



SPRING NATURE EXPLORERS CAMP 2018



Portfolio Sample -Madison Walter M.S. Environmental Education
Created for Bonnyvale Environmental Education Center- 2018

Details:

Date: 04/16/2018 - 04/20/2018

Time: 9:00am - 3:00pm

Location: Bonnyvale Environmental Education Center- Brattleboro, VT

Age Range: 5- 10 (boys and girls)

Group Size: 16

Instructors: 4

References:

Project WET Foundation

Coyote's Guide to Connecting with Nature by Ellen Haas, Evan McGowan, and Jon Young

BEEC Archives

Kristina Weeks - BEEC Youth Educator

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CAMP THEMES AND BLURBS- Used for Website and Outreach

Monday ~ Metamorphosis Mystery

Come investigate the wonderful world of vernal pools and the mysteries of metamorphosis. We will visit the giant puddle that appears each spring in our forest and meet the fascinating critters who use them.

Tuesday ~ Signs of Spring

Let's frolic through the forest discovering signs that the seasons are changing - bursting buds, singing birds, incredible insects, and baby animals! We'll play games that mimic animal springtime behaviors and discover the mysteries of springtime flowers.

Wednesday ~ From the Sky to the Earth

We'll explore the non-living pieces that make this season possible with activities that take us into outer space with the earth's orbit and bring us back to the ground. Come play in the mud, sail the breeze with home-made kites, and more.

Thursday ~ Quest for the Mud Monster's Treasure

Legends tell of the BEEC mud monster's buried treasure but where could it be? We will learn how to use a map and compass. Then we'll practice our skills as clues lead us on a springtime treasure hunt to discover the location of the Mud Monster's hidden loot!

Friday ~ Forest Fantasies

Let your imagination and creativity take over as we see the forest for not as it is but as it could be. Join us as we build fairy and gnome homes, read magical stories, and create enchanted games all while searching for the magic in the forest.

FLYER DISTRIBUTION LIST

- | | |
|--|--|
| <input type="checkbox"/> Brattleboro Recreation Department | <input type="checkbox"/> Putney General Store |
| <input type="checkbox"/> Brattleboro Post Office | <input type="checkbox"/> Newfane General Store |
| <input type="checkbox"/> Brattleboro Savings & Loan | <input type="checkbox"/> BEEC Kiosk |
| <input type="checkbox"/> Brook's Memorial Library | |
| <input type="checkbox"/> Kid's PLAYplace | |
| <input type="checkbox"/> Brattleboro Food Co-Op | |



Nature Explorers Spring Camp

April 16th -20th, 2018



Daily Themes:

Monday - Metamorphosis Mystery

Tuesday - Signs of Spring

Wednesday - From the Sky to the Earth

Thursday - Quest for the Mud Monster's Treasure

Friday - Forest Fantasies



Camp for all kids in grades K-4

Come for one day or all five!

9am -3pm

Members \$35/day or \$150/week

Non-members \$45/day or \$200/week



BONNYVALE
ENVIRONMENTAL EDUCATION CENTER

Information, Registration, and Scholarship applications:

www.beec.org (802)-257-5785



Pre-Camp Checklist

- Camper registration and health forms
- Clean classroom
- Organize pink room
- Set out extra clothes and boots
- Clean extra water bottles
- Check first aid kits
- Pack sit-upons
- Clean barn bathrooms
- Stock barn bathrooms
- Chop firewood
- Stock sand and ashes
- Move tables and chairs in courtyard
- Check trails (remove any obstructions)
- Gather material and supplies for each day in corresponding boxes/tubs
- Complete individual day pre-work checklists
- Buy emergency snacks (apples, rice cakes, peanut butter)
- _____
- _____
- _____
- _____

MONDAY

TUESDAY

TOPIC

LOCATIONS

ACTIVITIES

GAMES

STORIES

BEEC FACTOR

Empty box for Monday Topic

Empty box for Tuesday Topic

Empty box for Monday Locations

Empty box for Tuesday Locations

Empty box for Monday Activities

Empty box for Tuesday Activities

Empty box for Monday Games

Empty box for Tuesday Games

Empty box for Monday Stories

Empty box for Tuesday Stories

Empty box for Monday BEEC Factor

Empty box for Tuesday BEEC Factor

WEDNESDAY

THURSDAY

FRIDAY

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Monday: Metamorphosis Mystery

Materials: buckets, nets, collection trays, specimen cups, magnifiers, hand lens, bingo sheet, large macro-invertebrate puppets, one-page info sheet, identification guide, metamorphosis puzzle cards, computer, connection cord, projector, projector screen. frog pictures, written frog song sheets, paper, pipe-cleaners, glue brushes, glue, marker, crayons, beads, scissors

Books: *Pond Year* by: Kathryn Laskyr / *Salamander Room* by: Anne Mazer

Prep Work Required:

- | | |
|---|--|
| <input type="checkbox"/> Clean aquatic equipment | <input type="checkbox"/> Unfreeze glue |
| <input type="checkbox"/> Assemble 5 group aquatic kits:
1 bucket, 4 nets, 1 hand lens,
2 magnifiers,
1 bingo sheet, 2 one-pagers,
1 identification guide,
2 trays and cups | <input type="checkbox"/> Set up projector and screen |

