



Redwood Ecology & Outdoor Living

Memorial County Park

EXAMPLE ITINERARY

Day 1

12:00pm STUDENTS & CHAPERONES ARRIVE AND MEET THE FIELDGUIDES :)

12:30-4:00pm STUDENTS BREAK INTO STUDY GROUPS

Students play a variety of group games, set-up their tents, and venture out for a mini-hike/nature exploration such as a creek walk, in-depth look of the forest floor, or introduction to using a compass.

4:00-4:30pm BACK TO CAMP FOR SHARE-OUTS & CAMP RULES

Students reconvene to review the day, share what they learned, and discuss camp life rules. Meanwhile, chaperones meet up with the fieldguides site director for a brief orientation.

4:30-6:00pm TENT ASSIGNMENTS & FREE TIME

Students unload their gear, get settled, and enjoy some free time (supervised by teachers/chaperones). Sports equipment and cards/games are available for student use.

5:15pm DINNER PREP

Students have a chance to help out in the kitchen as select study groups help prepare dinner (alongside the Fieldguides staff) for the whole group.

6:00pm DINNER & CLEAN-UP

Students are once again an integral part of camp-life, working together with their study group to help the fieldguides staff with dishwashing and clean-up.

7:45pm NIGHT HIKE OR SQUARE DANCE AND SHORT CAMPFIRE

Option for a short night hike within their study groups or a whole camp square dance. We complete the evening activities with a short campfire complete with songs and skits from our talented fieldguides.

8:45pm PREPARE FOR BED. All quiet by 10pm

Day 2

7:00am EVERYONE UP :)

7:15am GROUP OF STUDENTS HELP PREPARE BREAKFAST

Students have another chance to help out in the kitchen as select study groups help prepare breakfast (alongside the Fieldguides staff) for the whole group.

8:00am BREAKFAST, CLEAN-UP, AND GETTING READY FOR THE DAY

Students are once again an integral part of camp-life, working together with their study group to help the fieldguides staff with dishwashing and clean-up.



9:30-4:00pm ALL DAY HIKE & ACTIVITIES IN STUDY GROUPS

While out on the trail students will learn about the local environment and be challenged to use their map & compass skills to find their way around the park. Highlights include visiting the park's largest redwood tree, walking through Pescadero Creek searching for macroinvertebrates and discussing the health of the local waterways, creating dichotomous keys to identify native trees, and discovering the macroscopic and microscopic intricacies of the redwood forest floor.

4:00-4:30 BACK TO CAMP FOR SHARE-OUTS & GROUP GAMES

4:30-6:00pm FREE TIME (chaperones supervise)

5:15pm DINNER PREP

Students have a chance to help out in the kitchen as select study groups help prepare dinner (alongside the Fieldguides staff) for the whole group.

6:00 pm DINNER & CLEAN-UP

Students are once again an integral part of camp-life, working together with their study group to help the fieldguides staff with dishwashing and clean-up.

7:45 pm CAMPFIRE (skits, songs, games & Fieldguides famous N'mores)

Students perform skits & songs around the campfire while enjoying Fieldguides famous N'mores.

8:45pm PREPARE FOR BED. All quiet by 10pm

Day 3 7:00am EVERYONE UP :)

Students pack their gear and work together to clean-out and break down tents.

8:00am BREAKFAST, CLEAN-UP, ALL CAMP PACK-UP

9:30am-10:30am LAST HIKES WITH STUDY GROUPS

Students have one more chance to try out their navigation skills, visit another area in the park, and learn more about the redwoods.

10:30-11:30 LARGE GROUP GAMES

Study groups meet up for collaborative play & interactive learning activities. Highlights include making their way across a "treacherous landscape", working together to maintain the energy flow of an ecosystem, and keeping the chaos in check while they try to complete a common task.

12:00pm CLOSING CIRCLE, GOODBYES, AND LUNCH TO GO!!



LOOKING FOR MORE DETAILS? CHECK OUT THE FOLLOWING ACTIVITY DESCRIPTIONS.

Please note that the exact activities may vary by study group leader or desired focus of the program. The following represent examples of the types of activities you can expect.

-Ranger/Ranger: Students become that ranger as they teach others in their study groups fun forest facts they learn from their fieldguide.

-Hug a tree: Students pair up and one student leads their blindfolded partner to a specific tree. The blindfolded partner tries to learn as much about their tree as possible while blindfolded. Once the blindfold is removed, they see if they can find their tree.

-Inside a Square Meter: Students make observations of everything they can find inside a square meter on the redwood forest floor and record their observations in a field journal. They learn about the unique conditions of life below the redwood canopy.

-What's in the water? Students search Pescadero Creek for aquatic benthic macroinvertebrates and learn what they can tell us about the water quality while discussing the greater watershed of San Mateo County. .

-Name that Tree: Students identify important descriptors for a variety of native trees in the area. They work together to create a dichotomous key to identify the various trees.

-Forest Scavengers: Students are sent out to find items from their surroundings. They try to gather as many of each thing as possible in the time given. Ex. Redwood pine cone, Douglas Fir pinecone, edible plant, leaves of plant you can ID, conifer needles, etc.

-Energy Pipeline: Students learn about the flow of energy through an active fun-filled simulation game in which they take on the role of different trophic levels.

-Find your way home: Students learn basic map skills while out on the trail, then the fieldguides take a step back from leading and the students become responsible for navigating their way home.

-Can you 'bearing' it? A compass scavenger hunt: Students follow clues by taking compass bearings until they reach their final destination where their treasure awaits!.

-Chaos Circle: Students attempt to continue passing a ball in a specific order while the group receives more & more challenges such as a second name ball, "fire" balls they have to keep out of the center, and a buzz ring they have to keep buzzing.

-Gnarly Wave: Students work together to figure out the pattern that allows each student to pass through the "gnarley wave" (jumprope).