



**FOR YOUTH DEVELOPMENT®  
FOR HEALTHY LIVING  
FOR SOCIAL RESPONSIBILITY**

# **YOU CAN DO SO MUCH MORE OUTDOORS**

**Outdoor Education – School Programs  
Project Earth – Curriculum Guide**

**YMCA CAMP COPNECONIC  
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# What is Project Earth?

Camp Copneconic offers Project Earth to schools from September through June. Project Earth aims to connect or reconnect students with themselves, their classmates, and their surroundings. This guide will outline the activities we offer to achieve that goal.

Our activities are broken down into the following categories:

## **E-STEM**

E-STEM stands for Environmental Science, Technology, Engineering, and Math. We put together the two things we do best: environmental education and hands-on experimental learning to create this category. It's filled with activities to enhance students' understanding of the natural world and explorations of science, technology and math. E-STEM activities include Pond Study, Nature Hikes, Fire Building, Egg Drops, Buoyancy Labs, and so much more.

## **RECREATION**

Camp Copneconic is a premier Outdoor Education facility, but we're a Summer Camp at heart. Recreational activities are synonymous with quintessential camp fun! These activities include, but aren't limited to: Archery, Disc Golf, Kayaking, Mountain Biking and Camp Games.

## **TEAMBUILDING**

Camp provides a perfect environment for personal and group development. By putting students in new surroundings, they're able to learn about themselves and their classmates. Our teambuilding activities are developed to encourage communication, camaraderie, and trust in groups. We accomplish this through activities such as Challenge Course, Orienteering, and Creature (a communication/listening challenge).

## **HIGH ADVENTURE**

Our High Adventure activities, including Zip Lines, a Climbing Tower, High Ropes Course, and Giant Swing, give students an opportunity to step outside their comfort zone and challenge themselves. Each activity has a variety of challenges, so no student has to push themselves further than they feel comfortable doing.

## **CULTURE/HISTORY**

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.

## **WINTER**

Winter at Camp Copneconic is a sight to behold! We offer a number of activities for students to enjoy the snowy surroundings, including a Toboggan Run, Cross Country Skiing, Snowshoeing, Ice Fishing, and more! Each of these are weather dependent, so when schools select a winter activity, we also ask for a backup choice if Mother Nature doesn't cooperate with our plans!

# E-STEM

## **Balloon Cars**

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Campers will build and test vehicles using only the materials given to them. They will harness the power of balloons to power a car, tinkering with and refining their car to improve it from test to test, ending with a race to see whose car goes the furthest! *(Please bring your own 16 oz bottle for this activity.)*

**Seasonal Availability:** All Seasons

**Activity Length:** Single

3-5/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

3-5/MS-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved

## **Bird Brains**

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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).

## **Bridging the Gap**

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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

3-5/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

3-5/MS-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved

## **Ecomania**

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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

5-PS3-1 Energy Use models to describe that energy in animals' food was once energy from the sun

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.

## **Eggbert**

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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

3-5/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

3-5/MS-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved

## **Firequest**

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 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

## **Habitrackers Nature Hike**

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. \*

## **Horse Sense**

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.

## **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**

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**

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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).

## **Pond Study ("Aqua Safari")**

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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. \*

## **Predator/Prey**

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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**

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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.

## **Robot Hands**

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Using only straws, paper, tape, and strings, students use design thinking to create a model of a hand that moves and mends when strings are pulled.

**Seasonal Availability:** All Seasons

**Activity Length:** Single

3-5/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

## **Sink or Float**

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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

3-5/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

3-5/MS-ETS1-3: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved

# RECREATION

## **Archery**

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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

## **Canoeing**

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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

## **Capture the Flag**

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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

## **Dig It**

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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

## **Disc Golf**

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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

## **Games Galore**

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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

## **Human Foosball**

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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

## **Kayaking**

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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

## **Mountain Biking**

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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:** 4<sup>th</sup> Grade  
**Activity Length:** Single

## **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

## **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

## **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

## **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

# TEAMBUILDING

## **Creature**

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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

## **Indoor Initiatives**

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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

## **Lost**

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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

## **Low Ropes Challenge Course**

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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



## **Orienteering (“Relic Hunters”)**

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Orienteering will lead campers to the discovery of Copneconic’s ancient relics! Students are taught basic orienteering skills, then work as a team to navigate our “Relic Hunting” course to find the treasure at the end of the course.