8:00 Counselors arrive, day-of-prep:

- Light wood stove
- Fill water pitcher and extra water bottles
- Move books, puzzle cards, and puppets to classroom

8:30 Volunteer counselors arrive: go over activities, schedules, camper health forms, questions

9:00 Arrival game: **Metamorphosis Tag**

First explain metamorphosis, ask campers if they have an idea what it means. Give the example of a butterfly and the four stages of metamorphosis it undergoes: Egg, caterpillar, pupa, butterfly. Ask the campers for help creating hand and arm actions to represent the four stages. Divide campers into four groups, one for each stage of metamorphosis. Use the actions created in the group to identify which stage each player is in. The goal is to tag a person who is in the stage ahead of you (egg tags caterpillar, caterpillar tags pupa, pupa tags butterfly, butterfly tags egg). Count how many times you complete the life cycle.

9:15 Morning circle

- **Wet Wind Blows**
- 3 BEEC Respects (self, each other, environment)
- Go over schedule of the day

9:30 Morning Activity: **Vernal Pool Slideshow**

Slideshow includes background on vernal pools, images of the BEEC pool in the spring and summer, and different types of organisms that the campers might find during their exploration.

10:00 Snack/ Story: *Pond Year*

10:30 Outdoor Activities and Exploration

- Walk around pond - explore without equipment
- Vernal pool - divide into groups, go over equipment and vernal pool etiquette
- Spend time collecting in groups at various locations
- Save two specimens to share with the group

12:00 Lunch / Story: *Salamander Room* / Free time (up away from the water)

1:00: Frog Song Chorus (afternoon choice after)

All sorts of type of frogs and toads come to vernal pools, each with a distinctive noise. Show pictures of each type of frog and share the facts listed on the back of the cards. Use the phonetics on the back to teach the group the frogs different sounds. Break into groups, one frog sound per each. Instructor point to each group, in the order they are heard in the spring, to start them “singing.” Go until everybody is signing together for a short time.

– OUTSIDE –

If interested, campers can continue vernal pond exploration. At minimum, return specimens to the pool.

Eagle Eye: Start with the instructor (the eagle) standing in a central location (the nest). Campers are instructed to find a hiding place where they can see the eagle with at least one eye, much like prey keeping an eye on their predator. Stress the need to keep one eye on the eagle. Instructor closes eyes and counts down from 30. Without moving their feet, the eagle turn and tries to spot the campers. If a camper is seen, the eagle calls their name and they must return to the nest. If the eagle cannot find campers, they may a) hold up a number and ask for the remaining hidiers to shout out the number or b) close their eyes, count to 10, and instruct the campers to move closer.

Flash Flood: Instructor calls out a series of events (flash flood, tornado, hail storm) and an action that campers must preform (feet off the ground, stand between two trees, find shelter) in order to be “safe” from the event. Instructor then counts down from 5 and any camper who has not completed the action by then is out.

– INSIDE –

3D Pond Art:- Gather natural materials while as walking back to the classroom. The idea is to draw and color background on paper an attach natural materials, pipe-cleaner creatures, etc. for a multidimensional piece of artwork. Encourage campers to represent something from the vernal pool before creating something fictional.

2:30 Closing Circle: Rose, thorn & bud; Get ready to go home
Bring bags to picnic tables, and free play / games in courtyard.

Heron, Frog, Mosquito: Demonstrate action for each creature. Two teams on about 15’ apart. Each has safety behind them, further down the playing field. As a team quietly decide what to be. At count of three turn around and do action. If both teams do same action/song, then have all dance around in the middle as one. Otherwise: Herons chase frogs, frogs chase mosquitoes, and mosquitoes chase herons.

3:00 Campers go home * **Remind families to do a full body tick check!**

Counselors clean up and prep for tomorrow:

- Pack exploration bag for tomorrow
- Put materials from pink room and barn away
- Write new schedule on chalkboard
- Mop and Vacuum

Rainy Day Possibilities:

Vernal Pool Exploration: Still go out in the morning, but collect organisms from pool and pond and bring them back to classroom to investigate, make scientific drawings, use microscopes. Compare and contrast the pond and pool creatures. **Make sure to keep the equipment and specimens separate!**

Heron, Frog, Mosquito: Instead of tag, play it as crescendo rock, paper, scissors. If they strike the same pose, the opponents still dance.

Frog Chorus and **3D Pond Art** stay the same.

