YMCA CAMP GREENVILLE OUTDOOR CLASSROOM

At YMCA Camp Greenville, students explore our 1,400 acre classroom, high in the Blue Ridge Mountains. We are located one hour north of Greenville, SC and one hour west of Asheville, NC. We have many natural ecosystems to explore – from hardwood forests to lakes and streams. We believe that experiencing nature through hands-on exploration leads to lifelong awareness and understanding for school-age children. A typical outing at YMCA Camp Greenville consist of a three day, two night stay, which includes six meals, winterized lodging, and all activities. Students will be engaged in activities from breakfast through dinner and enjoy an exciting evening program such a square dance, night hike, or traditional campfire.

WHY YMCA CAMP GREENVILLE?
We are focused on offering your students a memorable experience. We offer a variety of activities that correlate with your curriculum and state standards. Teachers are able to choose activities from a long list of options that provide a well-rounded balance of learning experiences. We also offer recreational activities like archery, canoeing, or a hike to our spectacular 150 foot waterfall, “Rainbow Falls.” We support personal growth and challenge students to work together. We ensure that you and your students will have a safe, challenging, and exciting experience.

PROGRAM OPTIONS
We offer a variety of educational experiences for your students. Whether your focus is education or building your team, we have opportunities for you! We will work together to create the experience that best suits the needs of your school.
EXPERIENTIAL EDUCATION CLASSES

The Outdoor Classroom offered at YMCA Camp Greenville have been evolving since 1986. Our goal for the program is to use our natural setting to reinforce State Science Standards, and to instill a greater respect for the environment.

PROGRAM OBJECTIVES

- Increase the student’s awareness and nurture a relationship with the environment through interactive, discovery-based activities.
- Encourage a sense of personal discovery and responsibility for the environment.
- Foster cooperation and communication among peers.
- Meet State Science Standards for selected grade levels.

Many classes relate to one or more of the State Science Standard categories of Inquiry, Life Science, or Earth Science. Some classes focus more specifically on standards for specific grades, which can be found just below the title.

ANIMAL ADAPTATIONS
90 to 120 minutes
WHAT ADAPTATIONS DO ANIMALS USE TO SURVIVE?
All animals need four essential things to survive: food, water, shelter, and space. Animals develop adaptations over time to help them meet these needs. Students will visit the live animals in our Nature Center that demonstrate these behavioral and physical adaptations. They’ll likely meet turtles, snacks, small mammals, and more!

APPALACHIAN FAIR
180 Minutes
Grade 3: 1.3, 4, 5 | Grade 4: 2, 5 | Grade 5: 1.4, 2
WHAT SKILLS DID PEOPLE USE DAILY AS APPALACHIAN PIONEERS?
What skills did people use daily as Appalachian pioneers? This three-hour class instills in students both an appreciation for their past and a sense of place in their present. Students will rotate through several stations to explore crafts and skills employed by Appalachian settlers. Stations include cooking, tool use, games, and candle-making.

LIFE AND DEATH IN THE FOREST
90 to 120 Minutes
Grade 3: 3.L.5 | Grade 5: 5.L.4 | Grade 6: 6.L.4 | Grade 7: 7.EC.5
WHAT DO ANIMALS NEED TO SURVIVE IN THE WILD?
Students will jump into a physically interactive role-play of the animal community and carrying capacity in the forest. Each student will be assigned a role in the ecosystem and must “survive” in a highly modified game of tag throughout our forest.

LIVING WATERS
90 to 120 Minutes
WHAT ARE SOME BIOTIC AND ABIOTIC COMPONENTS OF OUR WATER ECOSYSTEM?
Ponds and streams are excellent ecosystems for students to discover food webs and the role they play in an aquatic community. Students will gather and observe life from the lakes and springs at camp and explore the interdependence of life in the aquatic community and the importance of a healthy watershed.
MOVING MOUNTAINS
90 to 120 Minutes
HOW WERE THE APPALACHIAN MOUNTAINS FORMED?
ARE THE MOUNTAINS MOVING?!
While it appears that we are standing on solid rock, the surface of the Earth is always changing. On a hike to Showerbath Falls (one of camp’s very own waterfalls), students will see geology in action in the forms of weathering, erosion, samples of s-curves, and our inactive fault line.

