



Project EARTH

Teacher's Guide

Spring of 2011

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What is Project EARTH?

Project EARTH is a one to five day program designed for schools to enhance both social and academic goals.

Operating from September to June, one of the goals of Project EARTH is to create an appreciation for the natural environment. Another goal is to provide an environment that promotes caring, responsibility, respect and honesty between students.

Environmental Discovery

Environmental Discovery activities provide opportunities for imagination and exploration of the natural world. Through hands-on learning, students develop better understandings of the basic functions of life. Reptiles, amphibians, invertebrates and ecosystems are just a few science related topics schools can choose from.

Adventure and Cooperative Learning

Adventure and Cooperative Learning utilizes a variety of tools and methods to improve the basic values of respect, caring, responsibility and honesty. These experiences help to boost student communication, cooperation and group problem solving. Tree Tops Challenge, The Giant Swing and the Triple C Challenge course are just a few adventure-based classes schools can choose from.

Recreational Fun

Recreational activities provide students opportunities to build new skills, confidence and self-esteem. Horseback Riding, Canoeing, Disc Golf, Mountain Biking and Bullseye Bonanza are just a few activities schools can choose from.

Touching Nature

Touching Nature curriculum is designed to create an appreciation for the out of doors through hands-on experiences with the natural world. Students are introduced to practical ways they can interact with their environment. Outdoor Cooking, Woodland Artists, Fire Quest and Relic Hunters a few activities schools can choose from.

Historical and Cultural Lessons

Historical and Cultural Lessons explore the valuable lessons of the past and from different cultures. Students will be immersed in another culture or take part in activities that will take them back in time. Michigan Country, Native Peoples and Pioneer Crafts are a few activities schools can choose from.

Teacher's Page

Pre-Camp Planning

This page is to be used to help you plan an organized and well-run camp. We have created a checklist of what we have seen work for schools. We feel it is very important to have everything on this list prepared before you arrive at camp. If at any time you have questions about the planning process, please feel free to contact Brandon Dreffs.

- ❑ As soon as you have selected activities for your group, please fill out the activity selection form at www.campcopneconic.org. If you are unsure of how many activities to pick, there is a guide on the form. If you prefer you may fax your class selection form to Brandon at (810) 629-2128.
- ❑ Before arriving at camp, please split your students into activity groups. Please wait until you have received your schedule or spoken with Brandon to split your students. Depending on the number of students you have each year, the number of activity groups will change. Brandon will be the person that decides how many groups you will have.
- ❑ After dividing your students, create a list for each chaperon to keep with them. Very often on the first day of camp chaperons are unclear how many students are in their group and if any children are missing they do not know who they are.
- ❑ Before arriving at camp, please split your students into cabin groups. There are forms in this guide to help you do that. Remember to include chaperons in the number of beds you will need in each cabin.
- ❑ Once you have students divided into activity and cabin groups we would like you to create a name tag for each student with the following information on it:

Example:

Student Name	
Cabin	Activity Group

- ❑ It is extremely important for students to know that information before they arrive at camp. Some schools give out a nametag to kids as they board the bus with this

information on it. This will save time when you arrive and will also help with organization as the kids get off the bus.

- ❑ Camp is continuing a “GOing Green” initiative and we are encouraging schools to help us in this endeavor. We are asking schools to have their students bring reusable water bottles to use during their stay at camp. There are also Copneconic Water Bottles available for purchase (see insert). Please review the most current information on our website for more details.
- ❑ We will use “Hands Up” to get the kids’ attention at camp. This simply means that when someone yells, “hands up”, that all students stop talking and put their hands up. It would be great if you practiced this with your kids before they arrive at camp.
- ❑ It is very important for you to let us know if you have students with special needs prior to arriving at camp. If you have a student who requires a wheelchair or a special diet, we want to ensure that prior arrangements are made for those students to have a comfortable stay at camp.
- ❑ On the last morning of your camp stay your group’s host will give you program evaluations. We would like those returned at your final meal. We will also be asking for a final count. We will need a count of all students, chaperons and teachers. If you have extra parents eating meals (which must be arranged before camp) we will also need a count of that so we can bill the school accordingly. It is important that we get this information before you leave camp for billing purposes.
- ❑ **Each school is responsible for all the administration of medicine and first aid. Schools must bring first aid kits.**
- ❑ We suggest that you appoint one or two teachers to be responsible for all medications and first aid. It is important that if a student is injured that a designated person is easy to find. Some schools give small first aid kits with band-aids to each chaperon.
- ❑ We encourage you to copy and use the forms in this guide to benefit your group. Please make copies of the Chaperon Guidelines, What to Bring List, Cabin Lists and anything else that may help you prepare for camp.
- ❑ If at any time you need help, please call our Director of School Programs, Brandon Dreffs and he will be more than happy to meet with you and answer any questions.

Project EARTH Sample Schedule

First Day

10:30	Arrival
10:45	Camp Orientation
11:30	Lunch
12:30	Project EARTH Activity
1:30	Break
1:40	Project EARTH Activity
2:40	Break
2:50	Project EARTH Activity
3:50	Break
4:00	Project EARTH Activity
5:00	Break
5:15	Dinner
6:15	Cabin Time
6:45	Evening Activity
7:45	Evening Activity
8:45	Snack / Depart for Cabins
10:00	Lights Out / Quiet Hours

Middle Days

8:15	Breakfast
9:00	Cabin Clean Up
9:15	Project EARTH Activity
10:15	Break
10:25	Project EARTH Activity
11:25	Break
11:30	Lunch
12:30	Project EARTH Activity
1:30	Break
1:40	Project EARTH Activity
2:40	Break
2:50	Project EARTH Activity
3:50	Break
4:00	Project EARTH Activity
5:00	Break
5:15	Dinner
6:15	Cabin Time
6:45	Evening Activity
7:45	Evening Activity
8:45	Snack / Depart for Cabins
10:00	Lights Out / Quiet Hours

Last Day

7:45	Move Luggage Out of Cabins
8:15	Breakfast
9:00	Final Cabin Clean-Up
9:15	Project EARTH Activity
10:15	Break
10:25	Project EARTH Activity
11:25	Break
11:30	Closing Ceremony and Slide Show
12:00	Lunch and Departure

Environmental Discovery

Amazing Invertebrates

Students enjoy hands on experiences with boneless creatures! We will look at habitats like logs, puddles and anthills. Unique specimens like a hissing cockroach, giant millipede and tarantula will be studied.

Seasonal Availability: Fall and Spring

Activity Length: Single

Aqua Safari

This unique safari allows students the opportunity to explore Swartz Creek and our own vernal pond. Through hands-on learning, students will be collecting fish, crawfish, tadpoles and many more species native to the two areas. Students will investigate bottom type, pH, amount of shade and more. Students will actually be walking in the stream and pond, so appropriate footwear is required.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Bird Brains

Students will experience a close encounter of the bird kind. Each group will take part in a discussion about what characteristics make birds unique. After a lesson in identification, students will head out to our bird blind for a bird watching experience.

Seasonal Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Single

Ecomania

Students learn about ecosystems in a fun and interactive way! Basic concepts of food chain, food web and habitat are explored through meaningful games. The class builds up to *The Game of Life* in which each student becomes an animal and must survive in the wild.

Seasonal Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Double

Habitrackers

Students head out on a hike to find animal signs, tracks, scat and habitats. Along the way fascinating plants, trees, vines and more will be discovered in the beautiful natural areas at Camp Copneconic. Students will learn about the oldest tree on camp, edible plants, habitats and more.