Tuesday: Signs of Spring

Materials: worm puppet, flowering tree branch, vase, water, plant life cycle prompt cards, nest/nesting material samples, baby animal name cards, baby animal memory matching cards, Signs of Spring Scavenger Hunt Cards, dry erase markers, nesting animal cards, blindfolds (8), papers, rubbing crayons, newspaper, pot maker tool, seeds, baby animal matching , watering can, bucket of soil, Audubon bird plushes

Books: *Mama Built a Little Nest* by Jennifer Ward/ *A Leaf Can Be* by Laura Purdie Salas

Prep Work Required:

- | | |
|--|--|
| <input type="checkbox"/> Find tree branch to force (Thursday before) | <input type="checkbox"/> Make/find plant life cycle skit cards |
| <input type="checkbox"/> Make/find baby animal name cards | <input type="checkbox"/> Double nesting animal cards |
| <input type="checkbox"/> Learn bird calls | <input type="checkbox"/> Test water cycle cube game |

8:00 Counselors arrive, day-of-prep:

- Light Wood Stove
- Fill water pitcher and extra water bottles
- Set out tree/shrub branch samples

8:30 Volunteer counselors arrive: go over activities, schedules, camper health forms, questions

9:00 Arrival game: **Robin Chase**

The early bird gets the worm. This game is a reverse version of tag. Everybody chases the one person carrying the worm puppet. If the puppet is dropped, whomever picks up the worm is now the person to be chased.

9:15 Morning circle

- **Partner Introductions**
- 3 BEEC Respects (self, each other, environment)
- Go over schedule of the day

9:30 Morning Activity:

How do we know it is springtime outside? Take suggestions from campers.

Bud and Nest Observations: Break into two group. One group looks at a series of tree/shrub branches with _____ s (some being forced, some not) Trees are getting ready for spring too . Compare and contrast the different _____ nches. The other group looks at nest samples and nesting materials. Guess which animal has made each _____ t and what qualities of the nest make it a good home.

10:00 Snack/Story: *Mamma Built a Little Nest*

10:30 Outdoor Activities and Exploration

Signs of Spring Scavenger Hunt: Break into four groups (1 adult with each). As we walk into the BEEC woods, see how many items on the list each group can find. At designated spot and pair up with another group and share what was found.

Companion Bird Call: A sure sign of Spring is birds coming back after leaving for the winter. When birds are traveling together in the forest they communicate by calling back and forth to each other. Show the Audubon Birds to the groups to learn what each bird looks like and play the recording of the actual bird call. Practice with the group to learn each call. Break into two groups, one instructor each, and go into separate directions so the groups can no longer see each other. Each instructor assigns one of the below bird calls to one student in their group. Have the students walk in the direction of the other group. Students must find their match in the other group by calling and listening for their bird call.

- ☐ Ceder Waxwing: zeee-zeeeeeee
- ☐ Common Yellowthroat: witch-ity, witch-ity, witch
- ☐ Bobolink: babbling
- ☐ Red-Wing Blackbird: Concka-reee
- ☐ Cardinal: what cheer, what cheer, cheer, cheer, cheer,
- ☐ Robin: Cheerio, cheeriup, cherrily
- ☐ Red Eye Vireo: here I am, over here, where are you
- ☐ Song Sparrow: Match, match, please! Put the kettle on

Tadpole, Tadpole, Frog: Baby animals- Duck, Duck, Goose. Some baby animals have names that differ from the parent animal (i.e. a baby cow is called a calf or a baby sheep is called a lamb). Every camper gets a card. On one side is a picture and name of an adult animal and the reverse side is a picture and name of the baby. This game works just like duck duck goose, but instead say the baby animal name in place of duck, and the adult animal name in place of goose.

12:00 Lunch / Story: *A Leaf Can Be* / Free time

1:00 Afternoon Choice

-- OUTSIDE --

Meet A Tree: in pairs one partner blindfolded and carefully led to a tree, blindfolded camper feels tree from ground to as high as can reach to get to know every detail of tree – partner leads blindfolded camper back to where started then has to find their tree. Switch roles. Then make a rubbing of the tree to remember it by.

Picture Hunt and Nest Building: Different animals like to make nests in different places, each pair/group will be given a card with an animal on it. Your job is to find your matching card, which will be located in a place where that animal would make a nest, and build a nest in that location. Set boundaries.

-- INSIDE --

Potting Seeds: Use quick germinating seeds for this activity. First pre-wet the potting soil. Next, help campers cut strips of newspaper approx. 2 inches in width. Using the pot making tool, help campers align the newspaper with the top of the base and roll up the paper to create a cylinder. Fold in the bottom and press down into the disc. Turn three times (have the campers count out loud). Remove paper pot from tool and label each pot with camper's names. Fill up to the top with soil and make three small holes. Plant seeds in the holes and cover with soil. Instructors water each pot, carefully.

Baby Animal Memory Matching: card set for this will be located on the shelf in the classroom

Tree Bud Illustrations: Using the branches from the morning demonstration, have campers create scientific illustrations of the branches. Discuss the importance of scientific illustrations and what makes a good scientific illustration: scale, detail, color, and labeling.

2:30 Closing Circle: Rose, thorn & bud; Get ready to go home
Bring bags to picnic tables, and free play / games in courtyard.

Fox and Rabbit Elbow Tag: Pick one camper to be the tagger (fox) and one camper to be the starting rabbit. Have other campers (also rabbits) pair up and link arms. If there is an uneven number have one person pair with a tree/landmark. Arrange the pairs in a large enough circle, this will be the playing field. The pairs represent rabbit burrows and are safe zones. However, there can only be two rabbits per burrow. If a rabbit joins a burrow, by linking arms with one of the existing burrow rabbits, the rabbit on the opposite arm is kicked out and becomes the running rabbit. If a rabbit is tagged, they become the new fox.

