



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING



YMCA CAMP THUNDERBIRD ENVIRONMENTAL EDUCATION CENTER FIELD TRIP PLANNING PACKET



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WELCOME TO CAMP THUNDERBIRD

Who We Are

The Environmental Education Center at Camp Thunderbird is an outdoor education program designed to intertwine education and nature with a taste of camp life!



What We Do

We offer highly customizable field trips focusing on environmental science, team building, and classic camp activities. Our program supplements your school's curriculum through engaging activities in a truly unique setting.

What Makes Us Unique



- **Overnight lodging in our cabins.**
Fully equipped with bathrooms, showers, and heating/AC.
- **30+ activities and classes to choose from.**
- **Dining hall with a variety of hot meals provided by our chefs.**
- **Custom trips built to fit your group's needs.**
- **The view**

DESIGNING YOUR VISIT-Trip Options

We charge per learning group (1 learning group = 24 students)

1 free adult per 15 students

No cost for teachers

Ratio of 1:15 adult to children required

<p><u>Trip A: 1 day 0 nights</u> Custom time frame 2-4 Activity blocks Hot Lunch Cost: (Aug.-Oct. & Mar.-May)</p> <ul style="list-style-type: none"> • \$795 per 24 students • \$15 per additional Chaperone <p>Cost: (Nov-Dec & Jan-Feb)</p> <ul style="list-style-type: none"> • \$675 per 24 students • \$10 per additional Chaperone 	<p><u>Trip A- : 1 day 0 nights -No Meal</u> Custom time frame 2-4 Activity blocks Bring your own lunch Cost: (Aug.-Oct. & Mar.-May)</p> <ul style="list-style-type: none"> • \$675 per 24 students • \$10 per additional Chaperone <p>Cost: (Nov-Dec & Jan-Feb)</p> <ul style="list-style-type: none"> • \$555 per 24 students • \$5 per additional Chaperone
<p><u>Trip B: 2 days 1 night</u></p> <p>-Start time: between 11am-2pm (day 1) -End time: Between 11am-1pm <u>Includes:</u> Day 1 – Dinner Day 2 – Breakfast, Bagged Lunch 4-6 Activity Blocks T-Shirt for every student \$75 premium activity credit/24 students</p> <p>Cost: (Aug.-Oct. & Mar.-May)</p> <ul style="list-style-type: none"> • \$2,025 per 24 students • \$60 per additional Chaperone <p>Cost: (Nov-Dec & Jan-Feb)</p> <ul style="list-style-type: none"> • \$1,725 per 24 students • \$40 per additional Chaperone 	<p><u>Trip C: 3 days 2 nights</u></p> <p>-Start time: between 11am-2pm (day 1) -End time: Between 11am-1pm <u>Includes:</u> Day 1 – Dinner Day 2 – Breakfast, Bagged Lunch 6-9 Activity Blocks T-Shirt for every student \$150 premium activity credit/24 students</p> <p>Cost: (Aug.-Oct. & Mar.-May)</p> <ul style="list-style-type: none"> • \$3,025 per 24 students • \$100 per additional Chaperone <p>Cost: (Nov-Dec & Jan-Feb)</p> <ul style="list-style-type: none"> • \$2,750 per 24 students • \$90 per additional Chaperone



*Schools designated as Title 1 for the School year are eligible for a 12% discount on field trip fees.
(Food and merchandise excluded)*



DESIGNING YOUR VISIT

Classes and activities

Premium Activities – Unique classic camp activities. These activities have limited availability and incur an additional charge.