Seasonal Availability: Spring and Fall

Severe weather restrictions may apply

Activity Length: Single

In Cold Blood

Reptiles, Amphibians and Fish! Students will get a hands-on experience with the live creatures. Instructors will discuss characteristics of toads, frogs, snakes, turtles and a variety of lizards. Students will discuss what makes them similar and what makes them different.

Seasonal Availability: All seasons

Activity Length: Single

Owl Alert

Students will learn about one of the most fascinating birds on earth – the owl. Camp instructors will lead an interactive discussion touching on diet, hunting, feather types and more. Students will love dissecting owl pellets and learning about the diet of this nocturnal predator.

Seasonal Availability: All seasons

Activity Length: Single

Predator Prey

Campers learn about predator and prey relationship through the eyes of an animal. The activity involves an exciting and challenging “Game of Life” where campers transform into animals and learn first hand about survival in the wild!

Seasonal Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Single

Adventure and Cooperative Learning

Bridging the Gap

Students join forces to develop a prototype of a bridge using only a few materials. Split into small teams, each group must find a way to build a bridge that will support weight that will increase with each test. Group problem solving, planning and teamwork are emphasized.

Seasonal Availability: All seasons

Activity Length: Single

****Copneconic Summit**

Camp Copneconic's 55ft. climbing tower requires participants to step outside of their comfort zone. A student's goal can either be five feet or fifty-five feet above the ground. Both are achievements that will expand the student's comfort zone while building self-confidence and self esteem.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Double

Extra Charge: \$10.00 per student

Creature

A unique communication game, students are broken into teams and are given a task to build a robotic like creature from a prototype model. With only one team member who actually has access to the secret plans, other team members must relay design features to the student who must try and re-create the original creature. Communication, teamwork and listening skills are key to this activity.

Seasonal Availability: All seasons

Activity Length: Single

****The Giant Swing (New)**

Copneconic's newest attraction, The Giant Swing will see students pulled up to 35 feet in the air, once suspended, you are in control. With a self release rip cord, the individual chooses the right moment to release and enjoys the adrenaline pumping experience of swinging through the air. As with all of Copneconic's high adventure activities trained staff will be on hand to insure safety and encourage participation.

Seasonal Availability: Spring and Fall

Activity Length: Single

Extra Charge: \$5.00 per student

Indoor Initiatives

This is a great alternative to the Triple C Challenge Course on rainy, cold days or if you would just like a shorter version. Utilizing our portable initiatives students will need to communicate and work as a team to complete each challenge.

Seasonal Availability: All seasons

Activity Length: Single

Lost

The group's plane has just crashed landed leaving students stranded in the woods. They are taught the basics of survival with a lesson on map and compass work, shelter building and fire building. Groups must then navigate from checkpoint to checkpoint completing a task at each. Each small group starts with 15 survival points that they must keep in order to survive.

Seasonal Availability: All seasons

Activity Length: Double

****Tree Tops Challenge**

The Swing, Hour Glass and Postman's Walk are just a few of the fun and challenging high ropes elements constructed within the trees. The high ropes course is a two-story course built with all types of challenges. Students will step outside of their comfort zone and choose a challenge right for them. Self-confidence and embracing challenges are just a couple of the lessons that will come out of this amazing experience.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Double

Minimum Age: 5th Grade

Extra Charge: \$10.00 per student

Triple C Challenge Course

Courage, Character and Cooperation are the three keys to conquering the Triple C Challenge Course. Groups are placed into imaginative and challenging situations that involve a series of ground level initiatives. Students must focus on creative problem solving and goal achievement if they plan on overcoming group challenges.

Seasonal Availability: All Seasons

Severe weather restrictions may apply.

Activity Length: Double

****Zip Line – Creek Freak**

Safely harnessed, participants will take an exhilarating zip line ride across camp's deep Swartz Creek ravine! Participants will then come to a stop on the other side of the creek and make the hike back to the top of the hill. *There is a 250lb weight limit.*

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply

Activity Length: Single

Minimum Age: 4th Grade

Extra Charge: \$5.00

****Zip Line - Tower**

Safely harnessed, students will climb a ladder up the inside of our 55-ft climbing tower leading them to a 75-yard cable. Facilitators will then help the participants to step off the tower to an adventurous zip line ride!

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply

Activity Length: Single

Minimum Age: 6th Grade

Extra Charge: \$5.00

****Zip Line – Zoom Toss**

New this year! Participants will gear up with safety equipment, climb a staircase, connect to a zip line and be handed a Zoom Toss Ball, a beanbag or a rubber chicken. Armed and ready, campers then jump from a 15 foot platform and zip 150 yards. While zipping, participants try to aim and throw the balls into targets placed underneath the zip line to achieve points for their team! *There is a 200lb weight limit.*

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply

Activity Length: Single

Minimum Age: 3rd Grade

Extra Charge: \$5.00

****High Adventure activities are available on a first come – first served basis, so please select your activities early!**

Recreational Fun

Bullseye Bonanza

From Ancient Asia to Medieval Europe and Early America the bow was a vital part of life. Copneconic's version sees archers learn the basics of the sport, receive a brief lesson and then partake in some friendly competition.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Capture the Flag

A great activity for students to burn some energy! Capture the Flag is a traditional camp game that is great for getting kids together for some friendly competition. Strategy, utilization of talents and determination are the key to this fun activity.

Season Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Single

Cross Country Skiing

Students are fitted with boots, skis and poles and then given a short lesson on the basics of cross-country skiing. After the lesson the group will ski along the trails that cover Camp Copneconic.

Season Availability: Winter

Activity Length: Single or Double

Disc Golf

New this year! Students will head out to the newly constructed course featuring disc throwing instruction followed up by nine holes of friendly Frisbee-throwing fun! Kids will throw past obstacles such as the spaghetti trap or pumpkins at the Sleepy Hollow Hole.

Seasonal Availability: Spring and Fall

Activity Length: Single

Dude Ranchers

Learn how to care for your very own horse! Campers will be introduced to one of the Circe C Ranch's horses or ponies to find out about safety and behavior before they learn how to groom, tack and feed. Campers will then learn how to safely lead their horse and even how to mount and dismount. ASTM/SEI helmets will be provided. **(Campers will not ride horses in this activity.)**

Seasonal Availability: Fall and Spring

Activity Length: Single

Fishing

This exciting class gives students an opportunity to try their hand at some great fishing at Lake Copneconic. Students will head out on our new fishing dock with a life jacket, a fishing pole, and some worms in search of “Big Charlie” the Large Mouth Bass!

Seasonal Availability: Fall and Spring

Activity Length: Single

Fitness Funatics

This class is both educational and active, as students examine the importance of health and fitness. Students will learn about proper nutrition, how to calculate their heart rate, and the role of exercise in maintaining a healthy body. The idea that exercise can be fun will be reinforced with a classic camp game!

Seasonal Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Single

Games Galore

One of our favorite recreational activities immerses students in an hour-long session of non-stop fun and games. Campers experience some of Camp Copneconic’s best kid-tested games!

Seasonal Availability: All seasons

Activity Length: Single

Horse Sense

This interactive ranch class introduces horses and their behavior to participants. Campers will study a horse as it demonstrates its unique 6 senses and learn why and how domestic horses derived these instincts from those in the wild. Campers will then get to meet and hang out with some of the Circle C Ranch’s horses and ponies! ***(Campers will not ride horses in this activity.)***

Seasonal Availability: Fall and Spring

Activity Length: Single

Kayak Attack

Students will leave Camp Copneconic and experience a “Kayak Attack” wanting to experience more and more kayaking. The kayak is a lot of fun and each student will paddle their own watercraft giving them a great sense of accomplishment.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Lake Copneconic Canoers

Like the early Americans of the past, students embark on a journey around Lake Copneconic. After a short lesson on paddling and canoe safety, campers will head out for a canoeing expedition.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Mountain Biking

Students will gear up with a mountain bike and helmet and then receive a short instruction on the gears and brakes of their bikes. Next, the group will head out and explore the mountain biking trails through beautiful Camp Copneconic!

