

13 Day Pioneer Sample Schedule- Week 1

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning Activity Block		Morning Stretches, Polar Bear Swim Cabin Cleanup	Polar Bear Swim Cabin Cleanup	Outtrip	Polar Bear Cabin Cleanup	Polar Bear Cabin Cleanup	Polar Bear Cabin Cleanup
		8:30 Breakfast					
Afternoon Activity Block		<u>Teambuilding:</u> These group challenges build trust in the group and teach the cabin members how to work as a team.	<u>Beach Party-</u> Cabin groups get together for a morning of swimming, arts and crafts and games.	<u>Coming back from outtrip:</u> Group wakes up, packs up and hikes back to camp. Once they arrive back they unpack and shower before lunch.	<u>Nature Time:</u> The cabin heads into the woods to spend some time with nature. They play in streams and catch newts, learn about trees and plants and build forts.	<u>Basic Orienteering:</u> Groups of 4 campers are given a map, compass and a lesson on orienteering. They try to find 13 different markers hidden in the forest around the main camp.	<u>Group departs for 2nd outtrip:</u> On their second outtrip, campers will spend 2 nights away and travel to Thunderbird's furthest camp sites. Cabins visit picturesque lakes or peaks.
		12:30 Lunch					
Camper arrival in, get to know you games, camper wellness check-ins, community meeting.		Bodies on Bunks <u>Pioneer Interest Groups</u> or PIG- Campers rank their top activities and are placed into groups so they get a chance to try three of: Kayaking, Canoeing, Archery, Rock Climbing, Campcraft and Arts and Crafts.	Bodies on Bunks <u>Group departs for 1st outtrip:</u> 13 day Pioneers go on two outtrips. This overnight outtrip will be the campers' first taste of a Thunderbird camping trip. They will hike a medium distance to a campsite on our property.	Bodies on Bunks <u>Low Ropes Course:</u> Building on the progress they made in their teambuilding activities, these activities push the group to develop their communication, trust and teamwork further.	Bodies on Bunks <u>Pioneer Interest Groups</u> or PIG- Campers rank their top activities and are placed into groups so they get a chance to try three of: Kayaking, Canoeing, Archery, Rock Climbing, Campcraft and Arts and Crafts.	Bodies on Bunks <u>Raft Building:</u> Team up with another group for a raft building competition. Teams are given set items and are allowed to scavenge wood from the forest. Once assembled we test the rafts and see how they float!	Bodies on Bunks First outtrip campsite: group will set-up tarp with staff guidance while staff cook meals over a camping stove. Typical meals: spaghetti, stir-fry, pita pizzas. Mac n cheese.
		Discovery Hour	Outtrip	Discovery Hour	Discovery Hour	Discovery Hour	Outtrip
	5:30 Dinner				Outdoor BBQ		
	Cabin contract and get to know you games. Campfire	<u>Pioneer Mass Program-</u> games played with the whole age group. <u>EX:</u> Animal Game, Capture the Flag,	Outtrip	Campfire night-sing songs and make food over the fire.	<u>Disc Golf:</u> The cabin gets dressed up like pros and plays 18 holes.	<u>Archery:</u> Campers are taught safe archery techniques and get a chance to hone their skills.	Outtrip

13 Day Pioneer Sample Schedule- Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	Outtrip	Outtrip	Polar Bear Cabin Cleanup	Polar Bear Cabin Cleanup	All Camp Cabin Cleanup	Pack Up
8:30 Breakfast						
Outtrip-hiking to second campsite.	Group wakes up, packs up and hikes back to camp. Once they arrive back they unpack and shower before lunch.	<u>Arts and Crafts:</u> Pick from a variety of activities including dreamcatchers, pet rocks, body painting, warm fuzzies, bracelets and more!	<u>Creative Programming:</u> A themed afternoon of fun with anything from pirates to aliens to fairies.	All-Camp Day- The whole camp gets together to participate in a massive creative program complete with team colours, cheers and bad guys.	Camper pick-up and goodbyes.	
Morning Activity Block						
12:30 Lunch						
	Bodies on Bunks	Bodies on Bunks	Bodies on Bunks			
Outtrip-second campsite.	<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>Scavenger Hunt:</u> The cabin splits into two groups for a camp-wide scavenger hunt.	<u>Pioneer Interest Groups</u> or PIG- Campers rank their top activities and are placed into groups so they get a chance to try three of: Kayaking, Canoeing, Archery, Rock Climbing, Campcraft and Arts and Crafts.	<u>Group wrap up activities:</u> teambuilding and trust games. Group plans presentation for banquet (skit song, etc.)	Afternoon Activity Block	
Outtrip	Discovery Hour	Discovery Hour	Discovery Hour			
5:30 Dinner						
			Outdoor BBQ	Banquet		
Outtrip	<u>Action Auction:</u> Teams of campers bid in an auction for items to use in a mystery task.	<u>Campcraft</u> Campers get learn the basics of shelter and firebuilding in a safe and fun environment.	<u>Pioneer Mass Program-</u> games played with the whole age group. <u>EX:</u> Animal Game, Capture the Flag,	Campfire		