- Aerial Adventure Course – \$300 per learning group.
- Alpine Tower + Giant Swing – \$360 per learning group.
- Alpine Tower – \$300 per learning group
- Archery – \$110 per learning group.
- Canoeing (Grades 3+) \$160 per learning group
- Equestrian Introduction – \$110 per learning group
- Equine Science* – \$190 per learning group
- Gellyball – 1 hour ±, \$100 per learning group.
- Giant Swing – \$240 per learning group

Classes and Activities

- Aquatic Ecology (Grades 5+)
- Backyard Biology
- Backyard Games
- Compass
- Creepy Crawlies
- Eco Heroes
- Environmental Debate (Grades 4+)
- Fire Building
- Fishing
- Forest Ecology
- Future Engineers
- Low Challenge Course
- Meelewing (Grades 4+)
- Meteorology
- Nature Art
- Pickleball
- Pioneer Life
- Teambuilding Games & Activities
- Water Wisdom
- Wilderness Skills / Survival 101
- Wildlife Ecology

Overnight trips include a
Premium Activity Credit

1 night = \$75 per group

2 nights = \$150 per group



Class and Activity Descriptions – Page 1 of 3

AQUATIC ECOLOGY

Roll up your sleeves as you and your students explore one of our lake's coves. Many discoveries await as you explore a major component of the Lake Wylie food web. Upon exploring the water, students will learn to use what we find to give us information about the health of the lake.

NC standard: LS.4.1, ESS.4.3.1, ESS.4.3.3, LS.5.2.2, LS.5.2.3

SC standard: K-ESS2-2, K-ESS3-3, 5-LS1-1, 7-LS2-1, 7-LS2-5, 8-LS1-5

AERIAL ADVENTURE COURSE*

This is an obstacle course set high up in the trees and allows participants to engage at a level they are comfortable with. This activity is great to explore personal challenges and also to facilitate teamwork. Certified instructors will guide every step of the way.

ALPINE TOWER*

Students will have the opportunity to challenge themselves by climbing and trying all the elements of our Alpine Towers course.

ARCHERY*

Students will be supervised by our certified staff as they learn shooting technique and try to get a bullseye at our archery range!

BACKYARD BIOLOGY

What lives here? Students will explore the living things that can be found in their own backyard. They will tour our camp garden, meet our chickens, and play games that lead them to learn about the plants and animals that are all around us.

NC standard: LS.1.1, LS.3.3, ESS.4.2, LS.5.2, LS.6.2, EES.6

SC standard: E-ESS2-5, LS2.B, 7-LS2-5, 7-LS2-3, 5-LS2-1

BACKYARD GAMES

Students can test their skills and work together during a fun relay race playing good 'ol yard games. Some elements may include cornhole, latter ball, can jam, spike ball, giant jenga, and more.

CANOEING*

Take to the lake! After a brief introduction and your students will discuss and demonstrate various paddling skills, safety techniques, and paddling terminology. Then, under the supervision of our lifeguard-certified staff, it's time for students to practice true teamwork by navigating their canoe in one of our protected coves on Lake Wylie.

COMPASS

Which way do we go? Students will learn the valuable compass and map skills through fun and interactive games and challenges.

NC standard: PS.PSc.6.4

CREEPY CRAWLIES

Bugs: Creepy, crawly and scary? Not necessarily. In this dynamic class students will discover the amazing world of bugs and the important role they play in the environment through games, observation, and everyone's favorite...the bug hunt!

NC standard: LS.4.1, LS.5.3

SC standard: 3-LS3-1, 8-LS1-5, 7-LS2-4, LS4.C

ECO HEROS

What can I do to save the planet? Students will explore and discover sustainable energy sources and learn where their energy comes from today. By learning about renewable alternatives, the 5Rs of zero waste, and conservation, students can become the Earth's next Eco Heroes.

NC standard: 4.G.1.2, 4.L.1.3, 8.P.2.2

ENVIRONMENTAL DEBATE

What ELSE could we do with the land at YMCA Camp Thunderbird? In this activity, students will work in teams to turn camp into a hypothetical alternative operation that is economically and environmentally sustainable. Students must then present their ideas to a panel of their teachers and chaperones who will decide which proposal is the best alternative operation for YMCA Camp Thunderbird.