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Minimum Age: 4th Grade

Activity Length: Single

Tandem Kayaking

Students can paddle with a partner in our tandem kayaks! Participants will gear up with lifejackets, receive a short lesson and then head out to explore Lake Copneconic under the supervision of a lifeguard.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Tobogganing

Students hike out to the Toboggan Run where they will receive helmets and a short safety lesson. They will then grab a sled and head down the wooden run. Students will compete for best wipe out, longest slide and more.

Seasonal Availability: Winter

Unsafe weather restrictions may apply.

Activity Length: Single

Touching Nature

Dig It

Students will set out on an archeological dig in our “Dig It Pit”. Kids will enjoy finding lost treasures as they sift through their quadrant. Each camper will discover a special arrow head that we will then use for an arts and crafts project to create a necklace for everyone to take home! ***This activity is appropriate for grades K-3.***

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Outdoor Cuisine

Students learn tried and true outdoor cooking techniques by learning first hand how to prepare and cook over an open fire. Groups will cook grilled cheese sandwiches over the fire and finish class with a fruit desert cooked in a Dutch Oven.

Seasonal Availability: All seasons

Severe weather may move the class indoors.

Activity Length: Single

Relic Hunters

Orienteering is the skill and searching for relics is the thrill! Students experience an action packed approach to navigating outdoors by learning the basics of map and compass use. After going through the compass course, students are put to the test and set out to put their new skills into action as they hike around camp to find the lost relic.

Seasonal Availability: All seasons

Severe weather restrictions may apply.

Activity Length: Single

Fire Quest

Fundamentals of fire building, fire use and fire safety are taught in this enjoyable class. Students will learn the basics of fire building and then will be put to the test. Split into small teams, each group must gather wood, build and light a fire large enough to cook S’mores.

Seasonal Availability: All seasons

Activity Length: Single

Woodland Artists

This activity has become a favorite as students create their very own Woodland Artists Gallery. Campers choose their artistic supplies and then find a quiet place to sit and create a piece of artwork. At the end of class all students hang their work as a display for others to see.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Single

Historical and Cultural Lessons

Dreamcatchers

A beautiful Native American tradition, students will learn the history of the dreamcatcher. After the short story, students will create their own dreamcatcher to take home.

Seasonal Availability: All seasons

Activity Length: Single

GPS Rangers (New)

Orienteering in the modern day is a whole new experience, say goodbye to the age old compass and hello to hand held GPS. Students will learn the ins and outs of the GPS device before heading out to play a game hiding objects around camp. After marking the points on their device the students switch GPS's with one another and track down the missing objects in a race to see who can complete their task first!

Seasonal Availability: All seasons

Activity Length: Single

Pioneer Crafts

After reviewing the lifestyles of young early Americans, students will have the opportunity to actually experience early American crafts like cornhusk dolls and God's eyes. These are crafts that were made by children of early America.

Seasonal Availability: All seasons

Activity Length: Single

Michigan Country

Students travel back in time to early 1800s as families trying to survive the harsh pioneer lifestyle. In this activity the students participate in a living history simulation that depicts the experiences and challenges faced by the early Americans settling the Michigan territory.

Seasonal Availability: Fall and Spring

Severe weather restrictions may apply.

Activity Length: Double

Native Peoples

Students learn about one of the main tribes in Michigan – the Ojibwa (Chippewa). This class helps breakdown stereotypes and build up awareness surrounding Native Americans in a fun and exciting way. Students will learn fascinating aspects of daily life as well as authentic Native American stories and games.

Seasonal Availability: All seasons

Activity Length: Single

Evening Activity Choices

Campfire

The highlight of camp for many students, campers will experience more than just a fire. Instructors will lead fun and crazy camp songs, stories, cheers, skits and more around the campfire. A night at campfire will not soon be forgotten.

Seasonal Availability: All seasons

Activity Length: Single

Capture the Flag

A great activity for students to burn some energy! Capture the Flag is a traditional camp game that is great for getting kids together for some friendly competition. Strategy, utilization of talents and determination are the key to this fun activity.

Season Availability: All seasons

Severe weather restrictions may apply.

May depend of time of sundown.

Activity Length: Single

Copneconic Disco Fever

This is a chance for students to burn off energy. A good mix of school appropriate songs allows the students to relax and interact as they dance the night away.

Seasonal Availability: All seasons

Activity Length: Single

Creature

A unique communication game, students are broken into teams and are given a task to build a robotic like creature from a prototype model. With only one team member who actually has access to the secret plans, other team members must relay design features to the student who must try and re-create the original creature. Communication, teamwork and listening skills are key to this activity.

Seasonal Availability: All seasons

Activity Length: Single

Dutch Auction

It's not Dutch or an auction, but kids love it. Chaperons and teachers play the roles of judges as kids are split into small teams. Students are asked to creatively show the judges items that range from the world's longest shoelace to a bad hair day. Laughs are abundant during this favorite evening activity.

Seasonal Availability: All seasons

Activity Length: Single

Games Galore

One of our favorite recreational activities immerses students in an hour-long session of non-stop fun and games. Campers experience some of Camp Copneconic's best kid-tested games!

Seasonal Availability: All seasons

Activity Length: Single

Night Hike

Participants explore nature at sundown through interactive games and activities. Students will experience sights and sounds unique to nighttime, opening a new avenue of exploration.

Seasonal Availability: All seasons

May depend on time of sundown.

Activity Length: Single

Skit Night

Students will take center stage in an evening entertainment activity that is a wonderful camp tradition. Since 1928 kids have hopped up on the stage at Allen Lodge and have put on fantastically funny performances. Students can prepare skits at school or receive some guidance once at camp.

Seasonal Availability: All seasons

Activity Length: Single

Songfest

Campers take center stage in this musical activity. Kids are broken into teams and then given a word by the camp instructor. One by one each group then has the opportunity to perform a few lines of a song with that word in it. Points are only given if the whole team participates. Extra points will be given for creativity and choreography.

Seasonal Availability: All seasons

Activity Length: Single

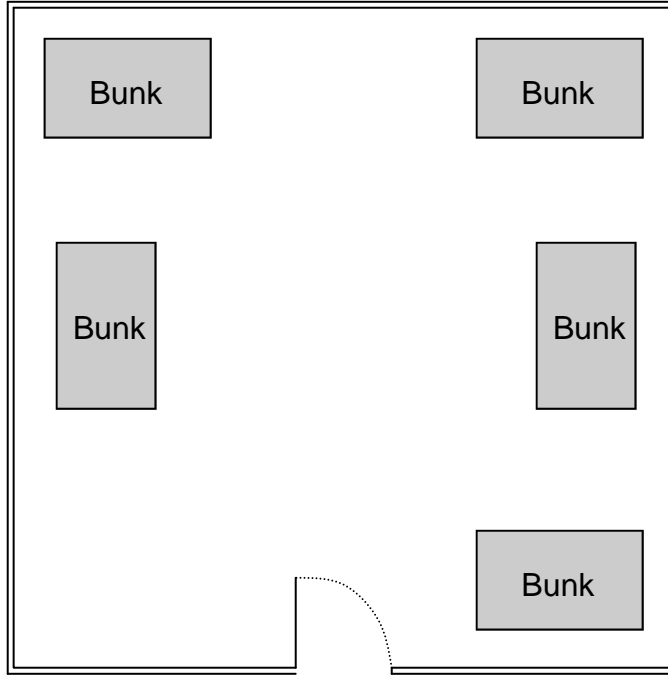
West Center Singles (Heated)

Seminole, Ottawa, Wyandotte, Winnebago

(All single cabins use either Auker or Iroquois Lodge for bathrooms.)

