



Project EARTH
Program Guide
2018

Guide Contents

1	Program Guide Cover Page
2	Guide Contents
3	What is Project EARTH?
4	Camp Prep: 5 Simple Steps
5 – 6	Teacher’s Page (Pre-Camp Planning)
7	Our Mission & Model
8	Project EARTH Sample Schedule
9 – 25	Project EARTH Activity Descriptions
26 – 28	Evening Activity Choices
29 – 44	Camp Copneconic Sleeping Facilities (Room Layouts & Planning Guide)
45	Health and Safety Guidelines
46 – 47	Chaperone Guidelines
48	What to Bring Checklist
49 – 50	Business Practices
51 – 53	Activity Selection Form

What is Project EARTH?

Operating from September to June, the goal of Project EARTH is to create an appreciation for the natural world. Camp Copneconic also provides a character-building environment that promotes caring, responsibility, respect and honesty between students.

Whether the goal for your school and students is to enhance communication skills, create teambuilding opportunities, have classic camp fun, or provide a first-rate hands-on educational experience, we can make it happen! We work with schools & teachers to create a unique tailored experience for each group that visits our facility.

Project EARTH allows you to select from a broad range of classes, giving you complete control to customize your Copneconic Experience. Project EARTH is an acronym, and all Copneconic Activities fall under one of these 5 specific categories:

E Environmental Discovery

Environmental Discovery activities provide opportunities for imagination and exploration of the natural world. Through hands-on experiential education, students develop a better understanding of basic functions of life. Reptiles, amphibians, invertebrates and ecosystems are just a few science related topics our activities cover.

A Adventure and Cooperative Learning

Adventure and Cooperative Learning utilizes a variety of tools and systems 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 Copneconic Challenge Course are just a few adventure-based classes schools can choose from.

R Recreational Fun

Recreational activities offer students opportunities to build new skills, confidence and self-esteem, all while having old-fashioned outdoor fun. Canoeing, Disc Golf, Mountain Biking and Archery are some of the many activities available to groups.

T Traversing & Appreciating Nature

Touching Nature curriculum is designed to create an appreciation for the out of doors through practical experiences with the natural world. Students interact directly with their environment during activities like Outdoor Cooking, Woodland Artists, Fire Quest and GPS Rangers.

H Historical and Cultural Lessons

Historical and Cultural Lessons explore the rich history of the past, ranging from local Native American life to Michigan settlers. Students are immersed in activities which will take them back in time, and relate stories of the past to their present-day lives. Michigan Country, Native Peoples and Pioneer Crafts are available for students to engage in active historical education.

Camp Prep: 5 Simple Steps

This guide has a ton of useful information you can (and should) go through as you prepare for your trip to Camp Copneconic. However, we understand that planning a field trip can be stressful and overwhelming. Our goal is to make the process as easy as possible for you, so you can enjoy the experience along with your students.

When it boils down to it, preparing for camp is as easy as these 5 Simple Steps:

1. **Read the Teacher's Guide.** Or at least browse it. This may seem like a long document, but there are tons of forms, class descriptions, hints, tips, tricks and other useful information you will need as you prepare for camp.
2. **Fill out the Activity Selection Form.** It tells us a ton of information about you and your school, which we will use to insure that when you arrive, your campers have the best possible experience. The sooner we get this info, the better. We can always make adjustments after you send it in, but it gives us a great start to planning your trip. Project EARTH allows you to completely personalize your Camp Experience. There are tons of activities to choose from, so whether your goal is teambuilding, educational supplement, or good ole-fashioned camp fun, we can make it happen! If you are feeling overwhelmed and don't know what to choose, go immediately to Step 3.
3. **Send us your numbers.** We ask that you send us your headcounts for Students and Adults no less than **TWO WEEKS** before your trip. We will use these numbers to order food and for your final billing numbers.
4. **Call us!** Even if you've been to camp before, we want to make sure we are updated on your needs and expectations before you arrive at camp. We'll ask you some questions about your group, suggest classes if needed, and help you build your schedule. Plus, we will make it painless and fun! Ask Thomas or Maggie. Email is fine too; but we like to talk to real people when we can!
5. **Organize your Students** based on the schedule we put together for you. You'll have some basic responsibilities, like organizing the students into Cabin & Activity Groups, which is outlined in this document. It's not too tough, and if you need help with any of it, just go back to Step 3!
6. **Send us Updates.** We know that situations change. Campers drop out, get sick, 10 more register in the last week, etc. That's no problem; just keep us in the loop. If we need to adjust schedules, switch activities, prepare for food allergies, we can! We just need some notice, and time to prepare.

Teacher's Page

Pre-Camp Planning

This page is here to help you plan an organized and well-run camp experience for your students. We have created a checklist based on what works for most schools. It is 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 Thomas at (810) 629-9622.

- ❑ Once 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 Thomas at (810) 629-2128.
- ❑ Before arriving at camp, **split your students into Activity Groups**. Please wait until you have received your schedule or spoken with Thomas to split your students. Depending on the number of students you have each year, the number of activity groups will change. Thomas will be the person that decides how many groups you will have. Our classes are most effective with groups of 12-16 students.
- ❑ After dividing your students, **create a list** for each chaperone to keep. Very often on the first day of camp chaperones are unclear how many students are in their group. If any students are missing, the chaperones must be able to identify them.
- ❑ Before arriving at camp, please **split your students into Cabin Groups**. There are fillable room layouts in this guide to help you with that. Remember to include chaperones in the number of beds you will need in each cabin.
- ❑ We ask that ALL ADULTS that come with your group wears a nametag. It's also helpful for your students to have one, but not required for the kids. Here's an example:

Student Name School Name	Adult Name School Name
Cabin Group Activity Group	

- ❑ It is **extremely important** for students to know this information before they arrive at camp. Many schools give out nametags as students board the bus. This will save time upon arrival and will help with organization as kids arrive and meet their Camp Host.

- ❑ Camp is continuing our 'Going Green' initiative. We are encouraging schools to help in this endeavor by asking to have students bring reusable water bottles for use during their camp stay. There are also Copneconic Water Bottles available for purchase upon request. Camp can make these available upon arrival, if requested.
- ❑ We will use **"Give Me Five"** to get campers' attention. This simply means that when someone yells, "Give Me Five", all students stop talking and put their hands up. It would be great if you practiced this with your campers before they arrive at camp.
- ❑ It is very important for you to inform us if you have **students with special needs** prior to arrival. If you have a student who requires a wheelchair, has dietary restrictions, or has specific bunk requirements we want to ensure that prior arrangements are made for those students so they can have a comfortable and inclusive experience.
- ❑ On the last morning of your camp stay, your Camp Host will give you **Program Evaluations**. We would appreciate having these returned before departure. We will also be asking for a final count of all students, chaperones and teachers for billing purposes. If you have extra parents eating meals (which must be arranged before camp) we will also need this count in order to bill the school accordingly. It is important that we collect this information before you leave camp.
- ❑ **Each school is responsible for all administration of medicine and first aid. Schools must bring first aid kits.**
 - We suggest you appoint one or two teachers to be responsible for all medications and first aid. If a student is injured, it is important that the designated person is easy to find. Some schools give small first aid kits with Band-Aids to each chaperone.
- ❑ We encourage you to copy and use the forms in this guide for your benefit. Please make copies of the **Chaperone Guidelines**, **What to Bring List**, **Cabin Lists** and anything else that may help you prepare for camp.
- ❑ We recommend that you run background checks on all staff and volunteers attending camp who will have access to campers.
- ❑ **Slideshows** are provided for any schools staying two or more nights. Slideshows for single overnights are available upon request.
- ❑ If at any time you need help, please call our Director of School Programs, Thomas Bawden, and he will be happy to chat with you and answer any questions.

Our Mission

To ignite students' curiosity for their natural world through an experiential outdoor program that builds character, develops active thinkers, and encourages kids to discover new passions.

Outdoor Education Model

Program

Character Development
Environmental Stewardship
Comfort Zone Expansion
Hands-On Experiences
STEAM Education Outcomes
Fun & Engaging Activities

People

Enthusiastic & Educated Instructors
Camper-Centered Philosophy
Partnership Based Communication
Inclusive Atmosphere
Outcome Based Instruction

Place

Safety-Focused Environment
Clean & Updated Facilities
Healthy & Kid Friendly Food
Flexible & Inclusive Accommodations
Natural Outdoor Environment

Project EARTH Sample Schedule

First Day

10:30	Arrival
10:45	Camp Orientation & Move In
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 & Slide Show
12:00	Lunch and Departure

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

Environmental Discovery

Amazing Invertebrates

Students will enjoy a hands-on experience with live and model invertebrates. Unique live specimens such as hissing cockroaches, hermit crabs, and the camp tarantula will be studied. A hunt for live specimens in the natural environment will follow, where students can explore habitats including logs, puddles, and anthills in search of invertebrates.

Seasonal Availability: All Seasons (Winter version modified)
Activity Length: Single

L.OL.05.41 Identify the general purpose of selected animal systems (digestive, circulatory, respiratory, skeletal, muscular, nervous, excretory, and reproductive).

Aqua Safari

Copneconic's unique Aqua Safari allows students the opportunity to explore Swartz Creek and our vernal pond. Through experiential learning, students will collect fish, crawfish, tadpoles, macro invertebrates, and other species native to the area. Students will investigate soil type, pH, shade cover, and more. Students have the opportunity to walk in the stream and pond for collection, so appropriate footwear is essential.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

L.EC.06.11 Identify and describe examples of populations, communities, and ecosystems including the Great Lakes region. *

Bird Brains

Experience a 'Close Encounter of the Bird Kind' with Bird Brains! Groups will discuss characteristics that make birds unique, and enjoy learning about classification and basic anatomy. Models of bird eggs, talons, and beaks will be explained and passed around, and basic binocular use will be introduced. Students will then travel to our bird blind to observe & feed the numerous species that live at Camp Copneconic.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

L.OL.05.41 Identify the general purpose of selected animal systems (digestive, circulatory, respiratory, skeletal, muscular, nervous, excretory, and reproductive).

