

Water and the Environment (grades 4 - 8)

	Class	Description
Day 1		
	10:00 Arrival/Room Assignments/Large Group Welcome Activities	
AM	Incredible Journey I	- teambuilding, group problem-solving activities
PM	Estuary Explorer <i>or</i> Shoreline Ecosystem Explorer	- explore local estuary or lake/river shoreline, guided walk, interactive activities
	Manatee CSI	- reassemble manatee skeleton, determine cause of death from forensic clues
Evening	Night Hike and campfire with S'mores	- guided hike without flashlights, activities and exploration
Day 2		
AM	Project Planet Earth	- environmentally-themed low challenge course
PM	Pulp to Poetry: Recycled Papermaking	- make paper from recycled and natural materials
	Water World <i>or</i> Avian Adventure (grades 4 & 5)	- measure water quality and look for indicator species - simulate bird adaptations and apply to guided hike
Evening	Odyssey <i>or</i> Hootenanny with Solo Walk <i>or</i> Solo Experience with Memory Campfire	- teambuilding fun - reflection time outdoors
Day 3		
AM	Canoe Experience	- canoe on a lake or river, investigate ecosystems and wildlife
PM	Closing Ceremony and 2:00 Departure	

Program Overview: How does water - its cycles, its availability, its cleanliness - impact Florida's ecology and people? Facilitated experiences illustrate important concepts and reinforce classroom learning. Each Pathfinder site offers different water-based habitats to explore, including estuaries, spring-fed lakes and rivers, and a reclaimed quarry. Pathfinder adds group problem-solving challenges with an ecological theme to develop decision-making skills which support a strong community and environmental stewardship.

Please consult Pathfinder's *Youth Program Guide* for a more complete description of activities.