Seminole

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



Wyandotte

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Ottawa

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

NOTES:

Winnebago

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

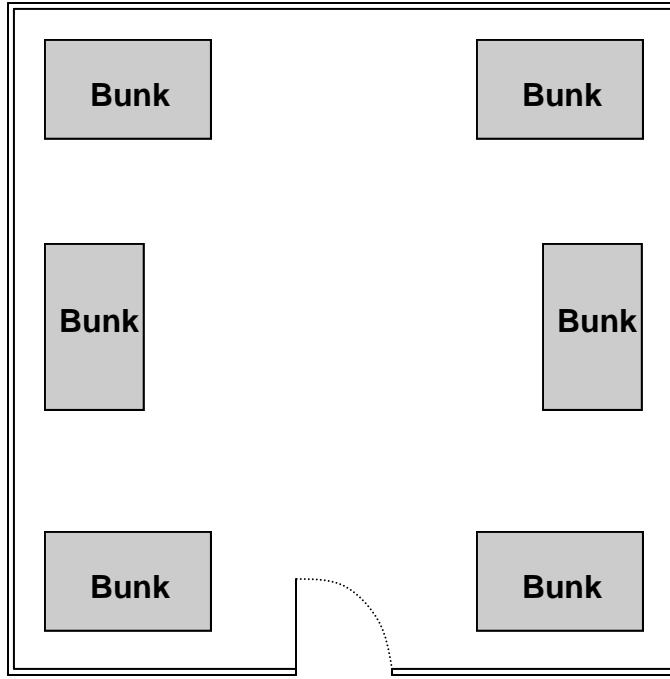
Frontier Center Singles (NOT-Heated)

Starr, Jane, Oakley, Lewis, Clark

(All Frontier cabins use either Auken or Iroquois Lodge for bathrooms.)

Starr

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
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10. _____
11. _____
12. _____



Clark

1. _____
2. _____
3. _____
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6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Jane

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Oakley

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

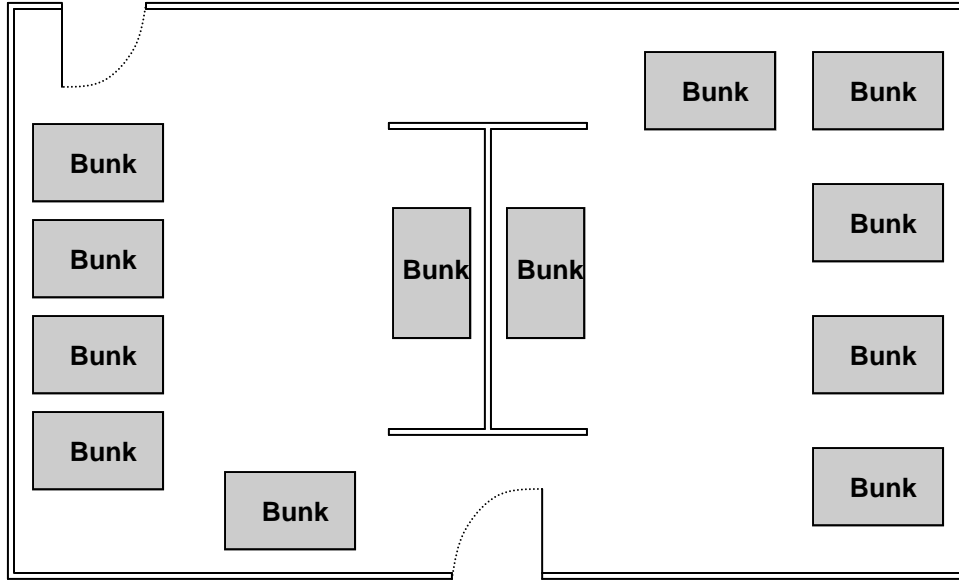
Lewis

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

NOTES:

Frontier Lodge (Heated)

(All Frontier cabins use either Auken or Iroquois Lodge for bathrooms.)



Clark

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Starr

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

NOTES:

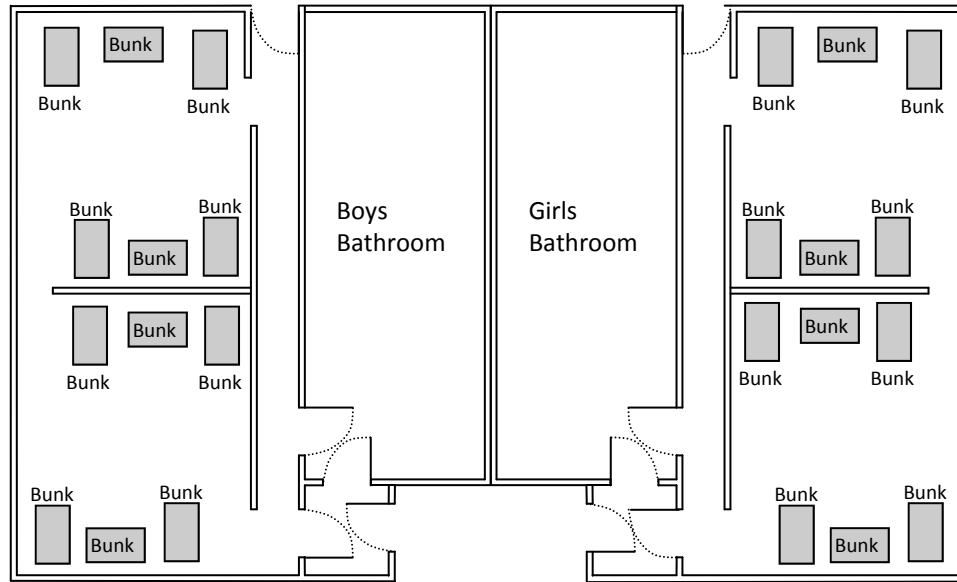
Iroquois Lodge

Oneida

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Tuscarora

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____



Cayuga

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Mohawk

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

NOTES:

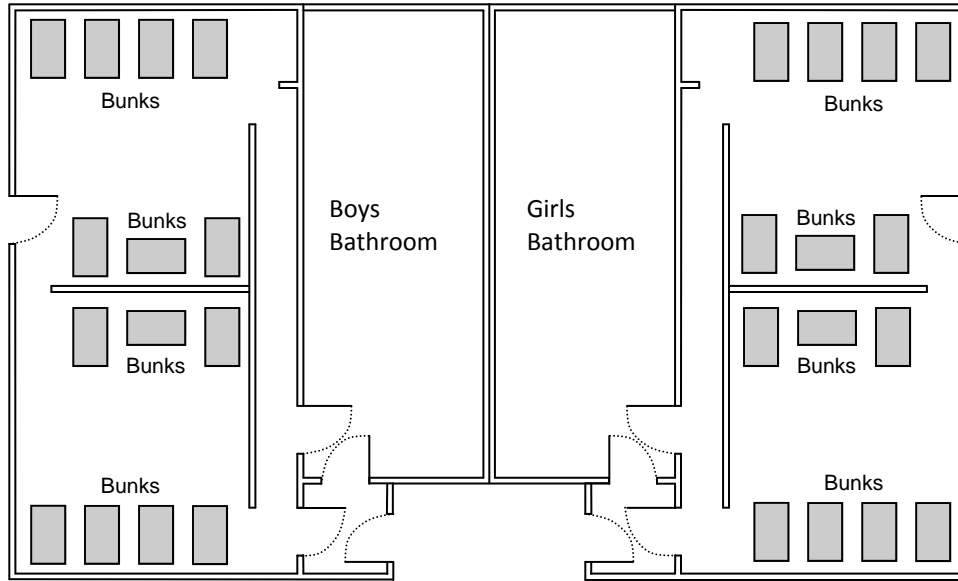
Auker Lodge

Wolf

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Elk

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____



NOTES:

