

OUTDOOR EDUCATION PROGRAM DESCRIPTIONS DAYTIME CLASSES & EVENING PROGRAMS:



EVERCHANGING EARTH- (*Recommended for Grades 4 & up.*) The earth is in a constant state of change and evidence can be found everywhere at JOY! Stand on the edge of Fossil Creek or the Todd's Fork River which were cut by glacial melt water over 10,000 years ago. Overturn rocks to discover the variety of marine fossils from the Ordovician era. Investigate how everything people do on earth and in space has an environmental impact.



WETLAND ECOLOGY- (*Recommended for Grades 4 & up*) During this class the students will be equipped with nets and identification sheets to explore the inhabitants of our pond, river, or creek. Concepts include water cycle, food chains, watersheds, communities and adaptations.



GARBOLOGY CONSERVATION- (*Recommended for Grades 4 & up.*) Did you know that it takes an aluminum can 200-500 years to decompose? Through hands-on activities and discussion this class will emphasize the wise use of our natural resources; problems that face Earth's inhabitants and choices we make every day that affect the natural world.



ORNITHOLOGY- JOEC is the perfect outdoor laboratory to study those magnificent feathered creature - BIRDS! Take a flight of fancy with us to study their fascinating adaptations, behaviors, habitats, and other wings and things. During this class students may visit our nature center, and will use binoculars to observe birds visiting our bird blind in the forest.



ENTOMOLOGY- (*Recommended for Grades 4 & up.*) Insects are everywhere! They comprise about 75% of animal life and they are not all bugs! With nets and magnifiers we find our six-legged friends. Using some of the methods and techniques that scientist use to study insects, we examine their anatomy, life cycles, adaptations, classification, and the role of insects in the larger ecological picture.



FOREST ECOLOGY- (*Recommended for Grades 4 & up.*) This class gives an exploration of the various plants, animals, and their interdependencies in a southwestern Ohio forest. Several different focuses can be emphasized, including the role of wildlife, sensory awareness, and expressions through nature, the human factor, and conservation.



HERPETOLOGY- What makes a herp a herp? Join us in a search for elusive reptiles and amphibians. By looking in the goo, under logs, and in the cracks and crevices, we learn about the incredible world of some of Earth's most misunderstood creatures.



MAMMALOLOGY- What makes a mammal a mammal? Investigate what types of two and four legged animals have been visiting here at camp. Measure the stride and straddle of the tracks we find on our hike through Joy's 317 acre property. Games and activities will fill the day, and allow students to leave Joy with a plaster print of their favorite Ohio native mammal.

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COMPARATIVE ECOLOGY- (*Recommended for Grades 6 & up.*) Students are given a hypothesis, then investigate, test, record and interpret two different ecosystems. The final presentation draws a conclusion and proves or disproves the hypothesis. This is a two period, 6-hour class.



GROUP INITIATIVES - (*Grades 4 & up.*) Working together as a group is an acquired "life skill." Whether the group is investigating an environmental issue, creating a diversity day activity, or playing a game on the playground - our daily lives are full of opportunities to work cooperatively with others. These team building activities challenge participants physically and cognitively to solve problems and think creatively. After all, life is a group initiative.



HIGH ROPES COURSES- (*Must be at least 5th Grade, two trailgroups per ropes class. Other options available for 4th and below*) We create a safe setting in which individuals can explore at their own pace issues surrounding risk taking, goal setting, maintaining a positive attitude, asking for and giving positive peer support, and accepting others' decisions and goals for themselves.



WILDERNESS SURVIVAL- (*Recommended for Grades 4 & up.*) We all get lost, but what happens if you start out on a day hike and end up stranded in the woods? Students will learn the answer to this question as they build shelters, start fires, learn about finding food and water, and what you should bring with you on your hikes so that you will be prepared in the case of an emergency.



MAP AND COMPASS- (*Recommended for Grades 4 & up.*) Whether you are just trying to get from point A to point B, or navigating through our modern network of cities and highways - knowing how to read a map is an essential skill for living. Our map and compass class is a basic introduction to orienteering, the skill of map reading using landmarks and a compass.



PIONEER LIFE- (*Recommended for Grades 4 & up.*) The romance of the west is undeniable. The message that has survived time is "Go West!" But don't believe everything you have heard, making a living in the west is hard work. This is a chance to get your hands dirty and live as a pioneer. Groom the goats, use 19th century tools, and learn what it took to "Go west." Participants evaluate the needs of and practice the skills of the early settlers at Joy's authentic early 19th century log cabin.



ROCKS AND MINERALS- (*Recommended for Grade 6*). No Gold Rush here but did you know the Lithosphere consists of numerous rocks and minerals. Identify minerals by their characteristic properties. Experientially flow through the rock cycle and explore renewable and nonrenewable resources, and discover their uses.

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SURVIVAL ON THE UNDERGROUND RAILROAD- (SURR) (*Grades 5 & up.*) The SURR program actively involves all participants. The JOY staff portrays several different characters representing different perspectives on slavery. The participants will travel through the woods at night, and meet Plantation Owners, an Abolitionist, a Bounty Hunter, a follower of John Brown, a Quaker, etc. The visiting teachers and parents portray the "conductors" leading the group toward freedom, and the students role-play the part of runaway slaves. It is approximately a 3-hour program and covers almost one mile of trails, in the evening, in most types of weather.