Ecomania

Ecomania strengthens the concepts of food chains and Predator/Prey relationships using engaging and active games. Basic concepts of food webs and habitat are also explored. The class culminates in 'The Game of Life', where each student assumes the role of an animal and must survive. A Chaperone and Teacher favorite!

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Double

L.EC.06.21 Describe common patterns of relationships between and among populations (competition, parasitism, symbiosis, predator/prey).

L.EC.06.22 Explain how two populations of organisms can be mutually beneficial and how that can lead to interdependency.

L.EC.06.23 Predict how changes in one population might affect other populations based upon their relationships in the food web.

Habitrackers

Hiking through our vast network of trails is the best way for students to discover signs of animal life, tracks, scat, and habitats. Fascinating plants, trees, vines and more will be explored throughout our beautiful natural paths. During the hike, instructors will provide information about the oldest tree on camp, plant life, animal habitats, animal diversity, and more.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
(Winter version modified)
Activity Length: Single

L.EC.06.11 Identify and describe examples of populations, communities, and ecosystems including the Great Lakes region. *

In Cold Blood

Reptiles, amphibians, snakes, lizards and so much more will be covered during In Cold Blood. Students will get hands-on experience with many of our live creatures. Instructors discuss characteristics of cold-blooded animals, their unique features, and the role they play in our environment. Campers will discuss these topics, have their questions answered, and handle many of our cold-blooded friends if they choose to!

Seasonal Availability: All Seasons
Activity Length: Single

L.OL.05.41 Identify the general purpose of selected animal systems (digestive, circulatory, respiratory, skeletal, muscular, nervous, excretory, and reproductive).

Invasive Species *New for 2018*

Combining real-life examples of invasive species on camp with descriptions on how these invasive species enter and affect an ecosystem and an invasive species game, students will learn not only what invasive species are, how they enter an ecosystem, but also what they can do to prevent the spread of them

Seasonal Availability: All Seasons (Winter version modified)
Activity Length: Single

MS-ESS3-3: Apply scientific principles to design a method for monitoring and minimizing a human impact on the environment

HS-ESS3-6: Use a computational representation to illustrate the relationships among earth systems and how those relationships are being modified due to human activity.

Owl Alert

The owl is one of earth's most fascinating birds, and students will be immersed in all-things-owl during this class. Instructors will lead an interactive discussion focusing on diet, hunting, basic anatomy, and more. Students will love dissecting owl pellets and seeing first-hand examples of an owl diet, and what makes their digestive process unique among the animal kingdom.

Seasonal Availability: All Seasons
Activity Length: Single

L.OL.05.41 Identify the general purpose of selected animal systems (digestive, circulatory, respiratory, skeletal, muscular, nervous, excretory, and reproductive).

Predator/Prey

Predator and prey relationships are explored through engaging lessons and games. The lesson evolves into 'The Game of Life', where each student assumes the role of an animal and must survive. **This class serves as a one-hour version of Ecomania, and focuses simply on Predator/Prey relationships.**

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

L.EC.06.21 Describe common patterns of relationships between and among populations (competition, parasitism, symbiosis, predator/prey).

L.EC.06.22 Explain how two populations of organisms can be mutually beneficial and how that can lead to interdependency.

L.EC.06.23 Predict how changes in one population might affect other populations based upon their relationships in the food web.

Recycling Rally *New for 2018*

Students will strengthen the concepts of sustainability and recycling through engaging and active games. These concepts are one of the most important topics in current events and students will walk away with a greater understanding of their own carbon footprint.

Seasonal Availability: All Seasons

Activity Length: Single

MS-ESS3-3: Apply scientific principles to design a method for monitoring and minimizing a human impact on the environment.

MS-ESS3-5: Ask questions to clarify evidence of the factors that have caused the rise in global temperatures over the past century.

Adventure and Cooperative Learning

Bridging the Gap

Students team up to develop a prototype of a bridge using intentionally limited materials. Split into small teams, each group must build a model bridge that will support weight under increasing stress tests. Group problem solving, planning and teamwork are emphasized as teams compete for strongest bridge, most unique design, and best budget management.

Seasonal Availability: All Seasons
Activity Length: Single

Copneconic Challenge Course

Courage, Character and Cooperation are the three keys to conquering the Copneconic 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 group goal achievement if they plan on overcoming these challenges.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Double

****Copneconic Summit (Climbing Tower)**

Camp Copneconic's 55 foot climbing tower challenges participants to step outside their comfort zones. Goals range from climbing five feet to reaching the top in less than two minutes. With the help of experienced staff, both are achievements that will expand student's comfort zones, build self-confidence and self-esteem. Group belaying teaches teamwork, dependence on others, and focus, while keeping all campers engaged when not climbing.

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 tasked to build a robotic like creature from a prototype model. 'Telephone' with a unique twist, only one team member has access to the secret plans, while other team members must relay design features to the teammate who must try and re-build the original creature. Communication, teamwork and listening skills are essential to success in this game.

Seasonal Availability: All Seasons
Activity Length: Single

Eggbert

Students collaborate in small teams to design a prototype landing craft for Eggbert (a raw egg). Groups then market their idea and design to a camp 'NASA' official and the model is constructed by the students. Models are tested by subjecting Eggbert and its landing craft to a free-fall back to Earth. Group problem-solving and creative thinking are emphasized.

Seasonal Availability: All Seasons
Activity Length: Single

****The Giant Swing**

The Giant Swing sees students lifted 35 feet above the ground. With a self-release rip cord, the student bravely releases him/herself and enjoys the adrenaline pumping experience of swinging through the air. As with all of Copneconic's high adventure activities, specialized staff will be there to insure safety and encourage participation.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single
Minimum Age: 4th Grade
Extra Charge: \$5.00 per Student

Indoor Initiatives

Utilizing our portable initiatives, students will solve tough challenges such as 'Electric Maze', 'Tanks & Commanders', and 'Human Jump Rope' through communication and teamwork. This is a great alternative to the Copneconic Challenge Course on rainy, cold days or if you are looking for a shorter experience.

Seasonal Availability: All Seasons
Activity Length: Single

- Comfort Zone Expansion
- Teamwork
- Communication
- Cooperative Learning

****Tree Tops Challenge (High Ropes Course)**

'The Swing', 'Hour Glass' and 'Postman's Walk' are just some of the fun and challenging high ropes elements waiting to be conquered. The high ropes course is a two-story structure built with varying challenges. Students will step outside their comfort zone and choose a challenge suited to their ability. Self-confidence, encouraging others, and embracing new challenges are some of the skill students will strengthen during this unique experience.

Seasonal Availability : Fall and Spring (Severe weather restrictions may apply)
Activity Length: Double
Minimum Age: 5th Grade
Extra Charge: \$10.00 per Student

Sink or Float *New for 2018*

In this buoyancy lab, students get to learn first-hand how the shape of a vessel affects the amount of weight it can hold in water. Students will work in teams to design and build a boat out of foil to hold as much weight as possible.

Seasonal Availability: All Seasons
Activity Length: Single

MS-PS2-2: Plan an investigation to provide evidence that the change in an object's motion depends on the sum of the forces on the object and the mass of the object.

MS-ETS1-1: Define the criteria and constraints of a design problem with sufficient precision to ensure a successful solution, taking into account relevant scientific principles and potential impacts on people and the natural environment that may limit possible solutions

****Zip Line – Creek Freak**

Safely harnessed, participants will take an exhilarating zip line ride across camp's deep Swartz Creek ravine! Zip-liners will be caught on the far side of the creek and make the hike back up the hill to encourage their fellow zippers! **There is a 215 lb. 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**

Students will climb a ladder up the inside of our 55 foot climbing tower leading them to a 75 yard cable. Campers are safely harnessed during this activity, and Facilitators will help participants gain courage to take the thrilling leap from above!

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single
Minimum Age: 7th Grade
Extra Charge: \$5.00

****Zip Line – Zoom Toss**

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 20 foot platform and zip 150 yards. While zipping, participants try to aim and throw objects into targets placed underneath the zip line to achieve points for their team! **There is a 175 lb. 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

Archery (Bullseye Bonanza)

From Ancient Asia to Medieval Europe and Early America, the bow played a crucial role in civilization. Copneconic's version sees archers learn the basics of the sport, receive hands-on instruction, and partake in some friendly target competition.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

Broomball

Broomball is a classic camp game, played on our 'Pink's Rink' Ice Arena. Essentially a game of hockey, the twist is that campers are given brooms instead of hockey sticks, and must play on the ice, without skates! After a brief introduction and helmet-fitting, campers will be unleashed upon the rink and compete for glory in this friendly competition.

Seasonal Availability: Winter (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 (and adults) of all ages together for friendly competition. Strategy, skill utilization, and determination are the key to victory.

Season Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

Cross Country Skiing

Fitted with boots, skis and poles, students receive a short lesson on cross-country skiing basics and proper form. After, the group will ski together along the woodsy trails that cover Camp Copneconic.

Season Availability: Winter (Severe weather restrictions may apply)
Activity Length: Single or Double (Teacher selects)

Disc Golf

Students will head out to our 9-Hole course and break into small groups to play a few rounds of this popular sport. First, instructors will demonstrate rules, proper throwing technique, and course safety. Campers elect to keep score if they wish, and will experience obstacles such as the 'Spaghetti Trap' and 'Sleepy Hollow Pumpkins.'

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

Dude Ranchers

Campers will be introduced to one of Circle 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, as well as mounting and dismounting technique. ASTM/SEI helmets will be provided.