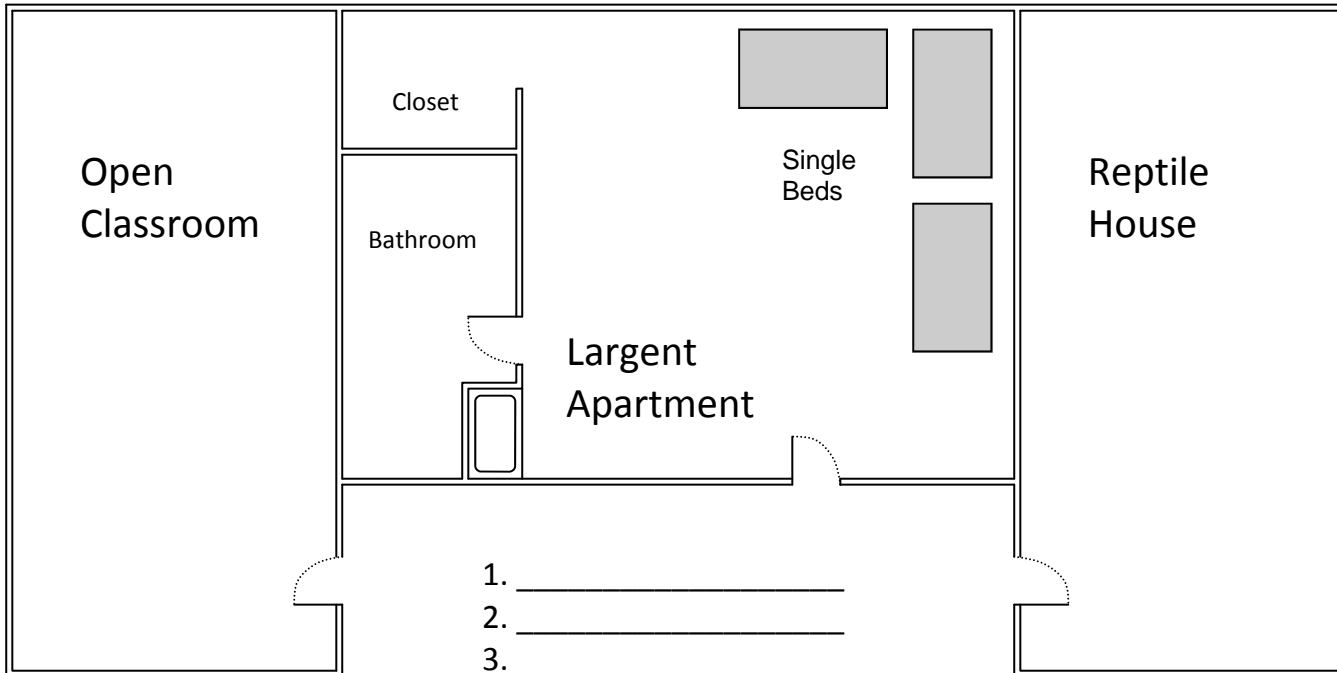
Coyote

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Bear

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Largent Apartment

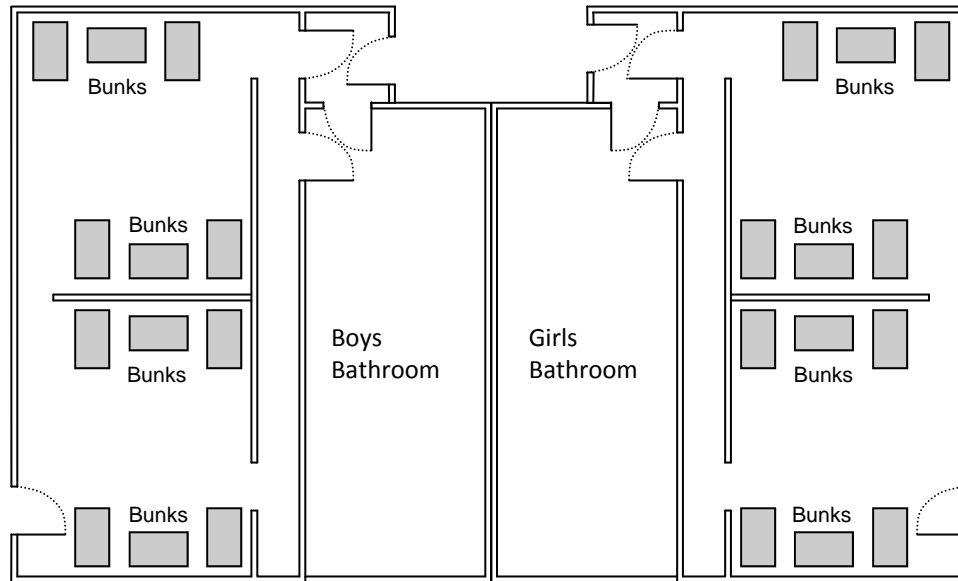


NOTES:

Arapahoe Lodge

Chickasaw

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____



Quapaw

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Shoshone

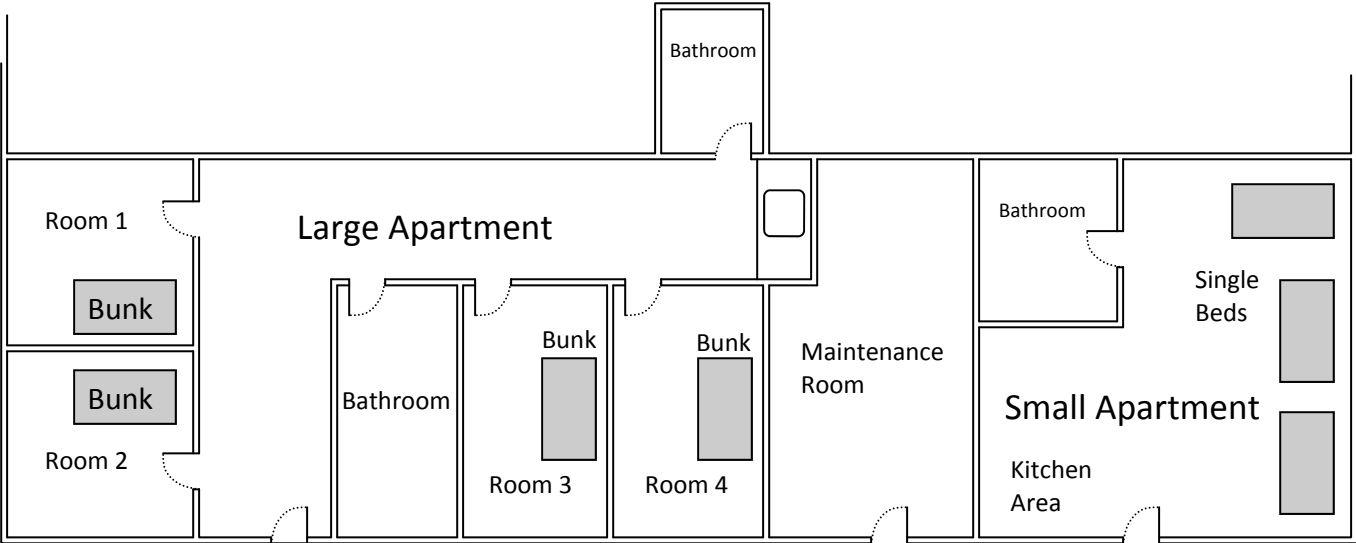
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Chevenne