Living history programs are educational, outdoor role-plays, which reenact a portion of history. They are designed so that the "audience" becomes actual participants in the play, such that, each person has an emotional reaction to the event.

A skilled facilitator begins each program with an explanation of what to expect and what the guidelines are for appropriate behavior. Each program is followed up with a discussion in which students identify historical concepts, facts, and are invited to express their feelings and observations. Ultimately, the participants may realize changes that need to be made in their own behavior and attitudes, and in the larger context of society (school, town, nation, and world).

Our historical simulations are designed to give participants an experience to show the importance of basic human rights. They are designed to have a strong emotional impact on the participants, so they may have more empathy for those in the world who continue to be denied human rights. The intensity and value of this program is dependent on how much the students know about the time period in which the simulation is set.



TRIAL OF THE CENTURY- (TOC) Foul weather may force us inside during the SURR program. TOC is the indoor version of SURR. It can start with an auction and progress to interactions with the same SURR characters. The students would still portray slaves, all as one large group and next would be invited to witness a trial scene of the Quaker who was caught harboring runaway slaves.



TRAIL OF TEARS- Cherokee Removal - Through active participation, the students role-play the life of Native Americans and the experience the betrayal of the U.S. Government through broken treaties and promises. They will also witness the hardships the Native Americans suffered during their removal to unknown lands. Through this experience students will become aware of some of the consequences of discrimination - hate, fear, suspicion, inhumanity, frustration, bitterness, and false feelings of superiority or inferiority, by interacting with historical characters such as: Chief John Ross, Major John Ridge, General Winfield Scott, Yonaguska, and Davy Crockett.

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SQUARE DANCE- Swing your partner round and round! Your school can enjoy the excitement of a traditional square dance led by a professional caller. We provide the dance hall, you provide the enthusiasm! (We can suggest a caller but ask you to set up the caller arrangements. Schedule them early!)



NEW GAMES- An active choice for an evening program, New Games are designed to promote 100% participation in which the educational focus is on the value of play rather than competition. Students enjoy the opportunity to "play hard, play fair, and nobody gets hurt!" A fun evening for all!



NIGHT HIKE- Get ready to brave the darkness. JOY staff takes participants on a nocturnal experience! Explore the world of creatures such as bats, owls, raccoons, and other creatures of the night! During this activity students use their senses to explore the natural world around them. They will learn to appreciate rather than fear the night! This program can be done even if it is not dark.



ENDEAVORS IN ENGINEERING- (*Maximum of 120 students.*) This group challenge involves a great deal of cooperation, planning and team effort. Small groups are presented with a goal, guidelines, and materials to build a heavy object mover. Each team must build, advertise and demonstrate their heavy object mover. The discussion that follows enables students to share creativity, identify leaders, and analyze the decision-making and planning processes.



ALPHA BETA "A CROSS CULTURAL SIMULATION"- (*Recommended for Grades 6 & up. Less than 50 students is ideal, maximum of 60.*) In this exciting, structured experience, the participants live and cope in a "foreign" culture and then discuss and analyze the experience. There are two cultures in the simulation, the Alpha's and the Beta's. Once the participants learn the rules, customs, and values of "their" culture they visit the other culture. The post-simulation discussion focuses on the reasons behind the behavior they observed and generally aids in understanding differences among people. This discussion is generalized to attitudes towards other groups in the real world.



CAMPFIRE- Campfire is a time for sharing songs, skits, and stories. Together teachers and students can come prepared with a presentation, or they can spontaneously create a skit to be performed at the campfire. If you need a little help getting into the spirit, the JOY staff will show you how it is done! We dare you to try and keep up! Campfires are a rewarding experience and can be enjoyed indoors or outdoors.



PIONEER NIGHT- Bring the Pioneer Days to life by visiting Joy's 1804 log cabin. Learn about the lifestyle and culture of the pioneer people through hands-on activities such as chores, crafts, games and stories.

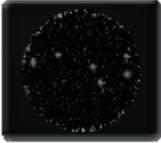
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DUTCH AUCTION- Each student brings to the auction 3 personal items, an imagination, and their repertoire of jokes and trivia. The JOY staff challenge student teams with a variety of **zany** improvisational activities. You never know what will happen next! High-energy fun and **EVERYONE WINS!!!!**



YOUR MISSION IS- (*Maximum of 100 students.*) This program is similar to Endeavors in that the students are in small groups and they are trying to build an object. The problem is that they may not have all the tools and materials to reach their goal. The program and discussion afterwards targets overcoming competition to reach cooperation, leadership skills, and solve problems as a group.



ASTRONOMY- "**A long time ago in a galaxy far, far away.** . ." Learn about constellations, planets, the moon, and the mythology related to those far off glimmers of light that have mystified people for generations. Take a peek into the sky at the **Observatory!** (Limited by daylight savings time and weather conditions. This program requires a clear night. An alternative program would be provided in the event that weather doesn't cooperate).



THE BEAST! (*Less than 60 students is ideal, maximum is 80 students.*) "The Beast!" is a group cooperation and communication activity which requires participants to be able to communicate effectively and work together as a team to accomplish a goal. The processing session after the activity emphasizes the various components of communication, roles within a team, and makes applications to daily life.



PREDATOR AND PREY- Students take on the role of an animal in the game of life. Participant will scavenge the playing area avoiding predators, looking for food, and other basic needs for survival. **Adults**, we will need your help to take on the roles of resources necessary for the student's survival. Participants will gain a true appreciation for nature's inter-relationships and human impact.