Campers will not ride horses in this activity.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

Games Galore

One of our most popular recreational activities immerses students in an hour-long session of non-stop, traditional camp fun. Campers experience some of Camp Copneconic's best kid-tested games, such as Head-it-Catch-it, 'Flinch', and 'Zombie Tag.' Hopefully campers will bring some of these games home to family and friends!

Seasonal Availability: All Seasons
Activity Length: Single

Horse Sense *Updated for 2018*

This interactive ranch class introduces horses and their behavior to participants. Campers will study a horse as it demonstrates its unique six senses and learn why and how domestic horses inherited these instincts from horses in the wild. Campers will then get to meet and hang out with some of Circle C Ranch's horses and ponies!

Campers will not ride horses in this activity.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

4-LS1-2: Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

Human Foosball

Introduced to the guide due to high demand, Human Foosball is an indoor or outdoor game where campers take the role of a Foosball Table, and remain in seated positions while playing a traditional game of soccer, with a few fun camp rules and twists! This activity is also a great indoor alternative for poor weather.

Seasonal Availability: All Seasons
Activity Length: Single

Ice Skating

Campers will gear up with fitted skates and then head to “Pink’s Rink for an ice skating lesson. Once comfortable, participants will have the opportunity to skate freely and refine their skills.

Seasonal Availability: Winter (Severe weather restrictions may apply)
Activity Length: Single

Kayak Attack

Kayaking is a great water-based sport for all ages, and we guarantee students will leave craving more kayaking experiences. A lifeguard certified instructor will teach technique and safety, and outfit students with life jackets. Each student will paddle their own kayak, fostering a great sense of accomplishment.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
(Water-Temperature Dependent)
Activity Length: Single

Lake Copneconic Canoers

Mirroring early Americans of the past, students embark on a journey around Lake Copneconic. After a lesson on paddling and canoe safety, campers will take an expedition under the guidance of one of our lifeguard certified instructors.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
(Water-Temperature Dependent)
Activity Length: Single

Mountain Biking

Geared up and ready to ride, campers will be fitted for a mountain bike and helmet and receive a short instruction on the basic components of their bikes. Next, the group will head out and explore the mountain biking trails littering our beautiful grounds.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Minimum Age: 4th Grade
Activity Length: Single

Tandem Kayaking

Campers can paddle with a partner in our tandem kayaks! Kayakers will gear up with life jackets, receive a lesson on technique and safety, and paddle out to explore Lake Copneconic under the supervision of a lifeguard certified instructor.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
(Water-Temperature Dependent)
Activity Length: Single

Tobogganing

The Copneconic Toboggan Run, built in 1987, is one of the more thrilling and exciting activities at camp. Campers will hike out to the Ski Shed, where they will receive helmets and safety instructions. They will grab a sled and head down the speedy wooden run. Competitions include best wipe out, longest slide and more.

Seasonal Availability: Winter (Severe weather restrictions may apply)
Activity Length: Single

Ultimate Fitness

Educational, active, and fun, students examine the importance of health and fitness. Campers will learn about proper nutrition, how to calculate their heart rate, and the role exercise plays in maintaining a healthy mind, spirit, and body. Instructors will prove that exercise is also fun with a fast-paced, all-inclusive game of Ultimate Frisbee at the end.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

Touching Nature

Dig It

Campers will experience an archeological dig in our "Dig It Pit". Kids will enjoy finding lost treasures, and learning the basics of Geology as they sift through their sandy quadrant. Each camper will discover a special arrow head which they will use to create a necklace they can take home!

This activity is appropriate for grades K-3.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

Fire Quest

Fundamentals of fire building, fire use and fire safety are taught in this practical and fun class. Instructors will help students split into small teams, gather wood, construct and successfully light a fire large enough to cook S'mores.

Seasonal Availability: All Seasons (Severe weather may move class indoors)
Activity Length: Single

Fishing

This exciting class gives campers an opportunity to try their hand at some classic fishing on Lake Copneconic. Students will receive instruction before going out to our fishing dock with a life jacket, a fishing pole, and bait in search of 'Big Charlie' the Large Mouth Bass!

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Single

Ice Fishing

Below the ice on Lake Copneconic, bluegill, perch, and bass thrive. Campers will head out to ice fishing holes created by our instructors and set up their ice fishing poles. Using wax worms as bait, they will call upon patience and good fortune to lure the perfect catch.

Seasonal Availability: Winter (Severe weather restrictions may apply)
Activity Length: Single

Lost

In this imaginary scenario, the group has been stranded in the deep woods of Copneconic. They are taught the essentials of survival through a map and compass lesson, shelter building instruction, and a unique fire building challenge. Groups navigate from checkpoint to checkpoint (with an instructor) completing these tasks in order to survive. Each small group will earn and keep points by accomplishing their challenges, and hopefully keep enough points to survive the fierce Copneconic wilderness!

Seasonal Availability: All Seasons
Activity Length: Double

Outdoor Cuisine

Cooking over an open fire is a pleasure everyone should experience. True outdoor cooking techniques are taught first-hand. Students learn how to prepare and cook a variety of foods using pie irons and a Dutch Oven, which they get to feast upon at the end of class.

Seasonal Availability: All Seasons (Severe weather may move class indoors)
Activity Length: Single

Relic Hunters

Orienteering will lead campers to the discovery of Copneconic's ancient relics! Students experience an action-packed approach to navigation. Once taught the basics of map and compass use, they are put to the test and hike out to navigate mysterious symbols which will lead them to the lost relic.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

Woodland Artists

Unplugging from a fast-paced life of technology can be a challenge, but this class makes it easy and fun for students to get back to nature. Students spend the first portion of the class observing a small portion of camp using their five senses. Campers choose from a variety of artistic supplies and find a quiet place to create a piece of artwork based on their surroundings. An optional show-and-tell allows students to publicly display their artwork to their peers.

Seasonal Availability: All Seasons (Severe weather restrictions may apply)
Activity Length: Single

Historical and Cultural Lessons

Dreamcatchers

A long-standing Native American tradition, students will learn the history of the dreamcatcher, and its use in Native American culture. After a short story and instruction, students will craft their own dreamcatcher to bring home.

Seasonal Availability: All Seasons
Activity Length: Single

Global Sports

Competitive sports are not exclusive to America, and students will get a first-hand understanding of that concept during Global Sports. Exploring sports from around the world, campers will play Gaga, Cricket, and some ancient Latin American sports. Students will be introduced to the rules of these competitions and engage in friendly rivalry.

Seasonal Availability: Fall and Spring
Activity Length: Single

6 – G2.2.1 Describe the human characteristics of the region under study (including languages, religion, economic system, governmental system, cultural traditions).

6 – G2.2.3 Analyze how culture and experience influence people’s perception of places and regions (e.g., the Caribbean Region that presently displays enduring impacts of different immigrant groups – Africans, South Asians, Europeans – and the differing contemporary points of view about the region displayed by islanders and tourists).

Michigan Country

Travel back in time to the early 1800s where families struggled to survive the harsh pioneer lifestyle. In this activity, students participate in a living history simulation that depicts the experiences and challenges faced by early Americans settling the Michigan territory. Students will work in small groups to barter, farm, and trade in order to survive the tough Michigan conditions using not much more than their wits.

Seasonal Availability: Fall and Spring (Severe weather restrictions may apply)
Activity Length: Double

6 – H1.4.3 Use historical perspective to analyze global issues faced by humans long ago and today.

6 – W1.2.3 Explain the impact of the Agricultural Revolution (stable food supply, surplus, population growth, trade, division of labor, development of settlements).

Native American Storytellers

Storytelling is an art that has taken many forms throughout history. This class has students hearing and playing roles in a traditional Native American story. After the instructor-led story, campers will break into small groups and face the challenge of recreating a traditional Native American story that will entertain their classmates using Native American props, instruments, and their imagination.

Seasonal Availability: All Seasons
Activity Length: Single

6 – H1.2.2 Read and comprehend a historical passage to identify basic factual knowledge and the literal meaning by indicating who was involved, what happened, where it happened, what events led to the development, and what consequences or outcomes followed

Native Peoples

One of the main Native American tribes in Michigan – the Ojibwa (Chippewa), has a rich history. This history can still be seen today, though many students are not aware of its powerful significance. Comparisons between student’s modern lives and the lives of young Native Americans are explored through brief talks and entertaining yet challenging games.

Seasonal Availability: All Seasons
Activity Length: Single

6 – H1.4.3 Use historical perspective to analyze global issues faced by humans long ago and today

5 – U1.1.1 Use maps to locate peoples in the desert Southwest, the Pacific Northwest, the nomadic nations of the Great Plains, and the woodland peoples east of the Mississippi River (Eastern Woodland). (National Geography Standard 1, p. 144)

5 – U1.1.3 Describe Eastern Woodland American Indian life with respect to governmental and family structures, trade, and views on property ownership and land use. (National Geography Standard 11, p. 164, C, E)

Pioneer Crafts

Exploring the lifestyles of young frontier Americans, students will have the opportunity to construct early American crafts & toys such as Cornhusk Dolls and God’s Eyes, which they will be able to bring home.

Seasonal Availability: All Seasons
Activity Length: Single

The Heritage Trail *New in 2018*

A fun Copneconic spin on "The Oregon Trail" where students discover the struggles of early settlers by participating in a stimulating simulation of travelling during the 1800s. Students will participate in small groups during the game which uncovers the harsh realities of life for the 19th century pioneer.

Seasonal Availability: **All Seasons**
Activity Length: **Double**

6 – G4.3.2: Describe patterns of settlement and explain why people settle where they do (e.g., coastal and river towns in the past and present, location of megacities).

6– G4.3.3: Explain the patterns, causes, and consequences of major human migrations.

Evening Activity Choices

Campfire

The highlight of the camping experience, campers will experience more than just a fire. Instructors will lead fun, crazy, and interactive camp songs, stories, cheers, skits and more. A night at campfire is a Copneconic tradition, and it will not soon be forgotten.