NC standard: ESS.4.3, ESS.1.3, ESS.EES.6, ESS.EES.5, ESS.8.4

SC standard: K-ESS3-3, 2-ESS3-1, 5-ESS3-1, 7-ESS3-3

Class and Activity Descriptions – Page 2 of 3

EQUESTRIAN INTRODUCTION*

Students are invited to participate in a barn tour, learn how to and experience petting horses, feed the horses treats, and participate in a fun group game.

EQUINE SCIENCE*

Students will receive an introduction to equine science from our professional equestrian staff! They'll learn about appropriate environmental conditions for horses, physiology, nutrition and more.

FIRE BUILDING

We will explore the science behind the survival skill of making a camp fire. They will learn about fire safety and the proper components to build their own a campfire, then put their new knowledge to the test!

FISHING

Students can learn how to bait a hook and use different types of fishing equipment while trying to catch the big one when participating in our catch and release fishing class.

FOREST ECOLOGY

Time to hit the trail! Students will participate in a hike on one of our beautiful nature trails. Along the way they will learn about the parts of our forest and the living things that call it home. As well as hiking, students will play games that reinforce key ecology concepts.

NC standard: LS.3.2, LS.3.3, LS.4.1, LS.5.2, LS.6.1, LS.6.2, LS.8.2

SC standard: 7-LS2-5, 7-LS2-4, 7-LS2-3, 7-LS2-1, 5-LS2-1, 2-LS2-1

FUTURE ENGINEERS

Put your thinking cap on! Students will participate in the spaghetti and marshmallow challenge, working together to use limited resources to build the tallest structure possible. They will explore key concepts of physics and engineering.

GELLYBALL*

Gellyball is a low-impact game similar to paintball, but lower-impact and less messy! It uses battery-powered blasters to launch hydrated gel orbs at targets or other players in a variety of game scenarios. It's a lot of fun for everyone involved!

GIANT SWING*

Located adjacent to our Alpine Tower, the Giant Swing allows students to be pulled up into the air by their classmates. When the student is ready to swing, they let go of "Mr. Fuzzy" and fly through the air!

LOW CHALLENGE COURSE

This activity presents groups with more advanced challenges than our Teambuilding class. Students will be pushed physically, mentally, and emotionally as they work to achieve a common goal with their classmates. Communication, trust, and teamwork are essential elements that students must put into practice during this session.

MEELEWING

Meelewing (Mel-eh-vong) Translates to compassion in Afrikaans. This character development class explore what it takes for people different from one another to coexist. We will examine the values of respect, caring, responsibility, and trust through a highly immersive role playing game. Students divide into two groups, each with their own culture, language, social standards, government, and pastimes. The fun begins when ambassadors from each culture visit the other and students quickly discover their profound differences. The lesson continues to involve compromise, effective communication, and concludes with a thorough debrief of their experiences.

METEOROLOGY

How's the weather up there? Students will be introduced to a variety of meteorology tools and their uses and importance. They will participate in games that exemplify those concepts in a hands-on style.

NC standard: ESS.7.1, ESS.5.1

SC standard: 3-ESS2-1, 3-ESS2-2, 6-ESS2-5

Class and Activity Descriptions – Page 3 of 3

NATURE ART

Let the creativity flow! Small groups will create their own sculptures using only natural materials. This class helps students learn to appreciate nature through art and art in nature. A great way to slow down and observe nature, focus on one's own senses, and recognize the value of art in science.

NC standard: 4.V.1.3, 5.V.1.2, 3.CX.1.5, 2.CX.1.5

PICKLEBALL

Students will get an entry-level introduction to the game, learn the basic rules, play games and challenge each other in the fastest growing sport in America!

PIONEER LIFE

Students "load up their wagons" in a role-playing game. They will have limited resources to overcome challenges just like the ones pioneers faced traveling from Pennsylvania to South Carolina on the Piedmont Wagon Trail.