SECRETS OF THE MOUNTAIN
90 to 120 Minutes
(5th Grade and Below Only) Grade 4: 1.2
HOW WOULD YOU FIND YOUR WAY IN THE WOODS?
Students will learn the parts of a compass and how to use it properly. Then, they’ll team up and practice their new skills to guide their group through a hike in the woods using problem solving and basic orienteering skills. (For 6th Grade and above, see “WHICH WAY”)

STARLAB
90 10 120 Minutes
Grade 4: 4.E.3 | Grade 8: 8.E.4
HOW DOES THE SKY CHANGE DUE TO THE EARTH’S ROTATION?
Students will experience a close-up view of the night sky in our 16-foot diameter planetarium. The STARLAB will show how our perspective of the universe is affected by the Earth’s rotation and orbit. Students will explore constellations and Greek, Roman, and Native American mythology, as well as facts about various stars. Students will “travel through” our space and visit each planet, getting a sense of the vastness of our solar system by seeing (in a scaled down version) how far the planets are actually spaced apart.

TALES OF THE MOUNTAIN
90 to 120 Minutes
Grade 3: 1.4, 1.8, 1.9, 4.1, 4.4, 5, 6.6 | Grade 4: 1.4, 1.9, 4.1, 4.4, 5 | Grade 5: 1.3, 1.9, 4.1, 5 | Grade 6: 1.3, 1.8, 4.1, 6 | Grade 7: 4.1, 4.4, 5 | Grade 8: 4.1, 4.4, 5
WHAT IS AN ADVERB?
In this creative writing class, the mountain backdrop becomes the subject and inspiration for each individual’s creativity and expression. Students will hike to either Pretty Place Chapel to see our amazing view.

TREEMENDOUS TREES
90 to 120 Minutes
Grade 3: 3.L.5 | Grade 4: 4.L.5 | Grade 6: 6.L.5B
UNDERSTANDING MORE THAN JUST A SEA OF GREEN
Students will explore the structure, function, and identification of trees in the southern Appalachian Mountains. Groups will use a dichotomous key that is appropriately designed for the current season and for the students’ grade level. Small groups will venture into the forest with tools, resources, and an instructor to identify a variety of different trees.

WILDLIFE IN THE WOODS
90 to 120 Minutes
WHO ARE OUR FOREST NEighbors?
Who are our forest neighbors? Students will explore the forest ecosystem and discover what animals live in our area. Group games show how animals work together and are connected in their ecosystem. Students will learn basic tracking techniques and look for evidence of animals around the forest while exploring some of our many trails on a short hike.

WHICH WAY
90 Minutes
6th Grade and Above Only
Map and compass skills are the focus of this advanced orienteering class. Students determine bearings and distances while completing an orienteering course throughout camp. This class includes basic compass skills, orienting a map to magnetic north, understanding what a pace is, measuring bearing and distance on a map, and then translating that to finding specific locations on the camp property. (For 5th Grade and below, see “SECRETS OF THE MOUNTAIN”)
TEAM BUILDING AND COMMUNICATION CLASSES

These classes foster a sense of community among small groups and highlight the importance of effective communication. Whether students in your school are new to each other or have been together their entire educational career, there are always benefits to participating in classes that challenge their typical in-school dynamic and highlight strengths of students who may normally be more reserved. Team problem-solving is a large part of these experiences, which aim to improve communication skills, develop leader/follower abilities, and to practice goal setting and planning techniques.

PROGRAM OBJECTIVES:
- Increase the student’s level of self-esteem.
- Understand that differences may actually bring people closer together.
- Foster cooperation and communication between peers.

DISCOVERING DIFFERENCES
90 to 120 Minutes
DIFFERENCES CAN BRING US TOGETHER!
Can a cheerleader enjoy Star Wars? Students discuss the human tendency to stereotype and determine how stereotypes can be negative if taken too seriously or used inappropriately. The series of activities showcase that individuals are not defined by a single characteristic or group of traits.

THE BEAST
90 to 120 Minutes
HOW MANY DIFFERENT FORMS OF COMMUNICATION CAN YOU USE?
How many different forms of communication can you use? Participants work in small groups on activities such as Pulse, Draw Backs, and many more. Each activity makes typical communication more challenging, requiring students to think creatively. The class culminates in “The Beast" where students must work together to build a Lego Beast in order to save Camp Greenville.