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

NOTES:

Arapahoe Apartments



Room 1

- 1. _____
- 2. _____

Room 2

- 1. _____
- 2. _____

Room 3

- 1. _____
- 2. _____

Room 4

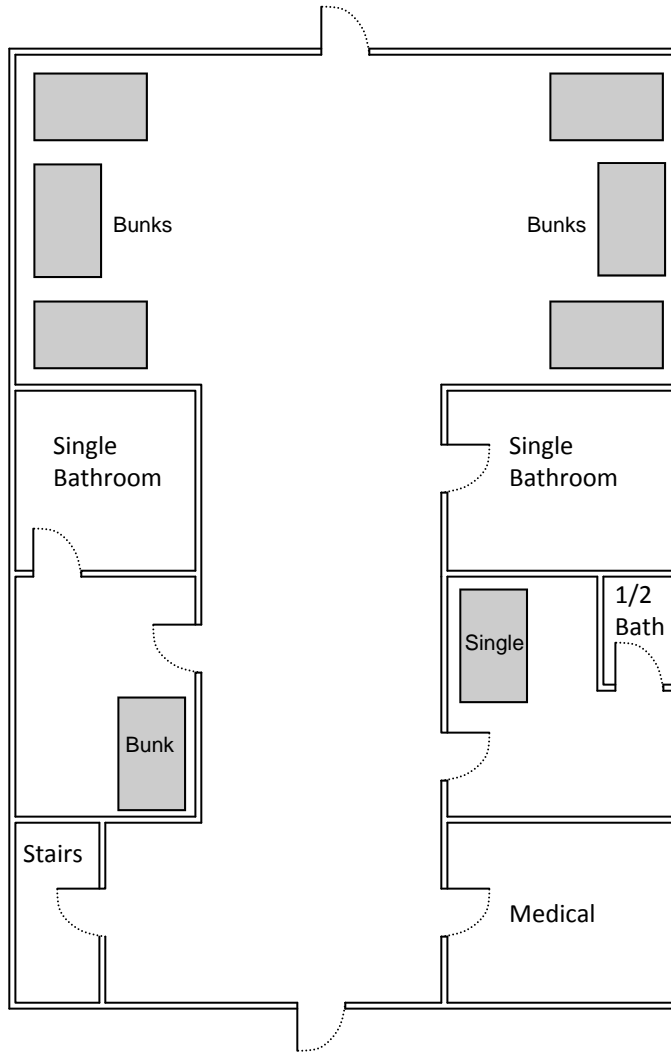
- 1. _____
- 2. _____

Small Apartment

- 1. _____
- 2. _____
- 3. _____

NOTES:

Health Center



Back Cabin

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Bunk Room

1. _____
2. _____

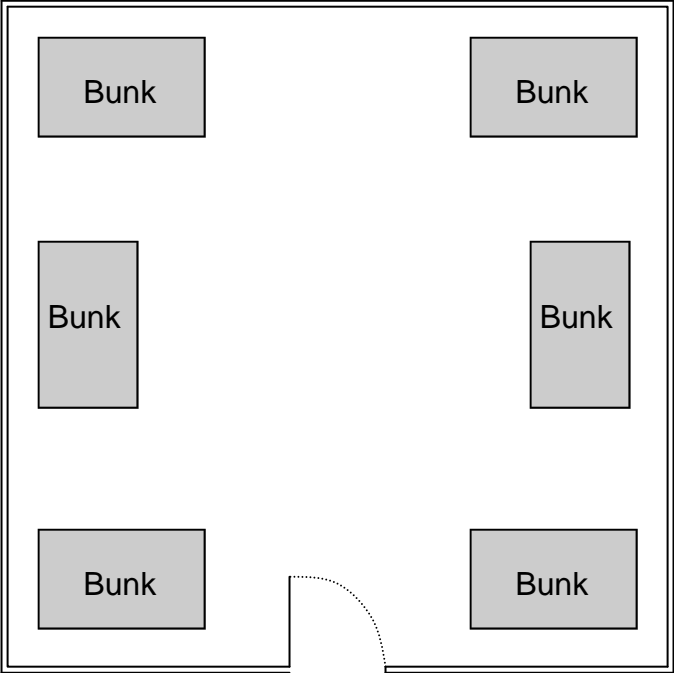
Single Room

1. _____

NOTES:

Choctaw Cabin (Heated)

(Choctaw cabin use Arapahoe Lodge for bathrooms.)

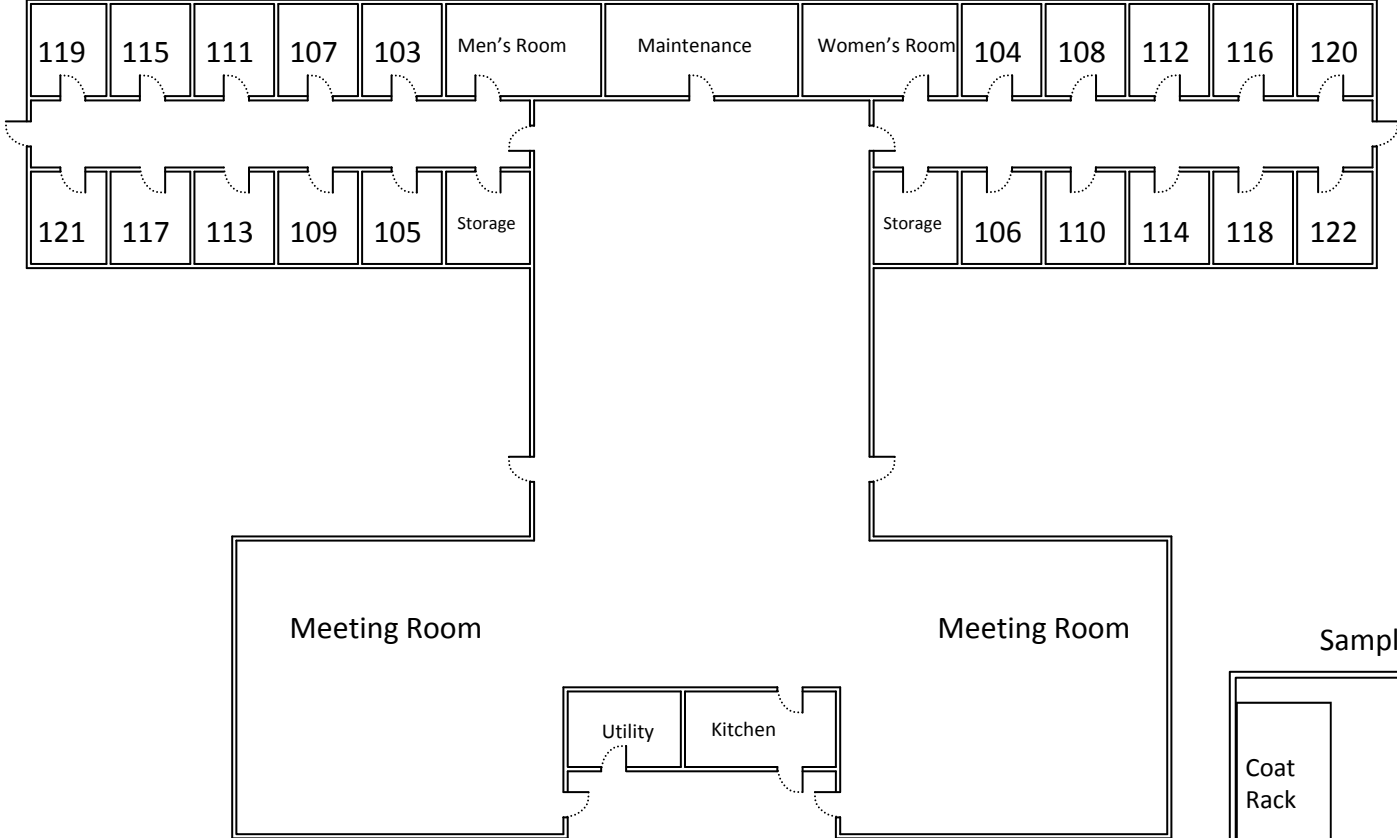


Choctaw

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____
- 9. _____
- 10. _____
- 11. _____
- 12. _____

