



Pathfinder, Inc.

The Power of Experience

Teambuilding through Outdoor Adventure

	Lower School Sequence (grades 4 - 8)	Upper School Sequence (grades 8 - 12)
Day 1		
9:30 Arrival/Room Assignments/Large Group Welcome Activities		
AM	Incredible Journey	Incredible Journey
PM	Outdoor Living Skills <i>or</i> FireQuest with Outdoor Gourmet	Challenge Course
Evening	The Odyssey Scavenger Hunt <i>or</i> Night Hike with either Total Team or Solo Walk	Night Hike and Solo Walk <i>or</i> Adventure Orienteering
Day 2		
AM	Flatwater Canoeing	High Ropes
PM	Challenge Course	River Canoeing <i>or</i> High Ropes II
Evening	Underground Railroad with Campfire and S'mores	Adventure Orienteering and Outdoor Gourmet <i>or</i> Solo Experience either choice with Campfire and S'mores
Day 3		
AM	Basic or Explorer's Orienteering <i>or</i> Tree Climbing Mission Survivor	Outdoor Survival Skills <i>or</i> FireQuest and Outdoor Gourmet Lunch
PM	Class option from above with Closing Ceremony	Mission Survivor II <i>or</i> Mini Outdoor Survival and Mission Survivor I
4:30 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.

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