3:00 Campers go home * Remind families to do a full body tick check!

Clean up and prep for tomorrow:

- Hang up water cycle signs around classroom
- Pack exploration bag for tomorrow
- Put materials from pink room and barn away
- Write new schedule on chalkboard
- Mop and Vacuum

Rainy Day Possibilities:

Seed Planting: This activity can be done inside, in the coat room. Make sure to lay down a tarp first and still water the new plants outside to avoid mess.

Animal Charades: With a selection of pictures of animals, choose a card to act out for the others to guess who they are. Tell them to visualize their animal in their mind and capture the animal's essence in a still pose, hold the pose for several seconds, then move around like the animal, then can make the animal sounds. Let performer finish act before start guessing. Bear, bat, turtle, owl, bobcat, heron, squirrel, ...

Missing Worm: everyone sits in a circle with a blanket in the middle, everyone is worms, one kid is the robin and leaves the area while a worm is chosen to be the missing worm. Robin returns and has to guess who the missing worm is.

Plant Cycle Through the Seasons Skits: Break into three group and each creates a skit of the seasonal cycle of a plant, one has herbaceous plant, one has evergreen, one has deciduous. Act it out for the other groups and they have to guess what type of plant they have. What stage of the cycle are these plants in right now?

Baby Animal Memory Matching and Tree Bud Illustrations stay the same.

Wednesday: From the Sky to the Earth

Materials: flashlights, hula hoop, globe, kite building templates, paper bags, hole punch, masking tape, kite string, cardboard with string wrapped around x16, cups, soil, glue, natural materials, paper, markers, water cycle cubes, water cycle signs

Books: *Earth Mother* by Ellen Jackson / *Swirl by Swirl* by Joyce Sidman

Prep Work Required:

- | | |
|--|--|
| <input type="checkbox"/> Make example kite | <input type="checkbox"/> Collect paper bags from Co-Op |
| <input type="checkbox"/> Trace kite template on paper bags | <input type="checkbox"/> Make string bundles |
| <input type="checkbox"/> Figure out cube game | |

8:00 Counselors arrive, day-of-prep:

- Light Wood Stove
- Fill water pitcher and extra water bottles
- Hide hula hoops, flashlights, globe, and water cubes on the storage shelves in the classroom

8:30 Volunteer counselors arrive: go over activities, schedules, camper health forms, questions

9:00 Arrival game: **Nature Tag**

Reverse of normal, everybody is a rain cloud and is trying to water the forest, and stay away from the bright sun (the tagger). The tagger calls out what needs to be water/what is the new safety for the clouds. If a cloud gets tagged it dissipates and now is sunshine helping tag other clouds.

9:15 Morning circle stay outside

- **Predator/Prey Rock, Paper, Scissors**
- 3 BEEC Respects (self, each other, environment)
- Go over schedule of the day

9:30 Morning Activity:

What causes the seasons?: Stand in the sun and stand in the shade. Which is warmer? Have some kids in pairs and some in the middle with flashlights. The pair represents the earth and its two hemispheres and stand back to back. The children in the middle are the sun and shine the flashlights out. Have the pair move around the sun and notice when and how much sun hit each person in the different positions. Different amounts of sunlight= different temperatures on the earth.

Water Cycle Cube Game

From Project Wet's- Incredible Journey. Introduce the water cycle and the theory that water moves throughout it. In this activity, each camper will be a water droplet. Have each camper pick a water cycle sign to be their starting place and stand by it. At each location there is a corresponding cube. The sides of the cubes have other locations in the water cycle. Campers take turns rolling the cube moving to the face up location. Once at the new location, repeat rolling the cube and moving. After ask students to share their water journeys.

10:00 Snack/ Story: *Earth Mother*

10:30 Outdoor Activities and Exploration

Kite Building/Flying - First campers decorate and cut out kites, Have instructors help attach strings. Head to the meadow to try and fly kites. Doesn't work well, ask campers why they think that is? Go to top of Heifer Hill. Why does it work better up here?

Cloud Swirl (move into the woods) Split into two groups Gather participants in a circle, linking hands except two people. One person, the beginner, spirals into next person and all keep spiraling until a cloud swirl/storm is made. All clouds/participants are now in a tight spiral. The goal is now to move as one unit without breaking connections to a new spot. (Can have group move in a straight line or circle around an object first and then shuffle to the next spot.) Unravel and congratulate selves.

12:00 Lunch / Story: *Swirl by Swirl* / Free time

1:00 Afternoon Choice

-- OUTSIDE --

Seeking Earth Creatures: What kind of creatures might lurk in the mud, under rock, or trees. BUT remember not to destroy homes and leave/return things to how they are found.

Fox Hunt: First, set boundaries for the game. One person (camper or instructor) is the first hunter. The hunter closes eyes and counts to 50 while all others hide. The hunter then searches for the hiders. If a hider is found, they join the hunter. Play until one hider is left, they become the new hunter. As it is mud day, encourage campers to put on some mud camouflage.

