Survival Skills (OSS)

2-4 units ♦ Grades 8-12

An introduction to surviving in emergency wilderness situations. Activities might include stabilizing and transporting the injured, building wind-sturdy shelters that catch rainwater, safe collection and purification of water, fire-making without matches, identifying edible plants and poisonous plants, reading the weather and predicting storms, or signaling for help. *Part of the Mission Survivor package.*

### Pirate's Plunder



Evening Program ♦ Grades 5-8

Suggested Prerequisite: Orienteering

Through shared fun, outdoor adventure and historical insight, experience a treasure hunt full of pirate's lore, in which you use a compass, math skills, map reading, and cooperation to reach your destination. Can you decipher the clues and find your way to the pirate's hidden treasure chests?

### Project Planet Earth

1-2 units ♦ Grades 4-12

Use cooperation and effective communication on an environmentally-themed challenge course, where activities and your solutions are applied to the understanding of environmental problems on a more global scale. (See "Challenge Course" for more information.) *Project Planet Earth combines higher-level initiatives from Incredible Journey with Challenge Course Elements.*



### Pulp to Poetry: Recycled Papermaking

1-2 units ♦ Grades 2-12

**Short Session**—Combine art and science to make recycled paper and create stationary, ornaments or cards. Also touch on paper's connection to recycling, pollution, chemistry, or the history of paper. Then, use your freshly-made paper for journaling during free time, the Solo Experience, Community Quit Closing, or back at school/home.

**Longer Session**—Incorporate your handmade paper into hand-bound journals, mixed with recycled conventional paper. *May also be combined with Block Printing (p. 18).*



### Papermaking Extra: Block Printing

1 unit or Evening Program ♦ Grades 6-12

Everyone has an inner artist! Carve your own linoleum blocks and make ink prints for your hand-made paper, hand-made journals, or your Pathfinder T-shirts. Potato carving also available for younger participants. Learn essential artistic concepts including line, negative space, proportions, etc. with our in-house expert. *Available when combined with Papermaking (p. 17).*



## Outdoor Challenge and Science Enrichment

\*☾ **Solo Experience**

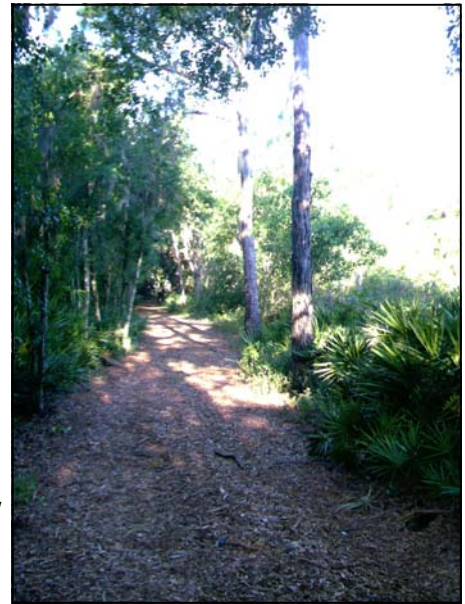
**Evening Program ♦ Grades 8-12**

*What have I accomplished that I most want to remember? What are my goals? What is my source of hope or courage? What is Florida really like at night?* Consider these or other questions as you spend 15-60 minutes sitting comfortably alone along a dark stretch of path. If desired, write a personal letter to yourself that Pathfinder will mail back to you later as a reminder of your experience.

\*☾ **Solo Walk**

**1/2 Evening Program ♦ Grades 6-12**

This short version of the solo experience offers participants a short (3-5 minute) walk along a trail on site, navigating the path by moonlight. A great follow-up to the night hike. Guided debrief may include discussions about courage, self-reliance, finding your life's "path", or other topics.



*Tree Climbing* is an international sport, with established organizations offering training and events. Before climbing, an appropriate tree is chosen and prepared by an arborist. Then instructors loop ropes over the tree branches at various heights while participants gear up in harnesses and helmets. Using simple equipment to scale the rope, participants sit comfortably in the harness whenever they need a break. Once aloft, climbers can stop at various branches, study the environment or lay down in a cargo net, dangling up to 40 feet above the ground. *Photo by Jim Talbot, published by permission of AEE.*

**Tree Climbing**

**1-2 units ♦ Grades 2-12**

Dangle from the branches of a tree, safely tethered by ropes and harnesses. Individual climbers choose the height of their ascent and can swing aloft, rest on the tree, lounge in our tree swing, or take our teambuilding challenge. Or, combine tree climbing with *Enchanted Forest* for a tree-top look at forest ecosystems. *(Available at Boyd Hill, Cedarkirk, DaySpring, and Montgomery.)*

**Water World**

**1 unit ♦ Grades 4-8**

*Is this water healthy?* Use field instruments to study water quality including salinity, turbidity, temperature, pH, and the effects of drought or tropical storms at your Pathfinder site. Hunt for animal species in and around the water that may indicate its relative health. Link your findings to current events and water issues in Florida.





## Locations

Five locations of natural beauty are available for your Pathfinder program. Choose from any of our partnering locations and spend the night, or just a day, at a unique conference center in Florida.

All sites provide us with an ideal place to learn, grow, play, and rest. While lodging and buildings are comfortable and climate-controlled, the grounds are natural and filled with the beauty and character of discovery that only the outdoors can provide.

Our years of experience in providing outdoor learning programs allows us to recommend these locations as places where the results and outcomes we promise can best be achieved. We invite you to explore them with us.

### Any Program

*(Sites with overnight accommodations)*

#### DaySpring

Nestled among 92 acres of palm and oak trees, explore along the Manatee River, just two miles from I-75 near Bradenton, Florida. This modern conference center can host up to 250 people. ([www.dayspringfla.org](http://www.dayspringfla.org))

#### Cedarkirk

A densely wooded upland oak hammock awaits among 160 acres along the Alafia River just a few miles from Brandon, Florida. This quaint, yet modern conference center can host up to 130 people. ([www.cedarkirk.com](http://www.cedarkirk.com))

#### Montgomery

Amidst the gently rolling hills of northern Florida, 167 acres of towering oaks and pines, along with three spring fed lakes, enhance this picturesque conference center, which can host over 150 people. ([www.montgomerycenter.org](http://www.montgomerycenter.org))

### One-Day Programs

*(Sites with limited/no overnight accommodations)*

#### Boyd Hill

Located along the shores of Lake Maggiore in St. Petersburg, this 245-acre park offers five unique ecosystems to explore. Consider this site for science enrichment, tree climbing and other programs. ([www.stpete.org/boyd](http://www.stpete.org/boyd))

#### Lakeview

Visit Pathfinder's own, 2 acre site for tree climbing, portable challenge course, or the indoor workshop of your choice. Located in the heart of St. Petersburg.

#### Your Own Site

We can coordinate programs on your site, too, and we are always investigating other potential sites. Call or email Pathfinder for more details!