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

# **HIGH ADVENTURE**

**NOTE: HIGH ADVENTURE ACTIVITIES ARE AVAILABLE ON A FIRST COME, FIRST-SERVED BASIS. THEY CAN BE RESERVED AT THE TIME YOUR RESERVATION AGREEMENT IS CREATED. AN ADDITIONAL FEE APPLIES AS NOTED FOR EACH ACTIVITY.**

## **Climbing Tower**

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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

## **Creek Freak Zip Line**

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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:** 4<sup>th</sup> Grade  
**Extra Charge:** \$5.00

## **Giant Swing**

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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:** 4<sup>th</sup> Grade  
**Extra Charge:** \$5.00 per Student

## **High Ropes**

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'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:** 5<sup>th</sup> Grade  
**Extra Charge:** \$10.00 per Student

## **Tower Zip Line**

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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:** 7<sup>th</sup> Grade  
**Extra Charge:** \$5.00

## **Zoom Toss Zip Line**

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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:** 3<sup>rd</sup> Grade  
**Extra Charge:** \$5.00

# **CULTURE & HISTORY**

## **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**

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 19<sup>th</sup> 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.



**WINTER**

**NOTE: DUE TO THE UNPREDICTIBILITY OF MICHIGAN WINTERS, WE ASK TEACHERS TO SELECT BACKUP ACTIVITIES IN CASE THE WEATHER ISN'T SAFE OR CONDUCTIVE TO WINTER ACTIVITIES.**

## **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

## **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:** Double

## **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

## **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

## **Tobogganing**

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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

## **Snowshoeing**

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Fitted with snowshoes, students receive a short lesson on snowshoe basics and proper form. After, the group will traverse along the woodsy trails that cover Camp Copneconic.

**Season Availability:** Winter (Severe weather restrictions may apply)  
\*Best with 8"+ snowfall  
**Activity Length:** Single

# **EVENING ACTIVITIES**

## **Board Game Shark Tank**

Campers will design their very own board game, rules, spinner, and all, then will present it to the Sharks! The campers will explain their games, haggle for the best price, and compare games with each other.

**Seasonal Availability:** All Seasons

**Activity Length:** Single

## **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**

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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**

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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**

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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**

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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

## **Night Hike**

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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**

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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**

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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

## APPENDIX – LIST OF PROJECT EARTH ACTIVITIES

### E-STEM

Balloon Cars  
Bird Brains  
Bridging the Gap  
Ecomania  
Eggbert  
Firequest  
Fishing  
Habitrackers Nature Hike  
Horse Sense

In Cold Blood  
Invasive Species  
Owl Alert  
Pond Study (“Aqua Safari”)  
Predator/Prey  
Recycling Rally  
Robot Hands  
Sink or Float

### RECREATION

Archery  
Canoeing  
Capture the Flag  
Dig It  
Disc Golf  
Games Galore  
Human Foosball

Kayaking  
Mountain Biking  
Outdoor Cuisine  
Tandem Kayaking  
Ultimate Fitness  
Woodland Artists

### TEAMBUILDING

Creature  
Indoor Initiatives  
Lost

Low Ropes Challenge Course  
Orienteering (“Relic Hunters”)

### HIGH ADVENTURE

Climbing Tower  
Giant Swing  
High Ropes

Creek Freak Zip Line  
Tower Zip Line  
Zoom Toss Zip Line

### CULTURE & HISTORY

Dreamcatchers  
Global Sports  
Michigan Country  
Native American Storytellers

Native Peoples  
Pioneer Crafts  
The Heritage Trail

### WINTER

Broomball  
Cross Country Skiing  
Ice Skating

Ice Fishing  
Snowshoeing  
Tobogganing