GROUP DYNAMICS 1 & 2
90 minute, 120 minute and Half Day options (1 and 2 combined)
LEARN TO WORK AS A TEAM WHILE HAVING FUN!
In this activity series, students must cooperate with one another, draw on inner resources, and recognize and use the unique assets each individual brings to the group. Group discussions and processing help students see how lessons learned in the activities also apply to every-day life. Group Dynamics 2 focuses on the same skills, but uses our Low Ropes Course to add another element to encourage students to communicate and work as a team.
ADVENTURE EDUCATION

Adventure Education refers to the use of challenging, yet safe, activities to purposefully build up individuals and groups. The activities are exciting and invite the participant to venture “outside their comfort zone” to maximize the learning power of the event. It is highly recommended that Group Dynamics (from the Team Building and Communications section) be taken in conjunction with any of these classes.

PROGRAM OBJECTIVES:
- Increase the students’ levels of self-esteem.
- Develop skills and interests one may not have realized they had before.
- Expand the students’ comfort zones in a safe and controlled manner.

$ = Activities with this symbol have an additional cost per participant listed and may have scheduling specifications and limitations.

ARCHERY
90 minutes
This recreational class challenges participants to shoot at targets ranging in distance. Students will set personal goals, learn basic archery skills, and have a better understanding of the parts of the bow and arrow.

BOULDERING
90 minutes
Bouldering is similar to rock climbing, but done horizontally rather than vertically. The indoor bouldering room allows participants to climb sideways along walls no higher than 8 to 10 feet. Students will learn and practice the unique techniques that bouldering utilizes and apply them to a handful of games and challenges.

CANOEING
90 to 120 minutes
3rd Grade and Above Only
Students canoe in pairs or groups—of-three on Lake Sudie. Canoeing demonstrates the mechanics of teamwork and encourages groups to work together. Lifeguards are on duty and all participants wear Personal Flotation Devices.

CLIMBING EXPERIENCE $5.00 PER STUDENT
5th Grade and Above Only
90 to 120 minutes
Our climbing room offers a variety of challenges for beginners to experienced climbers. Similar to our high ropes course, climbing with the guidance of our trained staff allows each participant to challenge themselves at their own level. After the group completes their climbing session, the students will discuss their experience and connect their results to everyday life.

ZIPLINE $5.00 PER STUDENT
5th Grade and Above Only
90 Minutes
Enjoy an exhilarating ride across one of our lakes! This fun and safe activity introduces the concept of challenge by choice and pushes participants out of their comfort zone, so they can grow and learn while also having fun!

HIGH ROPE $10.00 PER STUDENT
6th Grade and Above Only
90 to 120 minutes
The High Ropes course is a series of elements built with cables and ropes 20–30 feet in the air, on telephone poles, in our forest setting. The emotional support of the group coupled with the security of safety precautions and your trained instructor, encourages each participant to challenge themselves at their own level. After the group completes the course, our facilitators lead group discussions to connect high ropes course results to our everyday lives.
**MOST POPULAR HIKE OPTIONS**

Rainbow Falls—Strenuous—180 minutes
5th Grade and Above Only

Although this is our most difficult hike it has the most spectacular view of our 150 foot waterfall. This is our most strenuous and technical hike as far as elevation change and terrain, though it is not our longest hike by distance.

Showerbath to Horsebarn—Moderate—90 to 120 minutes (Showerbath only—Easy—30 to 40 mins).

This hike visits Showerbath Falls then continues on to the Horse Barn where there is a spectacular view of Greenville (similar to the view from Pretty Place). Some areas of steep elevation change, but they are minimal.

Powerlines—Easy/Moderate—90 to 120 minutes.

This hike takes participants on a fairly flat/open trail to where the powerline poles run on the edge of camp. See the same view as from Pretty Place but from a different angle.

**OUTDOOR ROCK CLIMBING**

$15 PER STUDENT

Half Day
7th Grade and Above Only

Using a natural rock face on our property, students will participate in a secure yet challenging climb. Facilitators will help establish goals and encourage students to meet those goals, ultimately working toward gaining confidence and self-assurance in a natural setting. This activity is only available to smaller groups due to duration of the activity.

**WILDERNESS SKILLS**

90 Minutes

This subtle, yet impactful, team building session will teach students about survival skills to meet the basic human needs of food, water, and shelter. Students will learn fundamental survival techniques and collaborate to construct a natural shelter and a fire. They will discover how to camp with minimal impact to the environment through Leave No Trace ethics. For a more in-depth survival class, Wilderness Trek is a half-day version, covering all the information of Wilderness Skills with more depth and intensity. This class also includes a longer hike around camp to our “Packout” sites used for primitive/rustic campouts.
EVENING PROGRAMS

Evening programs are designed to be educational and a fun way to end the day together as a group. Activities involve everyone, including chaperones and staff.