NC standard: 3.H.1, 4.H.1, 5.H.1, 6.G.1

SC standard: 4.2.CX, 4.3.CO, 4.3.CE, 5.1.E, 8.2.CC

TEAMBUILDING GAMES & ACTIVITIES

Students test their patience, attention to detail, and communication skills in this exciting teambuilding activity. Your students will participate in a series of activities focusing on both verbal and non-verbal communication, trust, and collaboration.

SC standard: 2.C.2.3

WATER WISDOM

In this activity, students will explore the ways that water quality affects life. They will participate in a water filtration experiment, discuss the evolution of water quality in the US. As well as engage in activities that deepen their understanding of the fragile ecosystem that is sustained by Earth's water sources.

WILDERNESS SKILLS / SURVIVAL 101

Do you have what it takes to make it in the wild? In this class students will learn basic wilderness survival skills like shelter building, what to bring with you into the forest, and so much more. Instructors will lead students through a variety of activities and games that put their knowledge into action.

WILDLIFE ECOLOGY

What is wildlife? Students will learn how animals interact with each other and their environment. They will explore our wildlife room, complete with live animals and animal artifacts. They will learn all about the five types of vertebrates and play games to teach key ecology ideas.

NC standard: LS.4.1, LS.5.3, LS.7.1

SC standard: 1-LS3-1, 3-LS3-2, 3-LS4-2, 4-LS1-1

Sample Schedules

Trip A – 1 Day 0 Nights

9:00 – Arrival and Welcome
9:15 – Activity / Class
10:15 – Activity / Class
11:30 – Lunch
12:45 – Activity / Class
2:00 – Depart

Trip B – 1 days 1 night

Day 1 (arrival day)

11:00am – Arrival & Welcome
12:00pm – Lunch
1:15pm – Activity / Class
2:30pm – Activity / Class
3:45pm – Activity / Class
5:00pm – Dinner
6:30pm – Evening Program
8:30pm – Cabin Time
10:00pm – Lights Out

Day 2 (departure day)

8:00am – Breakfast
9:00am – Activity / Class
10:15am – Activity / Class
11:30am – Bagged Lunch
12:00pm – Departure

Trip C – 3 days 2 nights

Day 1 (arrival day)

11:00am – Arrival & Welcome
12:00pm – Lunch
1:15pm – Activity / Class
2:30pm – Activity / Class
3:45pm – Activity / Class
5:00pm – Dinner
6:30pm – Evening Program
8:30pm – Cabin Time
10:00pm – Lights Out

Day 2 (full day)

8:15am – Breakfast
9:30am – Activity / Class
10:45am – Activity / Class
12:00pm – Lunch
1:15pm – Activity / Class
2:30pm – Activity / Class
3:45pm – Activity / Class
5:00pm – Dinner
6:30pm – Evening Program
8:30pm – Cabin Time
10:00pm – Lights Out

Day 3 (departure day)

8:00am – Breakfast
9:00am – Activity / Class
10:15am – Activity / Class
11:30am – Bagged Lunch
12:00pm – Departure



Lodging

Students stay together in cabin groups of 12-24. The school's lead teacher is responsible for creating their group's cabin assignments. Each cabin must include at least one teacher/chaperone. Additional housing for extra chaperones and teachers is available upon request, based on availability.

Our cabins are duplex-style with showers and restrooms on each side, air conditioning, heat, and twin-sized bunk beds.

Groups will be assigned cabins for their stay. If you would like to request specific cabins, please let us know during the planning process. Changes must be made prior to arrival.

Food Service

We have a dedicated dining hall team who prepare all our delicious meals. Most dietary restrictions can be easily accommodated with advance notice. Participants with specific needs are also welcome to bring their own food (a refrigerator is available for them to use.)

