

# Outdoor Education Classes

## Collin County Adventure Camp

Fall 2010

Here is a list of classes, and we are happy to make changes.  
We can create more, plan something neat together, as you like!

### New for Fall 2010! We tested these out last spring, and they are excellent!

1. **Forest Adventure** (2.5 – 3 hours, begins at Ed. Building, targeted to 5<sup>th</sup> grade.) The Adventure involves hands-on exploration of the forest ecosystem and its place in northern Texas. Students practice journaling, data collection, and deepen their understanding of how forest organisms are adapted to forest conditions, interact as an ecosystem, are affected by biotic and abiotic factors, and how the ecosystem changes over time.
  2. **Taming The Land** (2.5 – 3 hours, begins at Ed. Building, targeted to 5<sup>th</sup> grade.) Students work as teams partly as “Pioneers” crossing the prairie, and scientifically evaluate the land so they can find a suitable place that people could settle and survive. Activities include biodiversity survey, erosion demonstration, soil profile, stream crossing, travois modeling, model shelter building, fire building demonstration, and land selection.
  3. **1836 Living History** (1 – 3 hours, **especially for 4<sup>th</sup> grade in winter**, outdoors or in.) Students pretend they are settlers from Tennessee who bought land in north Texas from Collin McKinney. They meet a Pioneer and learn surveying and butter making, a Soldier and learn military drills, a Caddo Indian and learn Indian games and farming, and a Vaquero and learn to lasso. Students must decide if they want to stay, and what should Texas’ future be.
  4. **Pioneer Adventure** (1 – 3 hours, **especially for 4<sup>th</sup> grade in winter**, outdoors or in.) Students pretend to be settlers from Tennessee who bought land in north Texas from Collin McKinney. They begin at a store buying supplies, and then take a hike. They stop at various points drawing a Scenario Card, and must choose how to respond. Success depends on their judgment and purchases. Similar to the “Oregon Trail” game.
  5. **Nature Scene Investigation - NSI** (Good evening program, 20 – 45 minutes, indoors or out.) Various objects (animal furs, skulls, rubber scat and tracks, wood, wheels) are set out as “evidence” in several scenes. Students use identification charts interpretive skills and journals to solve the “environmental crime,” tell what happened, and evaluate the values involved.
  6. **Twilight Time** (Good evening program, 30 – 1.5 hours, can be done anywhere; may be combined with Camp fire, walking to or from). A night hike for larger groups. Activities include bat and moth, colors at darkness, evening sounds, Coyote story, solo walks, basic star gazing, and Sparky Party.
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7. **(Popular Choice) Water Ecology** (60 minutes, Lindberg Lake, all ages.) Water cycle in action, aquatic food web, use nets, strainers and microscopes to discover macro-invertebrates and their role in the pond ecology.
  8. **(Popular Choice) Canoeing** (60 minutes, Lindberg Lake, all ages.) Safety, lifejacket and paddling demonstration by lifeguard, followed by canoe, paddleboat and/or fishing at lake.
  9. **Forest Trail** (2.5 hours, begins at Ed. Bldg., all ages.) A 1.5 mile hike through woods and meadows, seeing lakes, teaching shelters and human artifacts. Forest ecology, natural succession, basic plant identification, carbon cycle.
  10. **(Popular Choice) Prairie Land** (2.5 hours, near Ed. Bldg., 4<sup>th</sup> gr. and up.) Parts of both Prairie and Earth Processes: Prairie biodiversity, native and exotic species, prairie history, erosion and sedimentation, soil layers, cedar cutting and controlled burns.