-- INSIDE --

Soil Paintings / "Nature's Paintbrush": collect different colors of soil - add glue and water to create different colors of "paint." Collect natural materials on the way back to use as paint brushes.

Weather Charades: Have campers think of different types of weather and act them out for the group. Take turns acting and guessing.

2:30 Closing Circle: Rose, thorn & bud; Get ready to go home
Bring bags to picnic tables, and free play / games in courtyard.

Squirrels & Nuts: Divide the group into 2 equal groups, the Squirrels and the Nuts. Have the 2 groups line up facing each other about 2 feet apart. Each group has a "safety" about 15 feet behind them. The leader makes a statement related to the day. If the statement is true, the squirrels chase the nuts trying to tag them before they reach their safety. If the statement is false, the nuts chase the squirrels. Anyone caught joins the other team. The game gets really fun (& funny) when the answer isn't crystal clear, and nuts and squirrels are both chasing each other.

3:00 Campers go home * **Remind families to do a full body tick check!**

Clean up and prep for tomorrow:

- Pack exploration bag for tomorrow (double for two teams)
- Put materials from pink room and barn away
- Write new schedule on chalkboard
- Mop and Vacuum

Rainy Day Possibilities:

Earthworms: This activity needs advance notice in order to procure the earthworms. Bring in earthworm to the coat room and divide them into trays with dirt and mud. Let campers investigate and play with earthworm. Discuss the earthworms importance to the soil.

Clay Sculptures: Bring out the bucket of natural clay from the pink room early in the morning and set by stove to help un-freeze the clay. Keep sculpting to the coat room. Campers can take creations home at the end of day.

Soil Paintings and **Weather Charade** can stay the same.

Thursday: Quest for the Mud Monster's Treasure

Materials: courtyard map, 8 red map pieces, 8 blue map pieces, 2 word puzzles (5 pieces each), Mud Monster narrative, 20 crystals, sticks/flags, signs, compasses, cotton balls, baggies, essential oils, songlines, paper cups, envelopes, prompts card, basket/chest, big compass sheet, rope, pencils, paper, clipboards, BEEC maps, Vermont maps, bandanna

Books: *The Other Way to Listen* by Byrd Baylor / *A Rock is Lively* by Dianna Hutts Aston

Prep Work Required:

- | | |
|---|---|
| <input type="checkbox"/> Investigate Deer Run Trail | <input type="checkbox"/> Determine station locations |
| <input type="checkbox"/> Make 2 maps- eight pieces each | <input type="checkbox"/> Write context narrative/note |
| <input type="checkbox"/> Make 20 crystals | <input type="checkbox"/> Create final location word puzzles |
| <input type="checkbox"/> Determine star point coordinates | <input type="checkbox"/> Write Songlines |
| <input type="checkbox"/> Add scents to cotton balls | <input type="checkbox"/> Add numbers to courtyard map |
| <input type="checkbox"/> Divide camper into groups | <input type="checkbox"/> Assign map pieces |
| <input type="checkbox"/> Create activity prompts | <input type="checkbox"/> Laminate paper materials |

7:30 Counselors arrive, day-of-prep:

- Light wood stove
- Fill water pitcher and extra water bottles
- Set up stations and hide word puzzle pieces
- Place treasure chest with crystals at river crossing

8:30 Volunteer counselors arrive: go over activities, schedules, camper health forms, questions

NOTES ABOUT THE QUEST

There will be no inside choice today as the quest will take up the entire day (starting after snack). Campers will be broken into two groups (predetermined ahead of time) to have an older group and younger group. These two groups will go on different routes, following the numbers on their maps. At each location the groups will complete challenges to earn their puzzle pieces. The two groups will do the same challenges, ideally with the older group challenges being slightly more difficult. Once the groups have completed all challenges, they will come back together, at the designated location to put together their word puzzles. They will then go to the final location together.

9:00 Arrival game: **Otter Steals Fish**

One person is the heron with a fish (bandanna) it is trying to protect. Everyone else is otters waiting nearby and watching. The heron holds the fish in hand and tells the otters how many steps away they need to be in order to start the game. When the heron drops the fish all otters swarm in and try to steal the fish from the heron without getting tagged. If an otter is tagged – drop the fish and go back to the edge of the circle and start again. The game becomes a frenzy of activity. To successfully steal the fish the otter must be back to original circle edge before getting tagged. Successful – becomes the next heron. If an otter is tagged on the way out, heron starts the game again with new directions of how far to be.

9:15 Morning circle

- **Going on a Hike**, for an extra challenge, try to say everybody else's that came before you.
- 3 BEEC Respects (self, each other, environment)
- Go over schedule of the day

9:30 Morning Activity: (during first activity, have 1 instructor hides pieces in courtyard)

What are Maps?: What is a map, how do we find our way? What are directions? Break campers into two groups. 1 group looks at BEEC Map, the other looks at Vermont Map. Switch after 5 mins.

Courtyard Map Hunt: Afterwards come back together and look at map of courtyard, (numbered to show the location of the map pieces) Give each camper their pre-assigned number and have everybody find their number of the map. Go back to the courtyard and have campers find their map pieces. Assemble the maps in the classroom.

