## Nature's Classroom Activities-at-a-Glance - FALL 2018

$M=$ Morning, $A=$ Afternoon, $E=$ Evening, $W=$ Inclement Weather Option

## Morning Activities

Adventure I ( $M, A, W$ )
Adventure II ( $M, A$ )
Adventure Blend (M)
Creek Walk* \& Extreme Erosion (M)

* Note: This activity can be affected by limited rainfall in the weeks leading up to your time at camp.

Geodome (M)
Horse Sense (M*, A)

* Morning rides may be scheduled by DuBois staff depending on the overall riding program for the week.
$\square$ Predator-Prey (M)
Shelter Building ( $M, A$ )


## Afternoon Activities

Adventure I ( $M, A, W$ )
Adventure II ( $M, A$ )
Animal Camouflage (A)
Archery (A)
Burma Bridge (A)
Countdown (A)
Creative Weaving ( $A, W$ )
Creek Walk* (A)

* Note: This activity can be affected by limited rainfall in the weeks leading up to your time at camp.
$\square$ Handle with Care (A, E, W)
$\square$ Horse Sense ( $M^{*}, A$ )
* Morning rides may be scheduled by DuBois staff depending on the overall riding program for the week.

Hot Air Balloon (A, W)
Pioneer Day (A)
Counts as TWO afternoon activities
Shelter Building ( $M, A$ )
$\square$ Towers (A, E, W)
$\square$ Where There's Smoke (A)
$\square$ Wonderful Woodland Walkabout (A)

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## Evening Programs

$\square$ Alpha Beta (E, W)
$\square$ Campfire \& Hayride (E)
$\square$ Handle with Care (A, E, W)
$\square$ Night Hike (E)

- Pioneer Auction ( $\mathrm{E}, \mathrm{W}$ )
$\square$ Towers (A, E, W)
$\square$ YouTube Live! (E, W)


## Inclement Weather Options

Adventure I ( $M, A, W$ )

- Mix, Mingle and Move (W)

Alpha Beta (E, W)
$\square$ Pioneer Auction ( $E, W$ )
Colonial Candles* (W)
Creative Weaving* ( $A, W$ )
$\square$ Handle with Care (A, E, W)
$\square$ Hot Air Balloon (A, W)

* Select TWO per inclement weather option:

Colonial Candles, Creative Weaving, Primitive Pottery

