

Road Block

Required Materials:

1. Bag of supplies
 - a. String
 - b. Scissors
 - c. Demo rope that is thicker
 - d. Watch
 - e. Scrap quarter sheets of paper
 - f. Pencils
 - g. Glass baby food jars (some for bug captures and some for testing rock hardness)
 - h. Steel nails
 - i. Pennies
 - j. Rock to demonstrate on for rock detective
2. Road block sheet with challenges and place to record points.
3. Map of camp.

Anticipatory Set (Lead-In):

You will be leading the students around to different places around camp to complete the different activities listed below. The students get points for their team by participating in the activities and completing them. Keep a running total of the points for each team so that at the end we can compare the teams and how they did. You are not to give answers or help them in any fashion, it is up to them to solve or complete the activity. It is not expected that they finish the entire program so time will be your limiting factor. **Limit each activity to 3-5 minutes so that things keep moving, but allow the students enough time to complete it.**

Step-By-Step Procedures:

1. Assemble group and check to see if any of them need to go to the restroom or get a drink before you begin.
2. Inform them that this is a timed activity where they are trying to finish as many activities as they can in the time allowed.

3. Let them know that you are not going give them the answers; it is up to their team to finish the activities.

Activities and areas.

1. Everybody Up (Between the volleyball court and the driveway).
2. Tree name challenge (The trees nearest to each of the girl's cabins marked with yarn, White Pine is the exception, it is behind the cabin. Each tree that is closest to the front of the girl's cabins is the tree the cabin was named after, except White Pine which has white pines out behind the cabin.)
3. Knot tying (Meeting space behind the amphitheater). Show the students how to tie the knots and help them as they try to replicate the knots (this is the one exception where you can help guide them through the process).
4. Bird id (Where the driveway crosses the water or the board walk once it is finished). You don't have to know the names of all the birds, but they get points for every bird they can point out, and then 2 points for each different kind, and three if they can convince you they know the name of one of the birds, and close is good enough (like a goose it doesn't have to be a lesser Canadian goose).
5. Epic skit (On the playground equipment).
6. Poetry corner (The porch area of the boat house at main beach).
7. Bug safari (Between the Chapel and the marshy area and on the way up that trail toward the upper flat).
8. Tasty treats (Upper flat behind girl's cabin area). Each student to earn the points must eat one leaf of each plant described.
9. Sand sculptures (Volleyball court on the upper flat).
10. B-ball round up (Basketball courts on the upper flat). Everyone has to try to make a basket.
11. Rock detective (Look for rocks in the parking lot). You have them all find a rock and then as a group you have them try to scratch it with their finger, then with the penny, then with the nail and finally see if it will scratch glass. You know it has been scratched when you can rub your finger on the rock and get a white powder to rub off or you have scratched the glass if the scratch will not rub off.

Everybody Up

Short Description: Pairs sit on the floor with toes touching, knees bent, and holding hands. They are to pull each other in an attempt to get up at the same time.

Variations: Can do back to back. Increase number in each group every time they accomplish the goal. See if the whole group can find to a way to pull/push each other up at the same time.

Give points for each subgroup that can complete the activity. Start with the lowest number and build to the higher numbers until everyone is one big group. They decide when they have gotten as far as they can and then move on to the next activity.

Groups of 2-3 each get 2 points = _____

Groups of 4-6 each get 6 points = _____

Groups of 8-12+ each get 54 points = _____

Tree Name Challenge

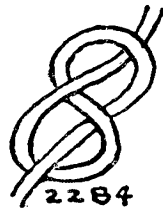
This is a riddle for the strong of mind but not the weak of heart. Simple points can be found by just looking for them. Before each cabin there lies a tree that is closest, except one in which the trees lay behind. For each tree there is a name that is worth 25 points if you can tell me the name of such trees in front of each cabin.

Total points = _____

Knot Tying

Each person earns the team 10 points for learning and tying the knot.

Figure 8
Knot



← Total points earned

Bird Id

Take three minutes and spot as many birds as you can.

Total number of birds observed _____ X 2 point each = _____

Number of different types of birds _____ X 5 points each type = _____

Identified birds _____ X 10 Points each type = _____

Epic Skit

In this adventure you will be in groups of 3-4 and using the playground equipment to act out a story about being pioneers and climbing up a mountain to discover a new part of America never explored before.

Include in your skit what you might find and what it might look like.

100 points for each groups skit = _____

Total so far for this page = _____

Poetry Corner

Write a poem that has 3 lines with 5 then 7 then 5 syllables

I went outside now
Look at the boats in the lake
Like swans on a pond

Every student that writes a haiku poem earns the team 50 points = _____

Bug Safari

Every student that catches a bug (nothing that bites or stings) in a jar
earns the team 25 points = _____

Tasty Treat

For each type of the below plants they eat the students earn their team 20 points = _____

Clover: Flowers, leaves, or roots . High in protein.

Dandelion Leaves, roots, and flower (vitamin A, B, C, and E.)

White Pine: Needles are an excellent source of vitamin C, chew them and spit them out.

Sand Sculptures

Everyone must create their own building to be a part of a city your team creates. Your city
needs roads that connect all the buildings. You have 5 minutes to complete your city.

Each building with connecting roads earns the team 15 points = _____

B-Ball Round-Up

In 3 minutes make as many shots as you can add up the total from everyone = _____

Rock Detective





Find a rock in the corner of the parking lot. Using the tools provided try to figure out the hardness of the mineral in your rock. Remember rock are made out of a lot of different minerals, but minerals are all one thing. Get 30 points for each rock you figure out the hardness for.

Total = _____

Total from other side = _____

Total from this side = _____

Grand Total = _____

Hardness	Mineral	Tests
1	Talc	Can be rubbed off with a finger. 
2	Gypsum	Can be scratched with a fingernail. 
3	Calcite	Can be scratched with a penny. 
4	Fluorite	Can scratch a penny but not a metal nail.
5	Apatite	Can be scratched with a metal nail. 
6	Feldspar	Scratches a metal nail.
7	Quartz	Scratches glass. 