10:00 Snack/ Story: BEEC Mud Monster Narrative and *The Other Way to Listen*

10:30 Start Quest- Try to get the compass bearing each time we head off to a new location

Young Group- Cardinal Direction Simon Says:

Set-Up: Place prompt cards, basket of compasses, large compass wheel, direction signs. Hide piece north the a rock.

Activity: Teach how to use compass before activity using the large compass wheel. Read prompt card. Simon says face north, Simon says face south, Simon says hop west, Simon says stick a leg out to the east, etc. Last one is Simon says find your clue under the rock to the north.

Older Group- Star Building using Bearings:

Set-up: Place prompt cards, basket of compasses, flags, and rope at fire pit. Hide piece in the stone wall.

Activity: Teach how to use compass before activity. Read prompt card. Designate a starting location as the first point and use the bearings listed on the card to plant flags. Once all flags are placed, work counterclockwise to connect all the flags with the rope. The final shape should resemble a star. Have the campers determine the shape and find the star on the map (which is the stone wall)

Scent Trail:

Set-up: Set up prompt cards. Make 5 scent trails, using cotton balls and different scents, and have them cross paths with another trail at least once to add a challenge. At the end of the trail leave one the clues to find. Have the younger groups trails cross once, the older groups cross twice.

Activity: Read prompt card. Divide into groups, give each group a little cup with a cotton ball that has their scent to follow. Going from one ball to the next you will be using your sight, but imagine being a bear with the smell guiding you miles away. When you get to another cotton ball make sure it is your scent trail and not that of another group as there are several different scent trails and they may cross paths. Take turns in your group, searching for and confirming your next stop on the trail. Once you find the clue, retrace the path to the beginning.

12:00 Lunch / Story: *A Rock is Lively* / Free time

1:00 Continue on with Quest

Songlines:

Set-up: Place prompt cards. Place pencils and clipboards in easily visible location. Hide puzzle pieces farther along the trail.

Activity: Read the prompt card. Split into two groups. Have the groups hide an object and write a songline for the other group to find it. The clue pieces are up ahead on the trail. Have the younger group have three lines, the older group have 5 lines.

Solving World Puzzles: Go to designated meet- up location. Have both groups piece together and solve their word puzzles. The word puzzles when deciphered should read 1) the crystals are located downstream 2) look for the green star. The treasure is at River Crossing, which on the maps is marked with a green star.

Finding Treasure: each campers gets on crystal. Make sure to stress the importance of stepping lightly in the area due to the grey salamander population of the area.

2:45 Closing Circle: Rose, thorn & bud; Get ready to go home
Bring bags to picnic tables, and free play / games in courtyard.

Everybody's It: every one chases everyone. If tagged squat down until someone else tags you again to chase others again. If two tag each other at same time, both squat.

3:00 Campers go home * **Remind families to do a full body tick check!**

Clean up and prep for tomorrow:

- Pick up stations/bring materials back
- Create arches by bending and securing saplings together (Sumac City and Heifer Hill)
- Put materials from pink room and barn away
- Write new schedule on chalkboard
- Mop and Vacuum

Rainy Day Possibilities:

Condensed Quest: Work as a whole group, instead of two. Start with giving the pieces from scent trail to the campers. Do Cardinal Direction Simon Says in the courtyard and hide piece in the bird feeder on the hill. Songline is the same, but at the A-frame. Treasure stays in the same location.

Treasure Hunts: Hide colored plastic lid, make simple maps, give to another camper to find

Otter Steals Fish: This game can be done inside if all the otters stay on the knees.

What Animal am I?: Attach a photo of animal to one person's back. That person asks yes or no questions to everyone else to figure out what animal they are.

Friday: Forest Fantasies

Materials: Bubbles, large jar, ribbons, bells?, fairy figurines, fresh flowers, veil headband, glue, glue brushes, sticks, general craft supplies, hand lenses,

Books: *The Unicorn and the Lake* by Marianna Mayer/ *When the Root Children Wake Up* by Audrey Wood

Prep Work Required:

- Pick up donated flowers
- Un freeze bubbles
- Print coloring pages

8:00 Counselors arrive, day-of-prep:

- Light wood stove
- Fill water pitcher and extra water bottles
- Hide fairy figurines in the forest

8:30 Volunteer counselors arrive: go over activities, schedules, camper health forms, questions

9:00 Arrival game: **Fairies in Troll Land** (Make Dandelion Sun Tea, place in a sunny spot for later)

Pick two trolls as “it”. They dare the fairies (other campers) to cross Troll Land. Fairies run across playing field, if tagged they become statues. If moving fairies accidentally bump into statues, they become one too. Last two fairies become the new trolls.

9:15 Morning circle (outside)

- **Name and favorite mythical animal.** encourage campers to act out animal
- 3 BEEC Respects (self, each other, environment)
- Go over schedule of the day

9:30 Morning Activity: (outside)

Copy Cat - Sometimes Fae come into this world and pretend to be humans and they like to mimic our behavior. Unbeknownst to anyone else, everyone picks a person in the circle to copy. Everyone closes eyes and stand in a position. Now open eyes and begin. Whatever the person you picked does, you do. Don't look directly at them. Watch the ripples as folks copy one another. Eventually everyone will end up in the same position.

