

Nature Hikes-

Guided nature hikes can take place in any suitable local green space (public park, woodland, open field, etc.) near the client's site. These hikes can cover a variety of different topics, including, but not limited to some examples listed below. If the green space is not suitable for a full hike, program games or activities that would fit with the program theme may be included.

Animals Big and Small: While this hike topic focuses on animals, it also focuses on where they live. What habitats are needed for different types of wildlife to live near us? Which animals can live closer to humans, and which need more space? What kinds of living spaces can we find along the hike? What worlds exist below a log or in the branches of the trees around us?

Exploration: This general nature hike is partially participant led, allowing those on the hike to ask the educator about things they see or hear that they would like to know more about. The educator will also point out interesting natural features passed on the hike, such as animal tracks/sign, habitats, plant varieties, and more.

Find the trail: This hike introduces participants to different styles of trailblazing or way marking. Way marking consists of setting a trail with symbolic markers which can be done a variety of ways. Participants will need to keep their eyes open to find markers and then try to figure out what the marker is directing the next step is.

Nature Sense: What are we missing out on when we just look at the nature around us? What can we hear, smell, or touch as well? This hike topic reviews how to use all of our senses to interact with and observe the natural world around us. Listen for birdsong or insect noise. Smell the pleasant smell of flowers or the musky aroma of skunk cabbage. Feel the difference in the bark of an oak compared to the bark of a birch.

Owl Hikes (seasonal, night): Owls are known for being silent. However, at certain times of year, there is a chance to hear owls as you walk along. This hike is most effective in the winter between January and March. This hike should not take place in the same area more than once every month to keep from disturbing the owls in the area. **Remote/virtual option available.*

Scavenger Hunt: On this hike participants will try to find objects hidden along the trail. These objects are a mixture of manufactured and natural materials to give participants a chance to compare which items camouflage better.

Tracking: This hike focuses on the many tracks and signs animals leave as clues that they are in the area. Such clues may be prints in the dirt, food scraps, nesting sites, calls, smells, and more. Through the use of observational skills, participants will learn of the many different signs to look for that animals are active even in what we consider some of our most urban areas. Participants can also make plaster animal tracks for an additional material fee per participant.

**Remote/virtual option available.*

What grows here?: This hike focuses in on the many varieties of plants that we can observe in the space around us. Plants that are harmful or helpful to humans as well as wildlife. What benefits are provided by poison ivy for example? What defensive or growing strategies are used by botanical life to grow and reproduce? **Remote/virtual option available.*

Animal Adaptations-

In this program, participants will learn about many of the animals which are local to our area as well as some of the ways they have evolved to interact with the environment. What animals are predators, hunting for all their meals, and which find other means to feed themselves? How do they deal with the extreme temperatures in winter or summer? Program includes the opportunity for participants to get a closer look at some of these adaptations by observing fur, feathers, and bones of some local species. The educator will also explain some of the ways animals keep themselves safe through defensive features such as camouflage or other adaptations. **Remote/virtual option available.*

How to Camp-

This is an introduction to camping, including an overview of different camping and personal equipment to pack, how to set up a campsite, hands-on demonstration to put up a tent, and much more. What items are vital and what are optional? What do you have to do differently in different seasons? How far should a campfire be from your tent site? How do you build a campfire? What do you do with your food waste? These questions and more are answered in this program, great for beginning campers or as a refresher for those that have not camped in a while. **Remote/virtual option available.*

Map and Compass Programs-

Learn about the skills of reading a map or navigating with a compass. These tools can be used to find your way from one destination to another even if you have never been in the area before. By knowing how to read a map, you can know how to plan for a trip before you arrive by understanding the types of terrain you might encounter along the way. When using a compass, you can help establish which direction to go to reach your destination. This program will allow participants to learn the basics parts of a compass, as well as the typical symbols used on maps to be better equipped to use both. Simple compass kit included for additional material fee per participant. **Remote/virtual option available.*

Solar cooking-

Learn how to use a variety of different cookers to harness the sun's energy to make a meal. This program includes both commercially available and do-it-yourself style solar energy powered ovens to cook with. Using this renewable energy source for cooking benefits the environment and reduces the wastes generated by other cooking methods. The program will also explain the basics of how these cooking devises work. Meals can be planned before the program to provide options for dietary considerations or can be set by the educator. There is an additional materials fee per participant for this program.

Survival Bracelets/Survival kits-

This program focuses on the use of simple versatile items to create small kits that can be useful in survival situations. Survival bracelets are simple survival kits that you can wear. The participants will be taught how these items could be used to meet a variety of different survival needs. Program can choose one option or the other for participants to make, although both could be done in a slightly longer program. Additional material fees per participant apply.

Wilderness Survival-

This program introduces participants to the basics of wilderness survival techniques. Learn how to build survival shelters, gather water, keep yourself healthy, and find edibles in the wilderness. More importantly, find out which of these options should take priority in a survival situation. The program can also show the basics of fire building and the variety of uses for fire in the wild. This course can be run as a single program, covering these different topics briefly, or as a series of programs going into greater details of each skill over the course of several programs. **Remote/virtual option available.*

Learn to Play-

This gaming program is a smaller version of our game convention program. While still including several different games this program tends to be shorter and have a set theme.

Role Playing Games-

Participants will take part in a role-playing game of imagination and humor taking them through many varied locations while attempting to solve the quest they are on. Role playing games help participants work together and develop problem solving and communication skills. **Remote/virtual option available.*

Traveling Game Convention-

This event is a tabletop convention in miniature. Card, board, and role-playing games will be provided and taught for the length of the program. These games are chosen to show off a variety of different game mechanics and support many players. The event is divided into three segments. The first segment starts with several card games with simple rules and quick play times. Then the players move on to a collection of board games, with slightly more in-depth rules and longer duration. The event ends with a customized role-playing adventure set to either a specialized plot for the event itself or based off a theme chosen by the hosting organization. The game convention program can be scheduled for four- or six-hour intervals currently. Custom programs for lengthier intervals can be requested. This program can exceed the base participant limit.

***Listed programs also include a basic informational program that can be presented remotely. Virtual events do not include hands-on demonstrations or additional material fees.**

Program Fees

Base program rate \$200 per hour for around 25 participants.

Additional program material fees:

Map and Compass: \$3 per participant (Optional)

Solar Cooking: \$5-10 per participant (Varies based on menu)

Survival Bracelets: \$8 per participant

Survival Kits: \$5 per participant

Tracking: \$3 per participant (Optional)

Additional travel fees may apply depending on location.