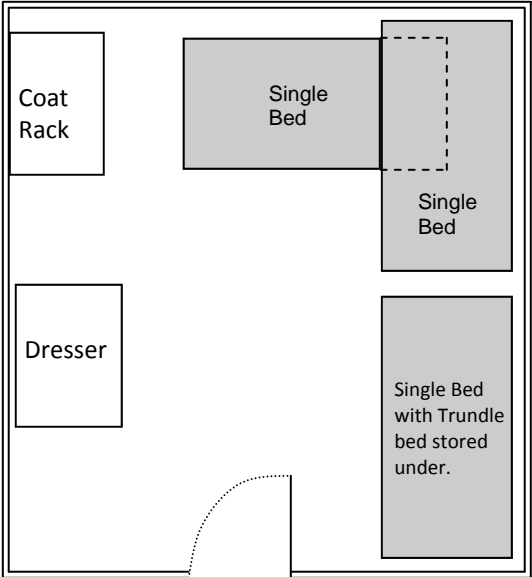
NOTES:

Conference Center



NOTES:

Sample of Individual Room



Conference Center Room Assignments

NORTH WING ROOM ASSIGNMENTS *(Boys Side)*

119	115	111	107	103
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

121	117	113	109	105
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

SOUTH WING ROOM ASSIGNMENTS *(Girls Side)*

104	108	112	116	120
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

106	110	114	118	122
1. _____	1. _____	1. _____	1. _____	1. _____
2. _____	2. _____	2. _____	2. _____	2. _____
3. _____	3. _____	3. _____	3. _____	3. _____
4. _____	4. _____	4. _____	4. _____	4. _____

Circle C Lodge

Pony

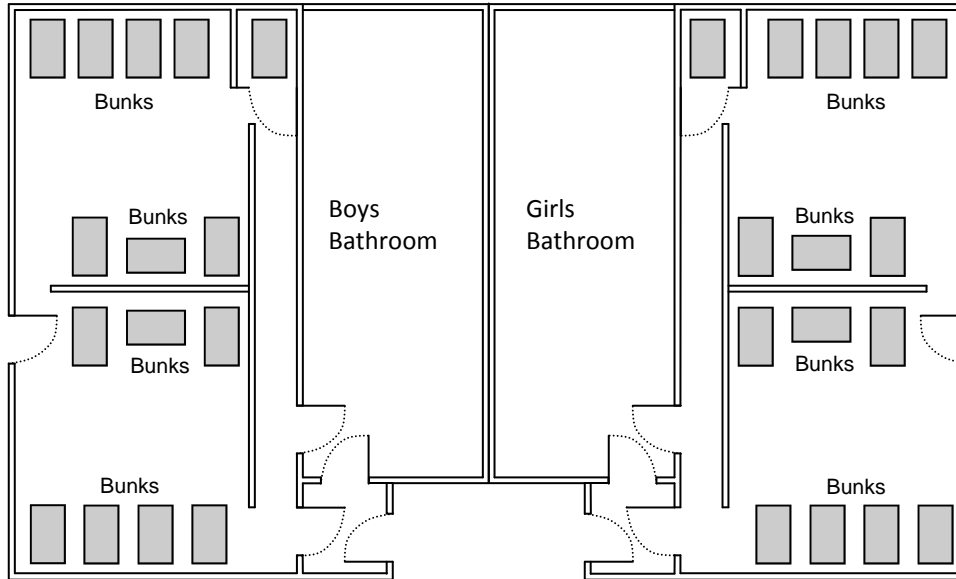
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Private Bunk

1. _____
2. _____

Smokey

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____



NOTES:

Doll

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Private Bunk

1. _____
2. _____

Olivia

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Health And Safety Guidelines

THE SCHOOL GROUP IS RESPONSIBLE FOR ALL ADMINISTRATION OF FIRST AID AND MEDICATION. EACH SCHOOL MUST BRING FIRST AID SUPPLIES.

- Choose one or two adults to administer all medication and first aid. S/he should keep a log, noting times, symptoms, action taken and dosages. It is Camp's recommendation that this person is First Aid/CPR Certified by a nationally recognized body.
- Packing a small first aid kit with band-aids for each chaperon to carry with them is a good idea.
- No medication may be kept in the cabin. This includes adults as well as campers.
- Collect all medication before your departure for camp. Medication includes prescriptions, over-the-counter medications, cough drops, aspirin, Tylenol, ibuprofen, cold medicine, medicated lotions, vitamins, etc.
- Many camp staff members are certified in CPR and Standard First Aid. They will assist in case of EMERGENCY. Camp staff will not provide first aid or dispense medication.
- EMERGENCY CARE: Dial 9 (to get a line out on all Welcome Center phones) 911 to reach central dispatch. Response time is excellent.
- Genesys Hospital is located just 5 minutes away.
- A camp staff will be on call beginning at 7:00pm each night. Program Instructors are available at all evening activities, any problems after evening activities, please call the director on call. Their phone number will be in the window of the Welcome Center.

Chaperon Guidelines

Your Role as a Chaperon

Congratulations! By agreeing to become a chaperon, you have agreed to an exciting yet challenging experience. Below are some guidelines. If at anytime you are unsure of your role, please ask your group's host. We thank you for taking time out of your schedule to attend camp.

- You will be the cabin supervisor at night. This means that you are responsible for maintaining order and ensuring that participants get an adequate amount of sleep. Camp quiet hours begin at 10:00pm.
- Also as a part of being a cabin supervisor, you will be responsible for the hygiene of campers as well as the cleanliness of the cabin.
- During the day you will travel with an activity group. The camp staff will look to you to take care of behavior concerns. During some activities it will be completely appropriate for you to participate, however some activities are meant only for the students.
- You will be responsible for making sure that campers are on time for activities and meals.
- You are expected to set good examples of appropriate behavior, language and attitude.
- All chaperons at camp are expected to follow certain policies. These include:
 - Smoke only in designated areas, and never in front of campers.
 - Maintain a positive, enthusiastic attitude toward the program.
 - Do not allow your behavior to interfere with the campers' learning experience.
 - Alcohol and drugs are not permitted at Camp Copneconic.
 - Physical punishment of any kind (calisthenics, exercise, hitting, kicking, pushing, hazing or deprivation of sleep or food) is strictly prohibited by State Law and camp policy.

Cabin Supervision

It is very important that chaperons be in the cabin anytime there are students in the cabin.

Please ensure that campers keep the living area clean and tidy. At the end of each evening's program, participants will return to their cabins. Once they are back in the buildings, please ensure that they observe quiet hours.

Program Supervision

The Program Instructors will lead each activity. Chaperons are expected to be directly involved in the supervision of students in all activities. This will ensure that behavior issues do not take away from the experience and also the safety of the students.

Dining Hall Supervision

The main role of a chaperon in the Dining Hall is to help ensure a relaxed, clean and organized environment, reinforcing manners and proper etiquette.