Doorways are important to the magical world as they represent the entering of one world to another. Once we step through into this world we aren't just at BEEC anymore, we are in a magical forest. How many other doorways can you fit through in the woods? Where might they take you?

10:00 Snack/Story: *The Unicorn and the Lake*

10:30 Outdoor Activities and Exploration - set up doorways/arches ahead of time

Tree house neighbors. How many different kinds of plants and animals can you find living on a tree? Use magnifying lenses to get a really good look.

Children of the Fae: have a few participants run ahead of the group and hide off, but close to the trail. When they're hidden group continues on walk to look for the Children of the Fay. See if you can see them but not give their hiding spot away by calling out or pointing. Let participants take turns so all can be Children of the Fae.

Creating Magical Homes: Go to an isolated part of the forest. Explain that spring fairies like to find new homes for the summer and we are going to make special homes for them to find. Let campers work individually or in small groups to create fairy dwellings, a phoenix nest, or even a dragon den. Have a showing, go round and visit all dwellings. (Use materials on forest floor – don't want to upset flower and tree fairies by picking plants or flowers – use flowers provided)

12:00 Lunch / Story: *When the Root Children Wake Up* / Free time

1:00 Afternoon Choice

– OUTSIDE –

If interested, campers may continue working on their magical homes.

Ogre and Fairy Berries: Ogres think that fairies taste delicious, much like berries. Have campers give suggestions on type of berries. One camper is selected to be the ogre, the rest are fairies. The ogre's goal is to eat (tag) the fairies. To be safe from the ogre, a fairy can touch a living tree and become invisible for 5 seconds, after that the magic of the tree is spent for the round and they must find a new tree. If a fairy is tagged, they are out of the game. Last fairy standing becomes the new ogre.

Magical Ovenbird Game: The campers are all goblins who are trying to steal a dragon's egg (glove/bandanna), which an instructor has hidden in the forest. Their goal is to find the egg and bring it back to their goblin hut (determined location at beginning of game) which is also their safe zone. But goblins beware! Two counselors are magical beasts that roam the forest and gobble the goblins up (tag them). Have the campers help pick which magical beast the counselors will be. To be safe from one counselor, the campers must be touching two trees. To be safe from the other counselor the campers must be not touching the ground. If a camper gets tagged they have to sit down and wait to be freed by another camper touching them. To win, all campers and the egg must be in the safe zone.

– INSIDE –

Magical Crafts: fairy furniture, potions, magic wands, flower crowns, magical doorways. Make sure to collect materials on the way back to the classroom.

Fairy Coloring Pages: Various coloring pages of different fairies

2:30 Closing Circle: Rose, thorn & bud; Get ready to go home
Bring bags to picnic tables, and free play / games in courtyard.

Catch the Fairy: One person is the Fairy and all chase after the fairy. First one to tag the fairy becomes the new fairy.
Run. Bubbles – create magical realm

3:00 Campers go home * **Remind families to do a full body tick check!**

Clean up and debrief (see end of camp checklist)

Rainy Day Possibilities:

Magical Being Charades: To help prevent creature from being invited on the spot (which is another route to go if desired) have the group shout out suggestions and write them up on the chalkboard. Ask campers to work from that list.

Veil of Invisibility: Form a circle; this represents the boundaries of the forest. Two campers enter the circle. One camper is blindfolded, representing what a difficult time we humans have seeing magical beings, the other camper is fairy wearing their Veil of invisibility (adorn them with a veil). Object of the game for the human is to listen for the fairy and attempt to tag him/her. Object of the fairy/elf is to avoid being caught.

Magical Crafts and Fairy Coloring Pages stay the same.

Back Up Material

Books:

Strange Creatures by David Peters

The Complete Book of Flower Fairies by Cicely Mary Barker

An Egg is Quiet by Dianna Hutts Aston

I Love Our Earth by Bill Martin Jr. and Micheal Simpson

Flower Garden by Eve Bunting

Other Games/ Activities:

Puppet Play: Pick a story. make a play using the BEEC puppets and the campers as actors.

Mama Raccoon Moves her Kits: Unlikely though true, two mama raccoons had their dens next to each other and the dirt between them fell away. Now the kits are all mixed together and the moms want to move their kits to new, separate locations. Mamas need to sniff out their kits and move them one at a time to their new safer and more secluded location. Use scent canisters to spray each mom with a scent and then secretly spray the kits so mom has to use her sniffer. 2 scent spray bottles

Special Spot: Close eyes and when feel a direction that is drawing you towards it, open eyes and go that direction to find a special place to sit for a moment alone observing nature, open senses, what do you hear, see, smell, feel, why did you pick this spot, what makes it special, imagine what it would be like to be here by yourself,

Plant Tag: everyone is a fairy trying to help plants buds burst and bloom for spring, but are troubled by a troll romping through woods, fairies are invisible to the troll when touching _____.