Seasonal Availability: All Seasons (Severe weather may move Campfire indoors)
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 (and adults) of all ages together for friendly competition. Strategy, skill utilization, and determination are the key to victory.

Season Availability: All Seasons (Severe weather restrictions may apply)
(May depend on time of sundown)
Activity Length: Single

Copneconic Disco Fever

Disco Fever is a chance for students to come together as a large group and burn off some energy. A good mix of school appropriate songs allows the students to socialize and have fun as they dance the night away.

Song Requests can be submitted by teachers or leaders in advance.

Seasonal Availability: All Seasons
Activity Length: Single

Creature

A unique communication game, students are broken into teams and are tasked to build a robotic like creature from a prototype model. 'Telephone' with a unique twist, only one team member has access to the secret plans, while other team members must relay design features to the teammate who must try and re-build the original creature. Communication, teamwork and listening skills are essential to success in this game.

Seasonal Availability: All Seasons
Activity Length: Single

Dutch Auction

It's not Dutch or an auction, but kids love it. Chaperones and teachers become talent judges as campers split into teams. Students are asked to creatively show the judges items or situations that range from 'world's longest shoelace' to 'a bad hair day'; using creativity, their imagination, and the items they have on hand.

Seasonal Availability: All Seasons
Activity Length: Single

Games Galore

One of our most popular recreational activities immerses students in an hour-long session of non-stop, traditional camp fun. Campers experience some of Camp Copneconic's best kid-tested games, such as Head-it-Catch-it, 'Flinch', and 'Zombie Tag.' Hopefully campers will bring some of these games home to family and friends!

Modified for Large or Small Groups as an Evening Activity.

Seasonal Availability: All Seasons
Activity Length: Single

Minute to Win It

3 – 2 – 1! Campers will race against time to complete the fun and famous challenges of Minute-to-Win-It. They'll be competing for points for their team as well as individual prizes such as 'Get out of Hopper Free' cards, Extra Dessert, or Copneconic Instructor Trading Cards!

Seasonal Availability: All Seasons
Activity Length: Single

Native American Storytellers

Storytelling is an art that has taken many forms throughout history. This class has students hearing and playing roles in a traditional Native American story. After the instructor-led story, campers will break into small groups and face the challenge of recreating a traditional Native American story that will entertain their classmates using Native American props, instruments, and their imagination.

Seasonal Availability: All Seasons
Activity Length: Single

Native Skies

Shhh! As we move out to a secluded field campers will practice the stealthy moves of the Chippewa in order to shake off any would-be trackers. Once there, our instructors will tell the Native American story of 'how we received the moon and stars.' We'll also use a high-powered laser pointer to show common constellations and explore the vast expanse of stars that fill the night sky.

Seasonal Availability: All Seasons (May depend on time of sundown & sky cover)
Activity Length: Single

Night Hike

This night-time activity is specific to exploring your senses at night. Campers will enjoy favorites like the 'Disappearing Head Trick' and 'Creating a Spark' with mints. They'll also test their night hearing and vision with games like 'Deer Ears' and 'Can You See Color!'

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 has become a wonderful camp tradition. Since 1928, campers have hopped on Allen Lodge stage and performed fantastically funny and entertaining shows. Students can prepare skits in advance at school or receive guidance from instructors once at camp.

Seasonal Availability: All Seasons
Activity Length: Single

Songfest

In this musical activity, campers are broken into teams and given a 'performance word' by their instructor. One by one, each group has the opportunity to perform a few lines of a song featuring that word. Points are only given if the whole team participates. Extra points are awarded for creativity and choreography, and the team with the most creative performances will be crowned the 'Songfest Stars.'

Seasonal Availability: All Seasons
Activity Length: Single

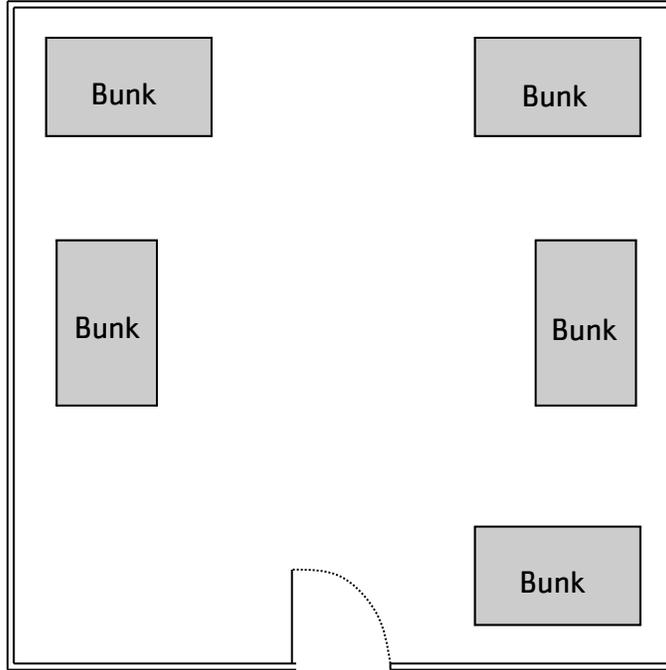
West Center Singles (Heated)

Seminole, Ottawa, Wyandotte

(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:

Large empty rectangular box for notes.

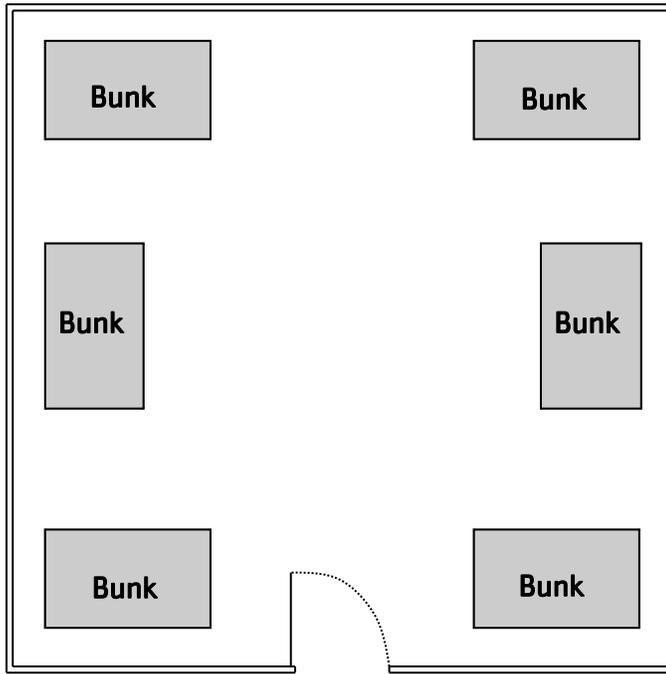
Frontier Center Singles (Heated)

Starr, Jane, Oakley, Lewis, Clark

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

Starr

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



Clark

1. _____
2. _____
3. _____
4. _____
5. _____
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. _____

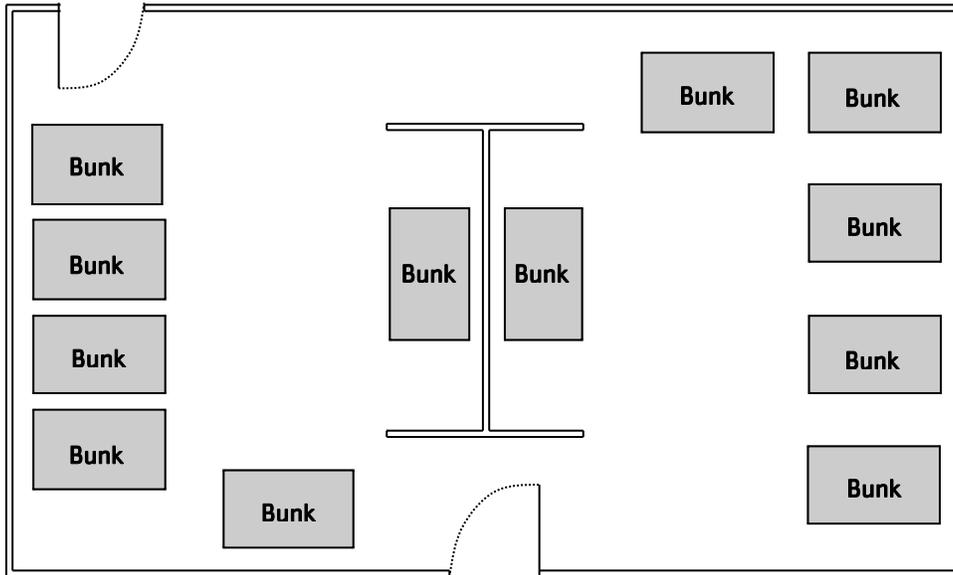
Lewis

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

NOTES:

Frontier Lodge (Heated)

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



Crockett

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

Boone

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

NOTES:

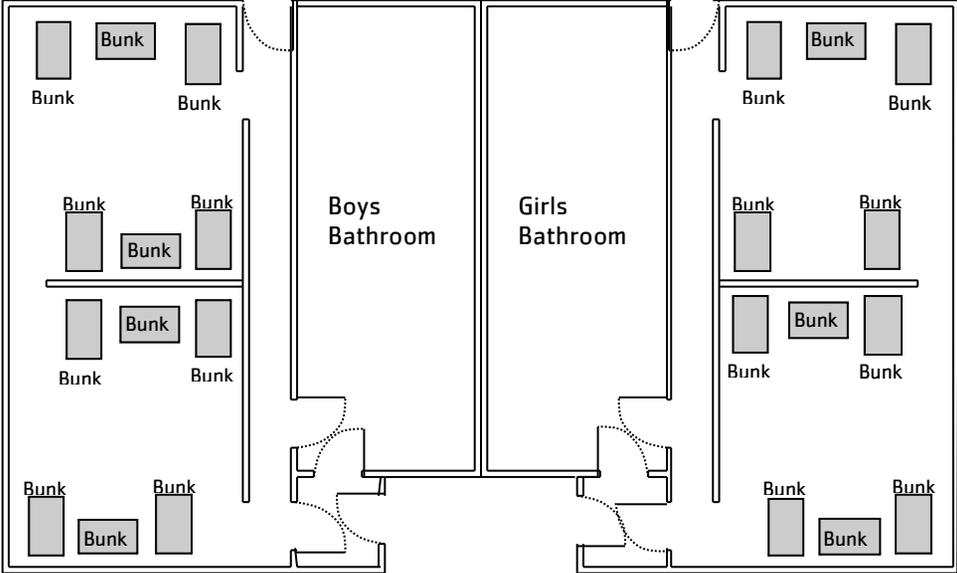
Iroquois Lodge

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:

