YOUR SCHOOL NAME

PIONEER HERITAGE - RIVER OR LAKE VILLAGE

Sample Three Day Schedule

Day 1

11:00 - 11:30 EST	Arrive + Move in
11:30-11:45	Orientation
11:45 - 12:15	Sack Lunch *(not provided by camp)*
12:15 - 12:45	Walk to settlement + opening
12:45 - 1:45	Period 1
1:45 - 2:45	Period 2
2:45 - 3:45	Period 3
3:45 - 4:45	Period 4
4:45	Group Picture
5:15	Hoppers/ Flagpole
5:30	Dinner
7:30	Campfire

Day 2

7:00	Wake up
7:45	Hoppers/Flagpole
8:00	Breakfast
9:00 - 10:00	Period 5
10:00 - 11:00	Period 6
11:00 - 11:45	Black Hole or Bullet Slide
11:45	Hoppers/Recreation Time
12:00	Lunch
1:00 - 2:00	Period 7
2:00 - 3:00	Period 8
3:00 - 4:00	Period 9
4:00 - 5:00	Period 10
5:15	Hoppers/Flagpole
5:30	Dinner
7:30	Evening Program

Day 3

7:00	Wake up! Pack up + move gear to cabin porch
7:45	Hoppers/Flagpole
8:00	Breakfast
8:45 - 9:45	Period 11
9:45 - 10:45	Period 12
10:45 - 11:45	"Those Who Dared" video adventure
11:45	Hoppers
12:00	Lunch
12:45	Closing
1:00	Head for Home

All changes in schedule or rotation grid **must** be approved by the Camp Tecumseh YMCA Outdoor Education Director at least **two weeks prior** to your Camp visit.

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Sample Three Day Schedule

	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6	Period 7	Period 8	Period 9	Period 10	Period 11	Period 12
	DAY 1				DAY 2						DAY 3	
Native American Cultures	Weavers						Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters
Pathfinders	Hunters	Weavers						Explorers	Fur Traders	Black-smiths	Path-finders	Coopers
Barnyard	Coopers	Hunters	Weavers						Explorers	Fur Traders	Black-smiths	Path-finders
Hoosier Poets	Path-finders	Coopers	Hunters	Weavers						Explorers	Fur Traders	Black-smiths
Trappers Trade	Black-smiths	Path-finders	Coopers	Hunters	Weavers						Explorers	Fur Traders
Pioneer Cooking (Camp Staff Led)	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers						Explorers
Necessities of Life	Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers					
Fishing		Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers				
Schoolhouse			Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers			
Yankee Ingenuity				Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers		
Log Cabin Building (Camp Staff Led)					Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers	
Pioneer Recreation						Explorers	Fur Traders	Black-smiths	Path-finders	Coopers	Hunters	Weavers
	12:45 - 1:45	1:45 - 2:45	2:45 - 3:45	3:45 - 4:45	9:00 - 10:00	10:00 - 11:00	1:00 - 2:00	2:00 - 3:00	3:00 - 4:00	4:00 - 5:00	8:45 - 9:45	9:45 - 10:45