

6 Day Explorer Sample Schedule

Morning Activity Block

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
	Morning Stretching, and Polar Bear		Outtrip	Polar Bear	Pack up
8:30 Breakfast					
	Cabin Clean-up	Cabin Clean-up	Cabin Clean-up	Cabin Clean-up	
Camper arrival , get to know you games, camper wellness check-ins, community meeting and tours.	<u>Arts and Crafts:</u> Campers get creative and make pet rocks, make picture frames, do face painting and a lot more!	<u>Mud Monsters:</u> Put on a bathing suit, make a quick visit to the camp mud pit and, poof!, you're a mud monster! Mud monsters typically run around camp trying to get other people muddy.	<u>Snipe Hunting:</u> Snipes 'live underground' and come out to the sound of clicking rocks. Explorers build snipe cages from boxes and then try to catch them.	<u>All-Camp Day:</u> The whole camp gets together to participate in a massive creative program complete with team colours, cheers and bad guys.	Goodbyes, camper pick-up.

Afternoon Activity Block

12:30 Lunch					
Bodies on Bunks	Bodies on Bunks	Bodies on Bunks	Bodies on Bunks	Bodies on Bunks	Bodies on Bunks
<u>Teambuilding and Low Ropes Activities:</u> These group challenges build and teach the cabin members how to work as a team.	<u>Forest Games:</u> Play commandos (moving in the forest unseen), camouflage (hiding as if prey), nature picture frames, make nature perfume, learn about edible berries, etc.	<u>Canoeing:</u> The explorers are taught how to safely get in and out of canoes, paddle and steer the boats and explore the lake.	<u>Explorer Mass Swim:</u> The explorers all hang out and swim, catch newts and generally have fun in the water!	<u>Group wrap up activities:</u> teambuilding and trust games. Group plans presentation for banquet (skit song, etc.)	
	Discovery Hour	Discovery Hour	Discovery Hour		

Evening Activity Block

Outdoor BBQ				Banquet	
Cabin contract and get to know you games Campfire	<u>Archery:</u> Campers are taught safe archery techniques and get a chance to hone their skills.	<u>Outtrip:</u> Explorers sleep away near camp but don't miss any meals.	<u>Stealth Mission:</u> A fictitious bad guy is created (often stealing their cookies) and must be caught.	Campfire	