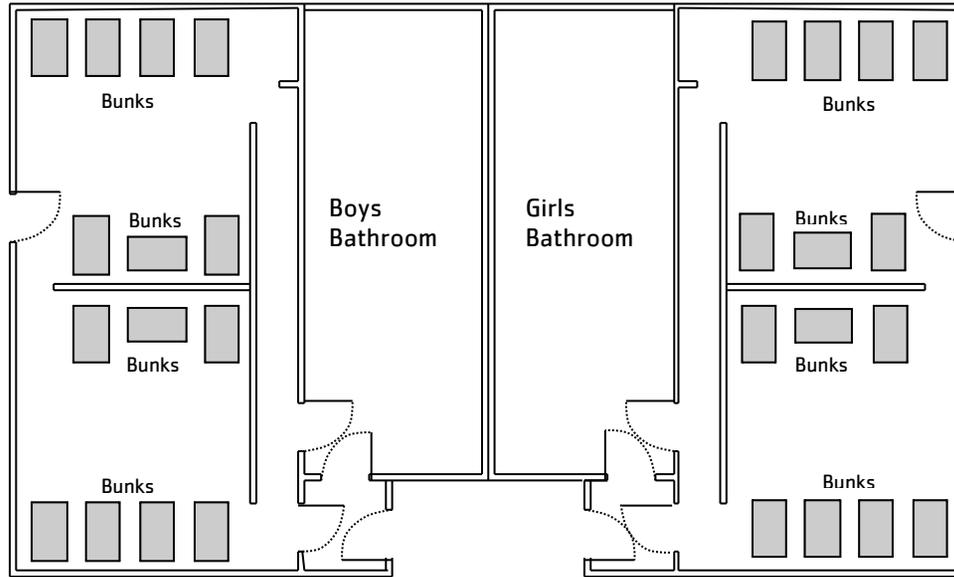
Auker Lodge

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. _____



Coyote

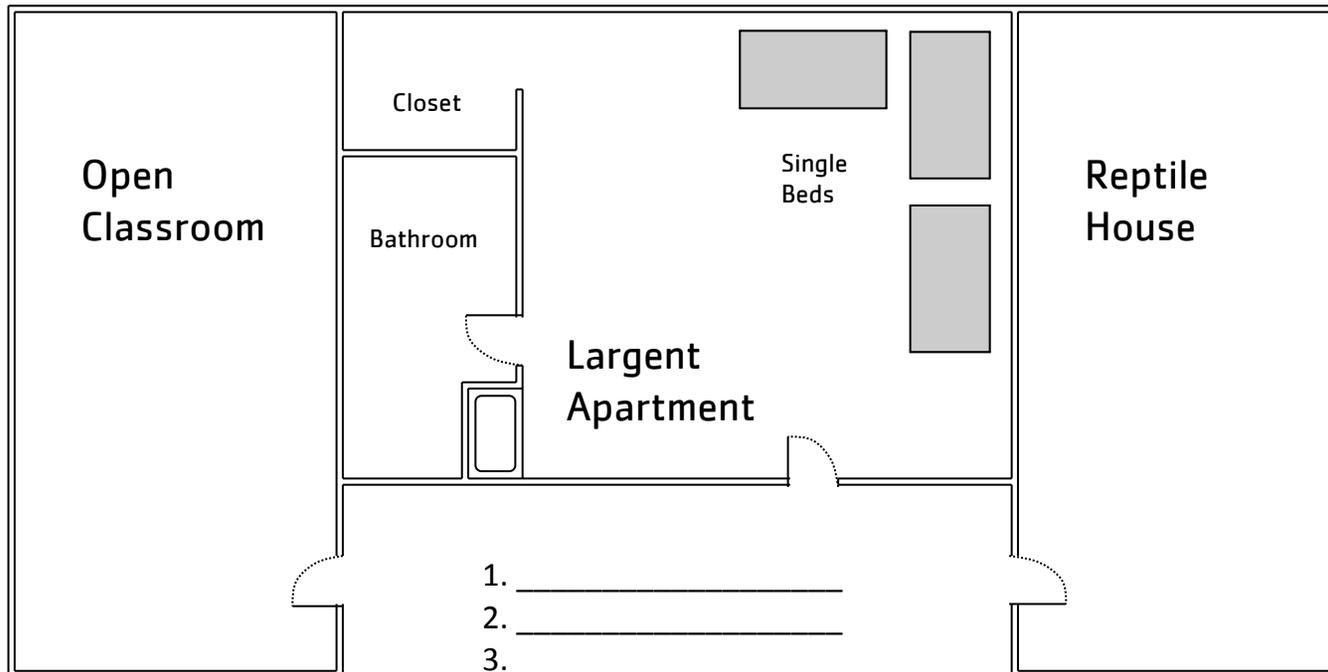
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

Bear

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

NOTES:

Largent Apartment

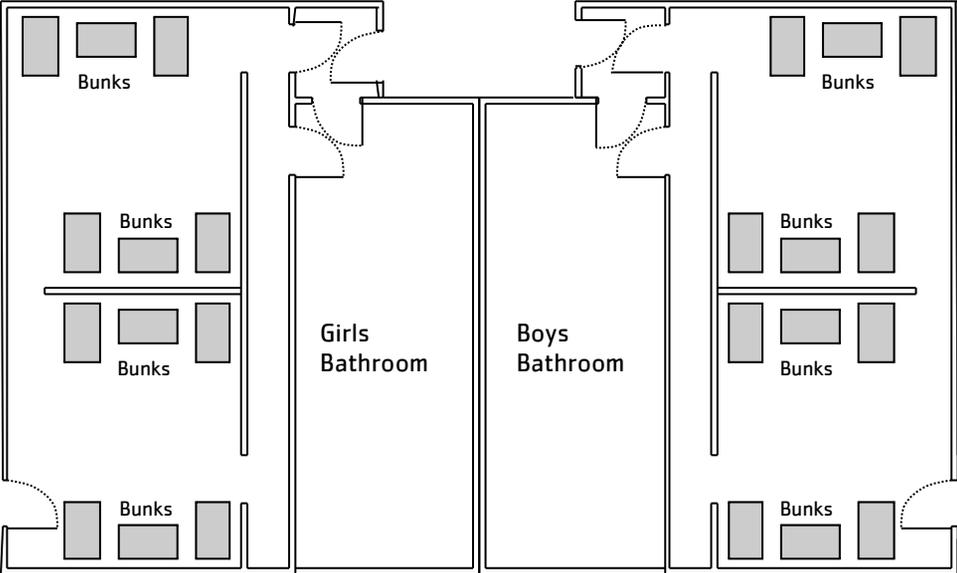


NOTES:

Arapahoe Lodge

Chickasaw

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



Ouapaw

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

Shoshone

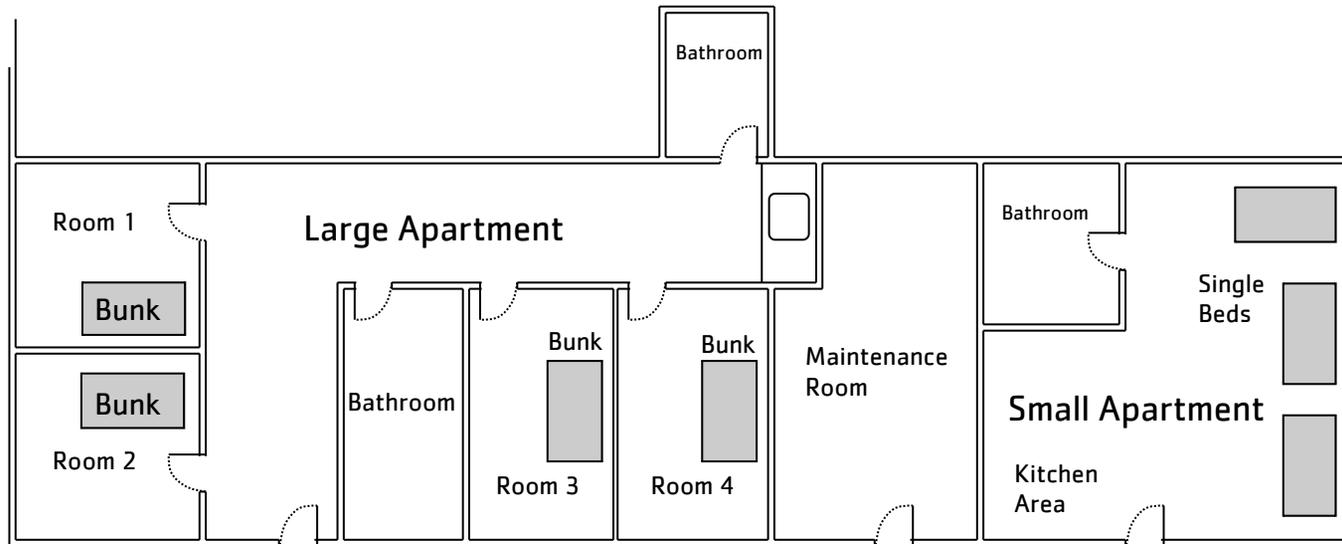
- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____
- 9. _____
- 10. _____
- 11. _____
- 12. _____