Examples of food served		
Breakfast	Lunch	Dinner
Scrambled eggs Sausage Cinnamon rolls Biscuits Oatmeal Cereal	Chicken Patty sandwiches Pizza Tacos Hamburgers Chicken nuggets	Baked Chicken Pork Tenderloin Chicken tenders Pasta Pulled pork
*includes fruit/yogurt bar	*Includes salad bar	

Staff

Our Environmental Education Program prides itself on hiring and training professional staff that provide educational and fun experiences for students. Our diverse team members have education and experience in areas such as biology, conservation, forestry, education, and recreation. They enjoy the high-energy, action-packed environment of working with students in our outdoor camp setting.

Our staff must:

- Undergo a background check prior to employment.
- Complete an in-depth initial training before working with students.
- Participate in ongoing in-services on safety, skills, and teambuilding.
- Be consistently evaluated and coached for continuous improvement.
- Maintain certifications in CPR, First Aid, AED, and Lifeguarding.
- Have a love of working with youth and in the outdoors.



Overnight Groups

Evening Programs

After dinner is a great time to let loose and have fun. Our staff will host an evening program of your choice from the list below. We will do 1-2 activities per night.

- Campfire, skits, & s'mores
- Field Games
- Movie Night
- Wacky Olympics
- Dance Party
- Science Fair
- Owl Prowl
- Night Hike



CAMPFIRE AND SKITS

A camping tradition! Enjoy stories, skits, and songs your students will sing all the way home. Each cabin will receive a skit during dinner that they may practice directly after with their cabin adult. You will enjoy a night full of giggles as our instructors light a fire and open our stage so your students can perform skits to the delight of their peers.

DANCE PARTY

Get your dancing shoes on! Let loose and show off your best moves while our instructors DJ. Students are welcome to request their favorite songs and line dances or even engage in an epic dance battle. The sky's the limit!

FIELD GAMES

Burn off some surplus energy with an assortment of high-energy, fast-paced field games. Some options may include Gold Rush, Dodgeball, Capture the Flag, or other camp favorites.

LIARS' CLUB

Is that an old soda bottle? Or is that an ancient glass magnifying glass? What about a receptacle for water used in Ancient Greece? Students will have the time of their lives guessing the true use of these strange looking objects, while teachers and chaperones give various justifications for their version of the truth- each more convincing than the next!

MOVIE NIGHT

Enjoy a night relaxing with your students while watching a movie. We will happily provide you with a movie or bring your own!

WACKY OLYMPICS

Wacky Olympics is all about getting silly! What's better than some healthy competition, getting the wiggles out, and laughing along the way? There's nothing "fair" about these games, but they sure are fun!

MOVIE NIGHT

Enjoy a night relaxing with your students while watching a movie. We will happily provide you with a movie or bring your own!

Owl Prowl

Explore nature at night! In this activity, students will learn about the owls that can be heard in the Carolinas and the adaptations that make them successful nocturnal raptors through games.

Night Hike (November-February)

Experience a sensory awareness hike down one of our trails complete with activities that explore the way your senses change in the darkness of the night, and how animals use this to their advantage.

Packing List

Bring:

- ☐ Water bottle
- ☐ Sleeping bag or twin bedding
- ☐ Pillow
- ☐ Pajamas
- ☐ Daily change of clothes + 1
- ☐ Heavy and light layers
- ☐ Closed toed shoes (not crocs)
- ☐ Rain wear
- ☐ Hat
- ☐ Gloves, scarf, etc. (in fall/winter)
- ☐ Plastic bag for dirty clothes
- ☐ Shower items and toiletries
- ☐ Shower shoes
- ☐ Towel
- ☐ Sunscreen & bug spray

Optional:

- ☐ Chapstick
- ☐ Binoculars
- ☐ Flashlight
- ☐ Book
- ☐ Camera
- ☐ Travel mug (adults)
- ☐ Money for camp store

Do not bring:

- × Phones or electronics
- × Food, gum, candy, etc.
- × Weapons
- × Matches
- × Valuables
- × Nice clothes/shoes



Tips:

1. Make name tags for students that also lists their cabin and group number.
2. Ensure chaperones have a list of the students in their learning group.
3. Emphasize to chaperones that their participation in activities is expected.
4. Enthusiastic adults = enthusiastic kids
5. Be prepared for inclement weather



Program Policies – Please read

- The guiding principle is for chaperones and teachers to be with their group(s) and insist on safe, respectful behavior. It is important that teachers/chaperones be enthusiastic and supportive of YMCA Camp Thunderbird staff and encourage students to try new things while they are here with us.
- YMCA Camp Thunderbird staff will expect the chaperones and teachers to maintain and enforce behavioral guidelines for the students.
 - Cabins – an adult will stay in the cabin building with the students throughout the night. At no time should students be in their cabin without an adult – day or night.
 - Dining Hall – adults will accompany students to the dining hall, assist with student organization for meals, and sit with students during meals. We hope that adults will encourage a low-to-zero food waste meal in support of the staff and our environment. Adults will assist in assigning clean-up duties to students after meals.
 - Evening Programs and Activities – an adult must accompany children to all classes, activities, and programs.
 - Recreation Time – adults supervise students during recreation time.
- A minimum of one adult per 15 students is required on site.
- Participants will provide their own linens for overnight use.
- There can be no food or candy in cabins.
- Quiet hours are between 10:00pm and 7:00am. All students must be in their own cabins during that time.
- Cabins must be cleaned before breakfast on the day of departure.
- Students are not permitted in or near the lodging of other schools.
- The following items are not permitted on our property at any time: pets, alcohol, drugs, tobacco in any form, firearms, ammunition, flammable liquids, explosives, and poisonous substances.
- Groups and individuals are not permitted on our docks without YMCA Camp Thunderbird staff. All water activities must be pre-arranged with a Camp Thunderbird Director or Coordinator. Lake swimming is not permitted.
- All fires must be prearranged with Camp Thunderbird staff.
- All vehicles must be parked in designated parking areas – a fire lane must be maintained.
- Schools are responsible for the storage of and dispensation of all medications while at YMCA Camp Thunderbird and for providing an on-duty adult with current certification in age-appropriate First Aid and CPR/AED.
- YMCA Camp Thunderbird does not provide accident or medical insurance for visiting groups.
- The school is responsible for assigning students to their cabin and learning groups before arrival at camp.
- Schools will be charged for any new damages to buildings and equipment or excessive cleaning needs.
- The school is responsible for bringing signed YMCA Camp Thunderbird waiver forms for every student, teacher, and chaperones in attendance.
- Schools must provide certificate of insurance six weeks prior to visit.
- Students may not use phones during programming.

Group Booking Policies – Please read

Deposit

YMCA Camp Thunderbird requires a 30% deposit, based on the contracted price for your visit.

Contract & Payment Schedule

- Contract must be signed within one week of receipt.
- 30% deposit due within 30 days of receiving the contract.
- Final participation number updates due by 3 weeks prior to arrival.
- Final payment of 70% (or remaining balance) due 2 weeks prior to arrival.

Attendance Guarantee

- Increases in the number of participants will result in an increase of the total cost.
- The final invoice is based on the number of participants/learning groups.
- Decreases in number of participants must be received in writing at least 3 weeks prior to your trip to reduce the cost. Decreases made after that date will not result in a cost reduction.
- You may increase your participation numbers at any time if space is available. Please contact our team to confirm availability.

Cancellation and Refund Information

- YMCA Camp Thunderbird contracts its staff well in advance of a visiting group. Our staff size and salaries are based on participation numbers and the arrival/departure times reflected in your contract.
- Deposits are non-refundable
- Groups that cancel within 90 days of their arrival date will be billed for 50% of their scheduled participants.
- Cancellations due to travel advisories or school closures are not subject the 50% payment. Deposits will be applied to a rescheduled trip for up to a year.

Communication

Please let us know what your needs, challenges, and changes might be. We may be able to work with you in extenuating circumstances.