Flower Power: Did you know that there are certain edible flowers that can enhance your ability to see fairies? Well, there is. Identify any edible spring flowers in the area – violets - and have campers savor the taste of flower power

The Mating Game: Hibernating and deep sleeping wildlife are emerging. Ask students to name a few. At this time they are looking for a mate. There are many dangers and if one is not paying attention one might get eaten by a predator or squashed by a car. This game plays like “Oh Deer”. Split group into two groups facing each other. Show actions for a skunk, frog, and beetle. One team will be the runners and other team awaits their arrival. Have both groups face away from each other, each participant pick an animal to mimic, then on your mark have students turn, face other team, look for mate, and run to a person mimicking same creature as they are. Members of either team, who do not match up with a partner, join the “awaiting” team. Those who did match up go to the runners side. Okay, was that difficult enough just trying to find a partner, now what might happen when a hungry predator, such as a Great Horned Owl, shows up. Have a student or an adult play the predator. Predator can run anywhere except past the boundary lines when students are starting from. Cars can only go back and forth in middle of playing area. Play a few times.

End Camp Checklist

- Untie tree arches
- Staff debrief
- Store food items in barn
- Re-shelve books
- Put remaining materials away
- File new lesson plans
- Clean classroom
- Clean wood stove
- Mop, sweep, vacuum coat room
- Clean bathrooms
- Wash water bottles/dishes
- Wash clothing
- Take inventory
- Label lost and found items, notify camper families
- Go over and compile camper evaluations
- _____
- _____
- _____
- _____
- _____

EXAMPLE QUEST PROMPT CARDS

There is one essential tool that all explorers must have. Do you know what it is? A Compass! In order to find my treasure you will need to use your map and a compass to guide you to each challenge. Work with your counselor to learn how to use a compass and then to test your directional skills, here is my first challenge.

Challenge 1 : Below is a list of coordinators and paces. Place one of these markers at each location. There is one location for each person. Once each place has been marked, use the string to connect the markers, moving from one to the next in a circular motion. You will have created a shape. Look for that shape on the map, that is the location of your first clue.

30 paces moving due north : 25 paces at 60 degrees : 25 paces at 300 degrees : 10 paces at 220 degrees : 10 paces at 140 degrees : 20 paces at 30 degrees : 20 paces at 330 degrees : 12 paces at 60 degrees : 12 paces at 300 degrees : starting point facing due north

Animals don't have the luxury of using a compass, they have to follow their senses. For some animals, like a black bear, one of the most powerful senses is their sense of smell. Black bears can smell something that is three miles away! What scents might a black bear smell?

Challenge 2 : Before you are 4 scent trails, marked by cotton balls along the ground. Break into 4 groups (each group should have 2 people). Each group gets one baggie, with a cup and a scented cotton ball inside. Have both team members get good sniff, that will be the scent your group will be following. Find your starting cottonball, by matching the scent, and start following your trail. Going from one ball to the next you will be using your sight, but imagine being a bear with the smell guiding you miles away. When you get to another cotton ball **make sure both partners agree** that it is your scent trail and not that of another group as different scent trails may cross paths. When you've found what the trail led you to, retrace your steps **collecting the cotton balls** and come back together to share what each group found.

Sometimes instead of using precise directions, people will give a series of landmarks to help guide the way. In some cultures this series of landmarks is put to music and is called a songline.

Challenge 3: Break into two teams. Each team will hide an object in the woods and write a songline for the other team that will lead them to the hidden object. Write the songline on the paper and clipboard provided (ask a counselor for help) and give to the other team. When both teams have followed their songlines and brought the hidden objects back, you will receive you clue.

LEGEND OF THE BEEC MUD MONSTER

A long time ago, nevermind how long exactly, there lived a gentle, but shy, mud Monster. He was 7 feet tall and his legs were as big as tree trunks. He had reeds for hair, and sticks for toes and biggest, most kind brown eyes, that anyone would ever see. And every inch of him from his Reed covered head to his stick toes was cover in squishy, squashy, mucky mud.

One day, while the mud Monster was going for his usual morning walk he came across a trail of green star shaped leaves, his favorite. He followed this trail through the woods, over hills, and over rocks until he came across a cave. The cave was dark and damp and the whole thing was full of squishy, squashy, mucky, mud. So the mud monster entered. He walked through tunnels and followed the twists and turns, until, out of the corner of his eye, he saw a small sparkle. Intrigued, the mud monster walked closer and closer until he found himself in a bright room. In this room, the ceiling, the floors, and every wall was covered in sparkling crystals. The mud monster was amazed by the beauty of these objects and quickly decided that they were far too beautiful to be hidden away in this cave. Right then and there he decided that he would gather a few up and share them with the world. And that is exactly what he did.

After leaving the cave, crystals in hand, he stop suddenly. He wanted to share these crystals, but they were far too special to share with just anyone. He didn't know what to do. Just then he had an idea. He would design a quest, leaving clues and challenges all over BEEC that only the bravest, the wisest, and strongest explorers could complete. And for those who were successful they would be given the location of the treasure to keep for their very own.

So every year when the springs rains comes and the winter snow melts, and the ground turns to mud, the mud monster leaves his mud house and leaves his treasure for young explorers to find. Never in the same place twice and only for as long as the mud season lasts.