NOTES:

Chevenne

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

Arapahoe Apartments



Room 1

1. _____
2. _____

Room 2

1. _____
2. _____

Room 3

1. _____
2. _____

Room 4

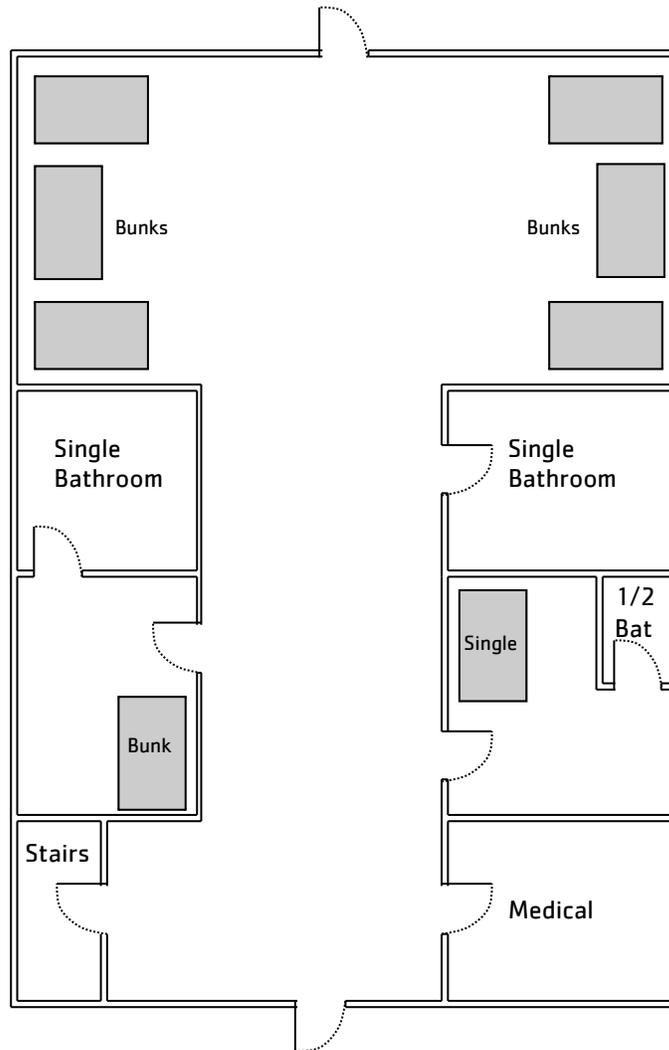
1. _____
2. _____

Small Apartment

1. _____
2. _____
3. _____

NOTES:

Lakeview Lodge



Back Cabin

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

Bunk Room

1. _____
2. _____

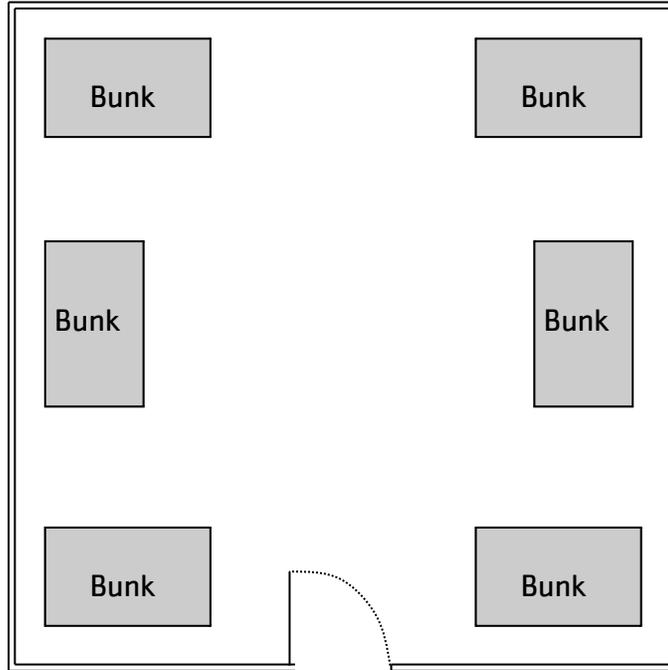
Single Room

1. _____

NOTES:

Choctaw Cabin (Heated)

(Choctaw cabin uses Arapahoe Lodge for Bathrooms)

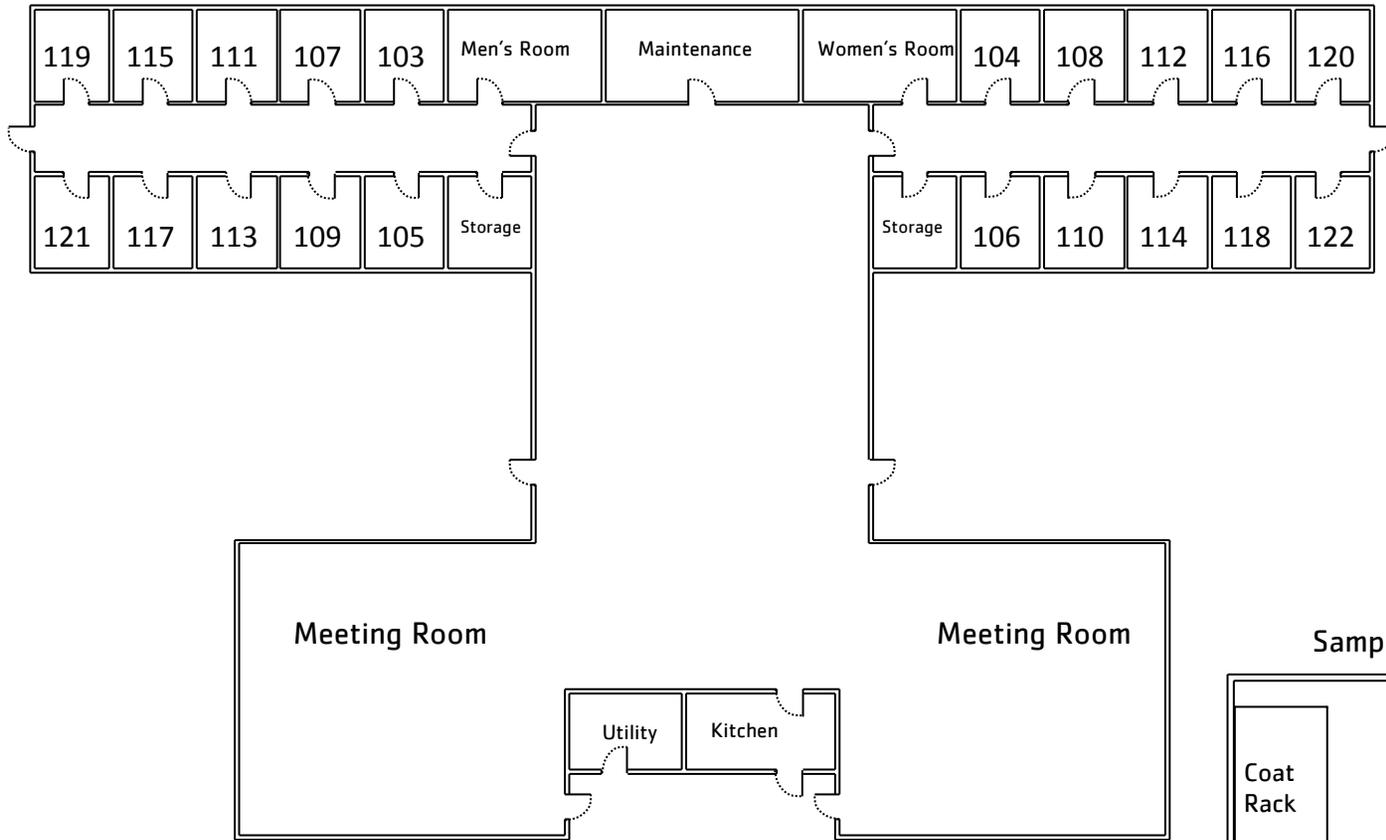


Choctaw

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

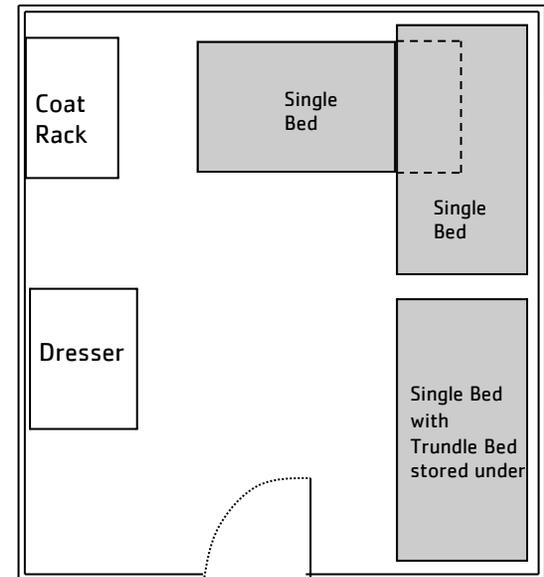
NOTES:

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

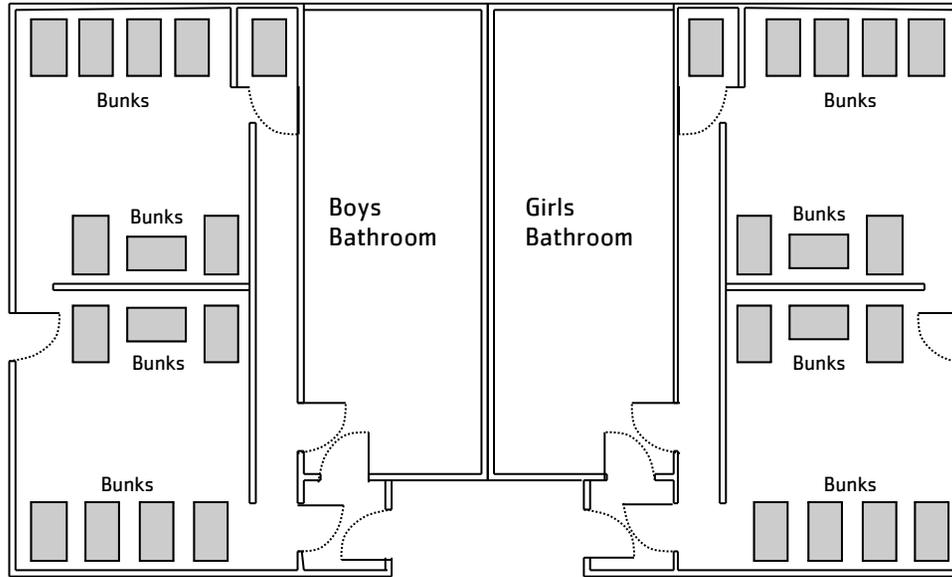
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

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. _____

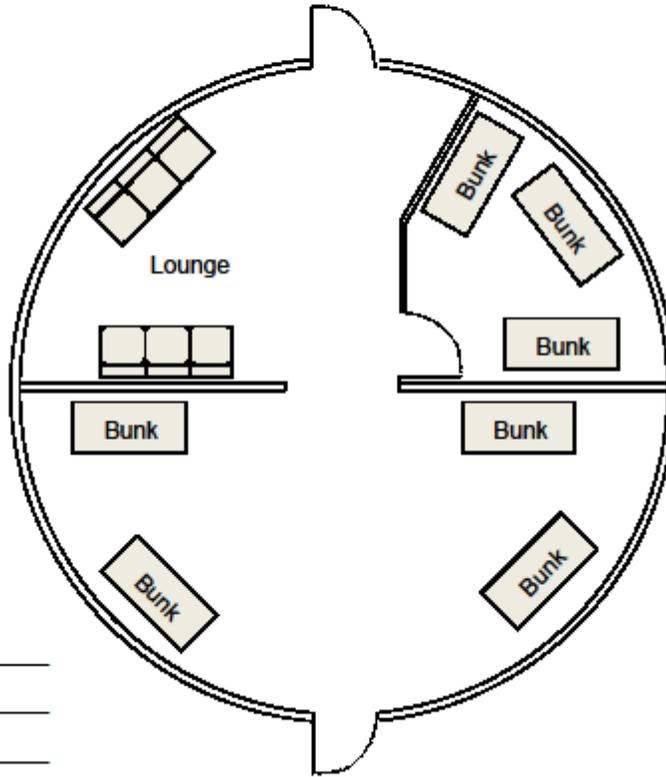
Olivia

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

Yurt (14 Beds) (Heated)

Asia

(Yurts use Circle C Lodge for bathrooms.)



Housing

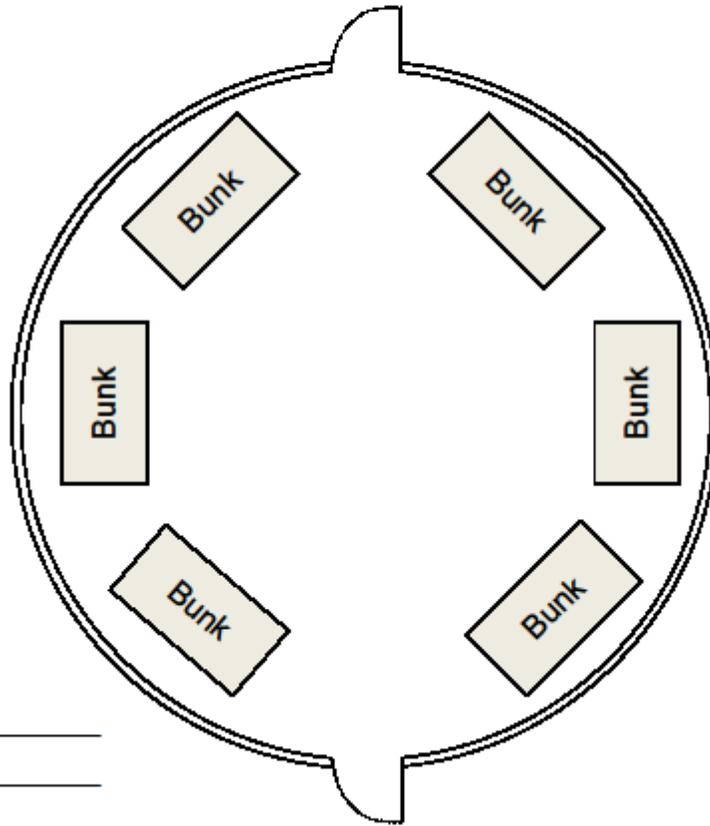
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____

NOTES:

Yurts (12 Beds) (Heated)

North America, Europe, Africa, South America

(Yurts use Circle C Lodge for bathrooms.)



Housing

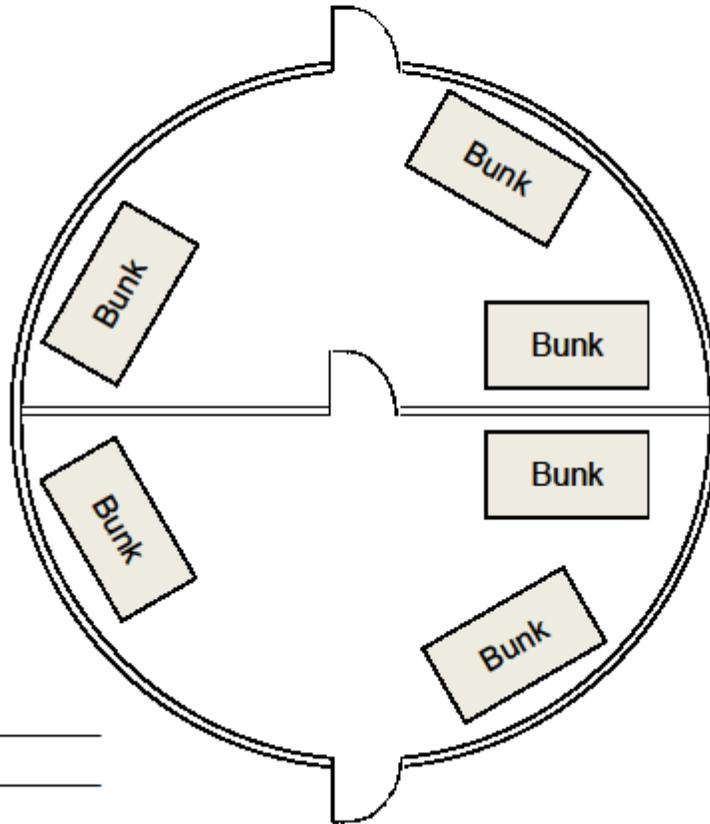
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

NOTES:

Yurt (12 Beds) (Heated)

Australia

(Yurts use Circle C Lodge for bathrooms.)



Housing

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

NOTES:

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 organization.
- Camp suggests packing a small first aid kit with band-aids and gloves for each chaperone or group to carry with them. Chaperones should all be trained ahead of time on emergency procedures and reporting requirements.
- No medication may be kept in cabins with students. 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. All medications must be stored in a lockable container.
- Teachers should ask all parents ahead of time to find out if there is any necessary information that should be passed along to cabin chaperones. (i.e. Sleepwalking, bed wetting, etc.)
- Many camp staff members are certified in CPR and Standard First Aid. They will assist in case of **EMERGENCY only**. Camp staff will not provide first aid or dispense medication. The trip leader will be responsible for arranging emergency medical transportation.
- **EMERGENCY CARE**: Dial 9 to get a line out on all Welcome Center phones, 911 to reach central dispatch. Response time is excellent, as long as a specific location at camp is given to dispatch.
- Genesys Hospital is located just 5 minutes away, entrance off Baldwin Road.
- A camp staff member will be on call beginning at 7:00pm each night. Program Instructors are available at all evening activities and during Snack. If there are any problems after evening activities, please call the director on call. **Their phone number will be in the window of the Welcome Center.**

Chaperone Guidelines

Your Role as a Chaperone

Congratulations! By agreeing to become a chaperone, you have agreed to an exciting yet challenging experience. The information here is designed to help you prepare for your role as a chaperone. If at any time you are unsure of your role, please ask your Camp Host. We thank you for taking time to attend camp, and hope you have an enjoyable experience!

- You will be the cabin supervisor at night. This means that you are responsible for maintaining a safe environment and ensuring that participants get an adequate amount of sleep. Please double check with your teachers to make sure you have all relevant information regarding specific camper requirements within your cabin (i.e a camper who may sleepwalk should be on a lower bunk, etc). Camp quiet hours begin at 10:00pm.
- As part of your cabin supervisor responsibilities, 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 help manage behavior concerns, or contact teachers if necessary. During some activities it will be completely appropriate for you to participate, however some activities are meant only for the students.
- You are responsible for making sure campers are on time for activities and meals.
- Please set good examples of appropriate behavior, language and attitude.
- **All chaperones 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 during programs and activities.
 - Do not allow your behavior to interfere with the campers' learning experience. This includes allowing students to figure out challenges without adult help.
 - Alcohol and drugs are not permitted at Camp Copneconic.
 - For your own protection and the protection of all campers, always use the buddy system when accompanying campers around camp. Always insure the ratio is 2:1, and never be alone with a camper.
 - 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.

