

Program Descriptions

EVENING PROGRAMS:

Alpha Beta Societies (45 min) – This activity is great for exploring simulated cultural diversity. Using two opposing societies a group visits the ‘other’ side to understand what it’s like to be a stranger in a strange land. This activity is debriefed so that participants understand how this experience can be reflected into real life. This program is designed for high school to adult groups.

Campfire Skits & Songs (45 min OR 1.5 hr) – Enjoy an evening relaxing around a roaring fire at one of our campfire rings or indoor firesides. Our instructors will enthusiastically lead participants in songs and entertain them with stories and skits. Everyone gets the opportunity to socialize, display their theatrical talents, and be entertained! Groups can choose to lead their own campfires as well. S’mores can be added for a small fee.

Capture the Flag (1.5 hr) – A little friendly competition gets the whole gang involved in this fast-paced, physical game where teams compete to capture their opponents’ flag while defending their own. Playing while the daylight fades away provides interesting opportunities and challenges as it adds a sense of urgency to the game.

Dutch Auction (45 min OR 1.5 hr) – Participants draw on their creativity and work in small teams to spontaneously find or construct an item specified by the “auctioneer” (such as the tallest tower, strongest bridge, stinkiest shoe) using random personal items they’ve brought.

Large Indoor Group Games (45 min OR 1.5 hr) – Get everybody up and on their feet. Large group initiatives engage your entire group in fun, and sometimes silly, activities aimed at increasing communication, teambuilding and just plain having fun!

MapQuest (1.5 hr) – See ‘Recreational’ class description for details. At night, participants use flashlights to navigate through the checkpoints around camp.

Mock Town Meeting (1.5 hr) – Participants are divided into small groups that role-play a group of stakeholders during a mock Town Meeting to decide whether and how to develop a plot of land. At the end of the night, each group will present their proposal for how the land should be utilized. Group members are then responsible for defending their proposal to a mock county commission. Participants practice group decision-making and debating skills.

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* indicates this is a “Trail” class which will be conducted while hiking and may require moderate physical exertion

(Martin Property) indicates this class will be conducted at our pond site and may require group to assist with transportation or combine with a “Trail” class

EVENING PROGRAMS (cont'd):

Drive-In Movie Night (1.5 hr) – Bring a pillow or blanket and relax in front of our “Big Screen.” The young and the young-at-heart will enjoy spending time together while watching a PG-rated movie at our outdoor stage. Indoor spaces are available during inclement weather or by request.

Night Sky (45 min OR 1.5 hr) – Since ancient times, people have been fascinated by the night sky. Different cultures assigned various names and images to the stars and stories were told to explain the awe-inspiring sights. This program is filled with astronomy lessons, stargazing, and stories.

Night Walk* (45 min OR 1.5 hr) – During a walk through the night-time forest, without a flashlight, participants learn to rely on senses other than sight. Topics such as night-vision, sensory awareness, nocturnal wildlife, and comfort with the darkness are explored during this very popular activity.

Talent Show/Skit Night (1.5 hr) – Who’s line is it anyway? Use your group’s creativity and our props to come up with crazy on-the-spot skits. Anything from rock band parodies to random scenes from popular books. Imaginations run wild and the laughs keep coming.

Underground Railroad Simulation (1.5 hr) – See ‘Special Programs’ for description

Quiz Show (1.5 hr) – Watch students shine in a fun, Jeopardy-like contest that puts their knowledge to the test. Groups compete to answer questions from the classes they’ve taken. You will be surprised at how much they remember!