

OUTDOOR EDUCATION ACTIVITY PREFERENCE FORM



Lead Teacher/Chaperone:

This Activity Preference Form is required with your booking to ensure we can create a custom schedule in line with your school's specific needs. Please refer to our Teacher Planning Guide to discover which "Track" is best for you and your students.

Please do not hesitate to reach out with any questions regarding your upcoming trip.

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School Information

Preferred Dates: _____

Lead Teacher/Chaperone: _____

School Name: _____

Grade(s): _____

Number of Students: _____

Number of Chaperones _____

Preferred Number of Activity Groups: _____

Which Track Do You Choose?

Please X which Track and Activities you would like for your students.

General Track

One Day 1st-4th Grade

Daytime Activities (Select 3)

- Alpine Tower (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Group Challenge (1 hour)
- Commander (1 hour)
- Gaga Ball (1 hour)



Three Day 1st-4th Grade

Daytime Activities

- Alpine Tower (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Group Challenge (1 hour)
- Mauka Hike (1 hour)
- Malama Aina (1 hour) Hybrid Botany/Marine Biology
- Commander (1 hour)
- Gaga Ball (1 hour)
- Nature Art (1 hour)

Two Day 1st-4th Grade

Daytime Activities

- Alpine Tower (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Group Challenge (1 hour)
- Commander (1 hour)
- Gaga Ball (1 hour)

Evening Program

- Campfire

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress

Evening Programs (Select 2)

- Scavenger Hunt
- Campfire
- Science Fair
- Egg Drop
- Minute to Win It

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress



Environmental Track

One Day 5th-6th Grade

Daytime Activities (Select 3)

- Botany (1 hour)
- Marine Biology (1 hour)
- Mauka Hike (1 hour)
- Group Challenge (1 hour)
- Swimming (1 hour)
- Alpine Tower (1 hour)

One Day 7th-12th Grade

Daytime Activities

- Swimming (1 hour)
- Marine Biology (1 hour)
- Mauka Hike (1 hour)



Two Day 5th-6th Grade

Daytime Activities

- Botany (1 hour)
- Marine Biology (1 hour)
- Mauka Hike (1 hour)
- Group Challenge (1 hour)
- Swimming (1 hour)
- Alpine Tower (1 hour)

Evening Programs

- Campfire

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress
- Predator Prey



Two Day 7th-12th Grade

Daytime Activities

- Swimming (1 hour)
- Marine Biology (1 hour)
- Mauka Hike (1 hour)
- Odyssey (3 hours)

Evening Programs

- Campfire

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress
- Predator Prey

Three Day 5th-6th Grade

Daytime Activities

- Marine Biology (1 hour)
- Mauka Hike (1 hour)
- Nature Art (1 hour)
- Group Challenge (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Alpine Tower (1 hour)
- Commander (1 hour)
- Botany (1 hour)

Evening Programs (Select 2)

- Campfire
- Egg Drop
- Scavenger Hunt
- Minute to Win It
- Science Fair

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress
- Predator Prey

Three Day 7th-12th Grade

Daytime Activities

- Commander (1 hour)
- Botany (1 hour)
- Marine Biology (1 hour)
- Mauka Hike (1 hour)
- Odyssey (3 hours)
- Swimming (1 hour)
- Group Challenge (1 hour)

Evening Programs (Select 2)

- Campfire
- Egg Drop
- Scavenger Hunt
- Minute to Win It

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress
- Predator Prey

Team Building Track

One Day 5th-6th Grade

Daytime Activities

- Group Challenge 1 (1 hour)
- Alpine Tower (2 hours)

One Day 7th-12th Grade

Daytime Activities

- Odyssey (3 hours)

Two Day 5th-6th Grade

Daytime Activities

- Group Challenge 1 (1 hour)
- Archery (1 hour)
- Swimming (1 hour)
- Alpine Tower (2 hours)
- Low Ropes (1 hour)

Evening Programs

- Campfire

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress

Two Day 7th-12th Grade

Daytime Activities

- Odyssey (3 hours)
- Group Challenge (1 hour)
- Low Ropes (1 hour)
- Swimming (1 hour)

Evening Programs

- Campfire

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress



Three Day 5th-6th Grade

Daytime Activities

- Alpine Tower (2 hours)
- Low Ropes (1 hour)
- Group Challenge 1 (1 hour)
- Group Challenge 2 (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Mauka Hike (1 hour)
- Commander (1 hour)

Evening Programs (Select 2)

- Campfire
- Egg Drop
- Scavenger Hunt
- Minute to Win It
- Science Fair

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress



Three Day 7th-12th Grade

Daytime Activities

- Odyssey (3 hours)
- Mauka Hike (1 hour)
- Group Challenge (1 hour)
- Low Ropes (1 hour)
- Swimming (1 hour)
- Archery (1 hour)
- Commander (1 hour)

Evening Programs (Select 2)

- Campfire
- Egg Drop
- Scavenger Hunt
- Minute to Win It

Last Day Program (Select 1)

- Koa Challenge
- Gold Rush
- Capture the Mattress

Outdoor Education Goals

1. What are the goals for your outdoor education experience?

2. Will your students be utilizing their journals?

3. Why did you choose to come to YMCA Camp Erdman?

4. Anything else we should know?