Chaperone Guidelines (Continued)

Cabin Supervision

It is very important that chaperones 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, campers will return to cabins accompanied by chaperones. Once back in the cabins, it is the chaperones responsibility to make sure all cabin rules are followed for everyone's safety. Including but not limited to: no running, only one person on a bed, bunks are to be used for nothing other than sleeping and any other posted rules. Please help ensure that quiet hours are observed. You'll want your rest!

Program Supervision

Copneconic Program Instructors will lead each activity. **Chaperones are asked to be directly involved in the supervision of students during these activities.** This will insure that behavior issues do not take away from the experience or the safety of the students. Instructors may often offer chaperones the opportunity to join the activity, but this will not always be the case, especially during classes where time and proper supervision are critical to providing campers with a positive experience, such as High Adventure and Waterfront programs. Both, YMCA Camp Copneconic and Group Administration reserve the right to ask participants to leave camp grounds.

Dining Hall Supervision

The main role of a chaperone in the Dining Hall is to help ensure a relaxed, clean and organized environment. This includes reinforcing manners, proper indoor behavior, and clean-up procedures.

What-to-Bring Checklist

Proper clothing is crucial to a comfortable stay at camp. We run activities rain or shine, and sometimes the weather isn't always on our side. Please make sure to mark all personal belongings with the student's name. This is a multi-season list, so please edit accordingly.

Bedding

- Sleeping Bag or Blanket
- Bottom Sheet or Fitted Sheet (Copneconic mattresses are Twin-Size)
- Pillow & Pillowcase

Clothing

- Pajamas
- Daily changes of Socks & Underwear (Extra Socks during cold and wet months)
- Light T-Shirts
- Shorts, Jeans, or Pants (Depending on Season)
- Sweaters or Sweatshirts
- Warm or Light Jacket (Depending on Season)
- Rain Gear (**VERY IMPORTANT**)
- Waterproof Boots
- Hat and Mittens (**REQUIRED FOR WINTER**)
- Shoes (Should be closed-toe. Most of our activities require them)
 - A second pair of shoes, in case the first get wet, is recommended

Personal Articles

- Toothpaste & Toothbrush
- Bath Towel(s) & Washcloth
- Comb & Brush
- Soap & Shampoo
- Chap stick & Sunblock (Depending on Season)

General Equipment

- Water Bottle (**HIGHLY RECOMMENDED**)
- Flashlight
- Large Plastic Bag for Dirty/Wet Clothing (Garbage Bags work great)
- Insect Repellent (NO Aerosol Sprays please – these are easily abused)

Optional Equipment

- Pencil, Journal or Notebook
- Camera & Film (Disposable recommended – With student's name visible)
- Book

Please Do Not Bring:

Pets/animals, money, cell phones, radios, CD players, iPods/MP3 players, knives, food, candy, gum, matches, cigarettes, firearms & archery equipment, blow dryers, electrical equipment, electronic games, or weapons of any sort. **We are a drug & alcohol free environment.** If alcohol or drugs are found or suspected, authorities may be notified. We cannot guarantee the safety of electronics and are not responsible for lost or damaged items. Thank you for your cooperation in helping us maintain a fun and safe environment!

Business Practices

Camp Dates

With high 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 to the previous year, and contact you immediately regarding any changes.

Billing

A 10% non-refundable deposit is required when reserving a camp date. The balance will be invoiced to the school after the program has ended and is due 15 days following the experience.

Chaperones

Camp Copneconic does not charge classroom teachers or school administrators as participants in the Project EARTH Program. We have competitive pricing to help schools recruit parent chaperones. **For every ten students, the school receives one chaperone free of charge. Every chaperone above this ratio pays only half the student rate.** (For example, bring 100 students and 12 chaperones, pay for only 2 chaperones.)

Pricing

Our priority at YMCA Camp Copneconic is to serve our mission. As a non-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: To continue making the program affordable and charge a fee that keeps us on par with other camping programs as well as cost of living increases.

Activity Group Sizes

Activity Group sizes are based on the number of students you will be bringing and the type of classes you have selected. **Activity Group sizes will range from 10 to 18 students.** Please do not arrange groups until you have received your schedule from Thomas Bawden. **Depending on the number of students you bring, the number of groups you are assigned may change year to year.**

Business Practices (Continued)

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 chaperones to accompany each Activity Group and supervise the students in their cabins, as well as in the dining hall. All groups are responsible for making sure chaperones have had their background checked in accordance with state requirements.

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.). The form should include: names and addresses, emergency contact info, a listing of known allergies or health conditions that could require treatment or restrictions to the program, signed permission to seek emergency treatment.

Electronics

Please do not bring any electronics to Camp. Camp Copneconic cannot ensure their safety and they disagree with the philosophy that all campers are equal. Our staff will help to monitor lost and found as best as possible but please understand that Camp Copneconic will not be held responsible for any damaged or lost items.

Project EARTH Activity Selection Form

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

Please note some activities are double in length and therefore count as 2 activities. Below is a guide outlining how many activities to choose depending on the length of your stay. If you are unsure of anything on this form, contact Thomas Bawden. Please check the activities you would like, provide additional info on your group, and fax this form (3 pages) to Thomas at 810-629-2128.

2 Days & 1 Night	6 Activities
3 Days & 2 Nights	12 Activities
4 Days & 3 Nights	18 Activities
5 Days & 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"/> Invasive Species
<input type="checkbox"/> Owl Alert *
<input type="checkbox"/> Predator/Prey
<input type="checkbox"/> Recycling Rally |
|--|--|

Adventure and Cooperative Learning

- | | |
|--|---|
| <input type="checkbox"/> Bridging the Gap*
<input type="checkbox"/> Copneconic Challenge Course
(Double)
<input type="checkbox"/> Copneconic Summit (Climbing Tower)
\$10.00 per Student (Double)
<input type="checkbox"/> Creature*
<input type="checkbox"/> Eggbert*
<input type="checkbox"/> Indoor Initiatives*
<input type="checkbox"/> The Giant Swing (Min Age: 4th Grade)
\$5.00 per Student | <input type="checkbox"/> Tree Tops Challenge (High Ropes) (Double)
\$10.00 per Student (Min Age: 5th Grade)
<input type="checkbox"/> Sink or Float*
<input type="checkbox"/> Zip Line – Creek Freak (Min Age: 4th Grade)
\$5.00 per Student
<input type="checkbox"/> Zip Line – Tower (Min Age: 7th Grade)
\$5.00 per Student
<input type="checkbox"/> Zip Line – Zoom Toss (Min Age: 3rd Grade)
\$5.00 per Student |
|--|---|

Recreational Fun

- | | |
|---|--|
| <input type="checkbox"/> Archery (Bullseye Bonanza)
<input type="checkbox"/> Broomball
<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"/> Games Galore*
<input type="checkbox"/> Horse Sense |
|---|--|

Activity Selections Continued on Next Page...

Recreational Fun (Continued)

- | | |
|--|---|
| <input type="checkbox"/> Human Foosball* | <input type="checkbox"/> Mountain Biking (Min Age: 4 th Grade) |
| <input type="checkbox"/> Ice Skating | <input type="checkbox"/> Tandem Kayaking |
| <input type="checkbox"/> Kayak Attack | <input type="checkbox"/> Tobogganing |
| <input type="checkbox"/> Lake Copneconic Canoers | <input type="checkbox"/> Ultimate Fitness* |

Touching Nature

- | | |
|---|---|
| <input type="checkbox"/> Dig It (Grades K-3 rd) | <input type="checkbox"/> Lost (Double) |
| <input type="checkbox"/> Fire Quest | <input type="checkbox"/> Outdoor Cuisine* |
| <input type="checkbox"/> Fishing | <input type="checkbox"/> Relic Hunters |
| <input type="checkbox"/> Ice Fishing | <input type="checkbox"/> Woodland Artists |

Historical and Cultural Lessons

- | | |
|--|---|
| <input type="checkbox"/> Dreamcatchers* | <input type="checkbox"/> Native Peoples* |
| <input type="checkbox"/> Global Sports | <input type="checkbox"/> Pioneer Crafts* |
| <input type="checkbox"/> Michigan Country (Double) | <input type="checkbox"/> The Heritage Trail |
| <input type="checkbox"/> Native American Storytellers* | |

Evening Entertainment (Select 2 Activities for each night spent at camp)

- | | |
|---|---|
| <input type="checkbox"/> Campfire | <input type="checkbox"/> Native American Storytellers |
| <input type="checkbox"/> Capture the Flag | <input type="checkbox"/> Native Skies |
| <input type="checkbox"/> Copneconic Disco Fever | <input type="checkbox"/> Night Hike |
| <input type="checkbox"/> Creature | <input type="checkbox"/> Skit Night |
| <input type="checkbox"/> Dutch Auction | <input type="checkbox"/> Songfest |
| <input type="checkbox"/> Games Galore | <input type="checkbox"/> School-Organized Program** |
| <input type="checkbox"/> Minute to Win It | |

*Class can be taught indoors, making it a great poor weather alternate

**Some schools or groups have their own programs or traditions they enjoy directing each year. Check this box if you would like one of your evening programs to not involve our structured program. Please inform us of any special needs, such as building space, evening preference, etc.

One Last Page of Info to fill out, then you are done!

Arrival Date & Time:	Departure Date & Time:
Number of Male Students:	Number of Female Students:
Number of Male Teachers:	Number of Female Teachers:
Number of Male Chaperones:	Number of Female Chaperones:
Number of Vegetarians:	Age Range (or Grade) of Campers:
Students with Special Needs: Please use this space to inform us of students needing special arrangements. For example: <u>students in wheelchairs or with crutches, casts, etc.</u> , <u>students with special diets or allergies</u> , or <u>students with learning disabilities</u> . Filling this in for us now will help us to provide a comfortable camp stay to each student.	

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 and over-the-counter medications as needed.

Please check the box below if the following statement applies to your group:

I am interested in participating in Camp Copneconic's 'Going Green' Initiative by requiring our students to bring and use personal water bottles.