DUTCH AUCTION
A fast-paced extravaganza, this activity builds team camaraderie and spirit by working through various tasks. Students are encouraged to use imagination and ingenuity to create stories, sculptures, skits, songs, and more.

SENSORY NIGHT HIKE
Grade 4: 4.P.4
During a walk through the night without a flashlight, students practice using their senses in a nocturnal setting. Participants explore the concepts of night vision, nocturnal wildlife, and comfort with the darkness. This hike does not go to Pretty Place Chapel. Please think about daylight savings time and the estimated time for sunset when selecting this program.

NIGHT HIKE TO PRETTY PLACE
Take a leisurely stroll and enjoy night hike activities on the way to Symmes Chapel (Pretty Place), located on the edge of Cleveland Cliff. Students will see the sights, sing songs, and listen to stories while enjoying the breathtaking view.

SQUARE DANCE $150 FOR 1.5 HRS
Students learn basic dance patterns and calls while listening to traditional and modern music selections. This activity is designed to get everyone actively involved in learning a new dance, getting to know each other better, and breaking down many barriers. This activity depends on the availability of the square dance caller. Not available on Wednesday nights.

CAMPFIRE
Enjoy a rousing evening of songs, skits, and stories with students, chaperones, teachers, and camp instructors working together to entertain the group in front of a campfire. This is typically an indoor activity, but there are fire sites both indoors and outdoors depending upon weather, daylight, and availability.

NIGHT LIGHT GAMES
Enjoy our mix of music, sports, and glow sticks with this amazingly fun activity. Students play a game of hockey mixed with soccer and all sorts of other sports while listening to music and wearing glow sticks because this sport is played with the gym lights off. This activity is not available for larger groups unless it is paired with another activity or the groups are split up.
OTHER IMPORTANT INFORMATION

SCHEDULE A VISIT
The first step is to identify the purpose of your trip. This is essential to having a successful experience. As soon as you have decided that YMCA Camp Greenville will be the right place to accomplish your goals, a date for a visit should be arranged. The sooner you can schedule your visit, the better – up to a year in advance is typical.

CONFIRM YOUR TRIP
When you request a date, a PROGRAM AGREEMENT will be sent to you listing the dates, expected attendance numbers, special programming, and contact information for your group. This agreement serves as a contract between your group and YMCA Camp Greenville. Filling out the Program Agreement and returning it with a deposit will officially reserve your requested dates. YMCA Camp Greenville reserves the right to give your requested dates to another group until the agreement and deposit have been received.

CHAPERONES
Positive parent support in the form of chaperones is an invaluable asset. You should choose volunteers who are willing to: be active, be supportive, and uphold role model guidelines. The minimum requirement for the number of adults is one adult per class group. This can include any teachers who will be present during the outing. To maintain a productive learning environment for the students, we recommend two parent chaperones per class group attend the trip. One Teacher for every ten students is welcome to come for free.

MEALS AT CAMP
In a 3 day, 2 night trip 6 meals are included: Lunch and Dinner the first day, all three meals the second day and Breakfast on the third day. If you require an additional meal before departure you can choose from lunch in the Dining Hall for $8 per person or a sack lunch to-go for $5 per person. Extra meals should be included in the Program Agreement phase of booking the trip. We try to accommodate as many dietary needs and allergies as possible. If there are concerns, please feel free to email any questions to the Groups and Education Director or the Group Services Manager.

CAMP STORE
Want so YMCA Camp Greenville memorabilia? Ask us about scheduling store time into your schedule so your students can purchase t-shirts, souvenirs, snacks and slushies. We also can have custom shirts printed and provided to your school upon arrival.

MEDICAL AND EMERGENCY CONCERNS
While at YMCA Camp Greenville, your school will be responsible for all medical emergencies that may arise, including the giving of First Aid and medications to your students. All Camp Greenville staff are trained in First Aid and CPR and can assist you in the event that medical attention is necessary. Additionally, we require that one adult is identified as the medical point of contact for your group during the outing. It is recommended that this person have professional medical training.

For more information please contact our Groups and Education Director at npatton@ymcagreenville.org or call us at 864-836-3291 x 0511