What to Bring List

Proper clothing is vitally important to a comfortable stay at camp. We run activities rain or shine. Please make sure to mark everything with the student's name. This is a multi-season list – please edit accordingly.

Bedding

- Sleeping bag or blanket
- Bottom sheet
- Pillow and pillowcase

Clothing

- Pajamas
- Daily changes of socks and underwear – extra socks in the cold and wet months
- Light t-shirts
- Shorts
- Jeans or pants
- Sweaters / Sweatshirts
- Warm or light jacket depending on time of year
- Rain Gear (VERY IMPORTANT)
- Waterproof boots
- Hat and mittens (REQUIRED FOR WINTER)
- Two pairs of shoes (Bring an old pair of shoes that can get wet and dirty)

Personal Articles

- Toothpaste and toothbrush
- Bath towel(s) and washcloth
- Comb and brush
- Soap and shampoo
- Chapstick
- Sunscreen

General Equipment

- Water Bottle (REQUIRED FOR ALL STUDENTS)
- Flashlight
- Large plastic bag for dirty or wet clothing
- Insect repellent (no aerosol sprays please – these are easy to get in the eyes)

Optional Equipment

- Pencil, journal or notebook
- Camera and film (If disposable, please make sure student's name is on it)
- Book
- Hat

Please Do Not Bring: Money, cell phones, radios, cd players, ipods, knives, food, candy, gum, matches, cigarettes, firearms and archery equipment, blow dryers, electrical equipment or electronic games. Thank you!

Business Practices

Camp Dates

With the demand for specific dates, it is our practice to try and retain your relative dates from the previous year. Sometimes, however, dates need to remain flexible due to holiday fluctuations, calendar changes or adjustments in camp accommodations. In this case, we will always attempt to find similar dates as the previous year.

Billing

A 20% non-refundable deposit is required when reserving a camp date. The balance will be invoiced to the school two days after the program has ended and is due 15 days following the experience.

Chaperons

YMCA Camp Copneconic does not charge classroom teachers as participants in the Outdoor Education Program. We have a special program to help schools recruit chaperons. For every ten students, the school receives one chaperon free of charge. Every chaperon above this ratio pays only half the student rate.

Pricing

Our priority at Flint YMCA Camp Copneconic is to serve our mission. As a not-for-profit organization, our rates are established based on a balance between serving our mission and managing our financial responsibilities. In doing this, Camp Copneconic will continually improve the program and facilities. Our pricing practice is simple. We want to continue making the program affordable and charge a fee that keeps us on par with other camping programs as well as the cost of living increases.

Group Sizes

Learning group sizes are based on the number of students you will be bringing out and the type of classes you have chosen. Learning group sizes will range from 10 to 18 students. Please do not arrange groups until you have received your schedule from Brandon Dreffs.

Behavior

Our program is designed to function as a partnership between the school and camp staff. As adults, we all share in handling difficult behaviors. The camp staff will intervene in any minor situation that arises. The school is responsible for behavior situations that are deemed detrimental to the activities or the safety of the students.

Supervision

It is the responsibility of the school to obtain chaperons to accompany each class and supervise the students in their cabin. We suggest a 1 to 10 ratio.

Health

A Health Information Form is required for each student who attends the program. The school is responsible for having this form available while at camp. The school is also responsible for taking care of all health related services (i.e. medications, first aid, transportation to medical facilities, etc.).

Project EARTH Activity Selection Form

School Name:	Dates Attending:
School Contact:	Phone Number:
Email Address:	Fax Number:

Please note that some activities are double in length and therefore count for 2 activities. Below is a guide for how many activities to choose. If you are unsure of how many to choose, contact Brandon Dreffs. Please check the activities you would like and then fax this form (2 pages) to Brandon at 810-629-2128. Thanks!

2 Days and 1 Night	6 Activities
3 Days and 2 Nights	12 Activities
4 Days and 3 Nights	18 Activities
5 Days and 4 Nights	24 Activities

Environmental Discovery

-
- | | |
|---|--|
| <input type="checkbox"/> Amazing Invertebrates
<input type="checkbox"/> Aqua Safari
<input type="checkbox"/> Bird Brains
<input type="checkbox"/> Ecomania (Double) | <input type="checkbox"/> Habitrackers
<input type="checkbox"/> In Cold Blood**
<input type="checkbox"/> Owl Alert ** |
|---|--|

Adventure and Cooperative Learning

-
- | | |
|---|--|
| <input type="checkbox"/> Bridging the Gap**
<input type="checkbox"/> Copneconic Summit (Double)
(\$10.00 per student)
<input type="checkbox"/> Creature**
<input type="checkbox"/> Indoor Initiatives**
<input type="checkbox"/> Giant's Swing (\$5.00)
<input type="checkbox"/> Lost (Double)
<input type="checkbox"/> Tree Tops Challenge (Double)
(\$10.00 per student) *Age limit is 5th Grade | <input type="checkbox"/> Triple C Challenge (Double)
<input type="checkbox"/> Zip Line – Creek Freak (\$5.00)
Age limit is 4th Grade
<input type="checkbox"/> Zip Line - Tower (\$5.00)
Age limit is 6th Grade
<input type="checkbox"/> Zip Line – Zoom Toss (\$5.00)
Age limit is 3rd Grade |
|---|--|

Recreational Fun

-
- | | |
|---|---|
| <input type="checkbox"/> Bullseye Bonanza
<input type="checkbox"/> Capture the Flag
<input type="checkbox"/> Cross Country Skiing
<input type="checkbox"/> Disc Golf
<input type="checkbox"/> Dude Ranchers
<input type="checkbox"/> Fishing
<input type="checkbox"/> Fitness Funatics
<input type="checkbox"/> Games Galore** | <input type="checkbox"/> Horse Sense
<input type="checkbox"/> Ice Skating
<input type="checkbox"/> Kayak Attack
<input type="checkbox"/> Lake Copneconic Canoers
<input type="checkbox"/> Mountain Biking
Age limit is 5th Grade
<input type="checkbox"/> Tandem Kayaking
<input type="checkbox"/> Tobogganing |
|---|---|

***Denotes a great poor weather alternative.*

Continued on next page...

Touching Nature

- ___ Dig It (*Grades K-3*)
- ___ Outdoor Cuisine
- ___ Relic Hunters

- ___ Fire Quest
- ___ Woodland Artists

Historical and Cultural Lessons

- ___ Dreamcatchers**
- ___ GPS Rangers
- ___ Pioneer Crafts**

- ___ Michigan Country (**Double**)
- ___ Native Peoples

Evening Entertainment

Please select 2 activities for each evening you will be spending at camp.

- ___ Campfire
- ___ Capture the Flag
- ___ Copneconic Disco Fever
- ___ Creature
- ___ Dutch Auction

- ___ Games Galore
- ___ Night Hike
- ___ Skit Night
- ___ Songfest

***Denotes a great poor weather alternative.*

Arrival Time:	Departure Time:
Number of Male Students:	Number of Female Students:
Number of Male Teachers:	Number of Female Teachers:
Number of Male Chaperons:	Number of Female Chaperons:
Number of Vegetarians:	Do you have students with Peanut Allergies?
Students with Special Needs: <i>Please use this space to inform us of students needing special arrangements. For example: students in wheelchairs, students with special diets, students with learning disabilities. Filling this in for us now will help us to provide all students with a comfortable camp stay.</i>	

Please check the box to acknowledge that you have read the following statement:

- I understand that while at YMCA Camp Copneconic, our group is responsible for all administration of first aid and dispensing of medication. We will bring first aid supplies as well as over the counter medications as needed.*
- I am interested in participating in Camp Copneconic's "GOing Green" Initiative by requiring my students to bring water bottles.*