11. **Prairie Study** (2.5 hours, near Ed. Bldg., all ages.) Activities showing the value of a prairie, prairie management (cedar cutting, prairie burn), biodiversity count, nitrogen cycle game, human history with prairie (simple role play), plant adaptations, and invasive species.
12. **Earth Processes** (2.5 hours, near Ed. Bldg., 4<sup>th</sup> gr. and up.) Look around camp for examples of erosion, deposition, stream patterns, and land forms. Collect soil samples, look at particle size, roundness, soil layering, and interpret data.
13. **(Popular Choice) Climbing Wall** (15 climbers per rope per hour, up to three ropes.) After a safety, harness, rope and helmet demonstration, students are challenged to climb as high as they choose on a 32' wall.
14. **(Popular Choice) Low Ropes** (1 – 4 hours, meet at Dining Hall.) Also called *Challenge Course*, a series of outdoor games and challenges designed to increase teamwork. Course has over 20 stations. Examples include cable walk, whale watch, spider web, A-frame. Group processing sessions are integrated.
15. **(Popular Choice) Archery** (30 – 60 minutes, meet at Dining Hall.) After a safety and equipment demonstration, students learn to shoot and improve skills at our archery range.
16. **GPS** (30 – 60 minutes, meet at Dining Hall.) After a demonstration of how to use and the workings of a GPS handheld unit, (including latitude and longitude) students work in small groups to use a worksheet with coordinates to find six stations that reveal important ecological information.
17. **Compass** (30 – 60 minutes, meet at Dining Hall.) After a demonstration of how to use and the workings of a compass (direction, distance, sighting), students walk short orienteering courses to practice their skills.
18. **(Popular Choice) Teambuilding Games** (30 – 120 minutes can be most anywhere.) A variety of exciting, movement games that build teamwork, trust, communication, and fun. Examples include Raccoon Circles, Half-deck, Round-ball Blitz, and Metamorphosis.
19. **Outdoor Living Skills** (1 – 2.5 hours, outdoors.) Students learn and practice how to safely build a fire, make natural tea, shelter building, wild edibles as available, and some outdoor survival skills.
20. **(Popular Choice) Town Planning Game** (1 – 2.5 hours, in or outdoors.) A role playing activity, students become various members of a community (banker, parent, park manager, etc.) at a town meeting to explore a proposed building development. Issues include economics, conservation, and politics.
21. **Outdoor Language Arts** (1 – 2.5 hours, in or outdoors.) Students discuss various environmental quotes (Muir, Thoreau, etc.), read outdoor-oriented poetry (Coleridge, Wordsworth), hike an inspiring trail with exploration activities, then do some of their own creative writing.
22. **Capture the Bug** (30 – 60 minutes.) An active team game where students try to cross to the other side and bring back a camp bandana. If they get tagged, they go to "jail," and must be freed by a team mate.
23. **Swimming** (30 – 90 minutes) Recreational pool with water slide, fountains, and ball playing area, with certified lifeguards. All swimmers are tested before swimming. Pool is open from Mid-May to Mid-September.

#### **Evenings:**

24. **(Popular Choice) Camp Fire** (30 – 60 minutes) Songs, skits stories, and camp fun! Camp staff can lead the program, or help coordinate your songs and skits. S'mores can be provided by the group, or purchased from camp. We have skewers and firewood.
25. **Star Gazing Indoors** (20 minutes) A computer and projector shows the stars, and background information of the night sky. Students help act out star mythology. Good preparation before going outside, or if weather changes the plans.

26. **Star Gazing Outdoors** (20 minutes.) At the end of a campfire, or in an open space, we look at constellations and planets, tell a story or two. Laser pointers and binoculars can be used.
27. **Square-less Dance** (20 – 60 minutes) Students learn the Virginia Reel, Patty-Cake Polka, more if time allows. A fun dance, nonthreatening environment!
28. **Eco-Clue Game** (45 – 60 minutes) Students work in groups to collect clues from around camp to solve an environmental mystery.
29. **Team Building Games** (30 – 120 minutes can be most anywhere.) A variety of exciting, movement games that build teamwork, trust, communication, and fun. Examples include Raccoon Circles, Half-deck, Round-ball Blitz, and Metamorphosis.
30. **Cowboy Camp Fire** (30 – 60 minutes.) This program is specially designed to complement study of Texas state history for 4<sup>th</sup> graders. Staff members act as cowboys to lead songs, skits, stories, and camp fun! S'mores can be provided by the group, or purchased from camp. We have skewers and firewood.
31. **Guest Speaker - Birds of Prey** (30 – 60 minutes.) Speaker brings live birds of prey from the Blackland Prairie Raptor Center, leading a program discussing bird adaptations and ecology. Cost from center is passed on to group.
32. **Dutch Auction** (30 – 60 minutes.) Each group is given a series of challenges. Judges sit at the front of the room to give points as the group meets the challenge. Examples: who has a shirt with a college name on it, group cheer, double-A battery, imitate a famous person, answer a science question, etc.
33. **Night Hike** (30 – 90 minutes.) Groups walk outdoors with intent to get to know nature in the darkness. Activities emphasize sensory awareness, wildlife, and safe fun, capped off with a Sparkle-party!
34. **Zingers** (30 – 90 minutes.) A fast-paced series of short activities designed to get folks working together, moving in a grand circle rotation. Activities include Lego tower, jump rope race, puzzle making, Pictionary, etc.