



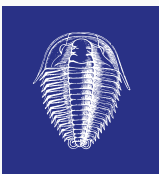
Discover Joy

Discover Yourself



Daytime Classes

Our daytime classes run in two sessions: morning classes from 9:00 AM to 11:50 AM and afternoon classes from 1:15 PM to 4:15 PM.



Everchanging Earth

The earth is in a constant state of change and evidence can be found everywhere at Camp 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

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 animal adaptations.



Nurture Nature

Explore through our 315 acre land lab and play some activities to dive into topic of composting, responsible waste management, timber management, invasive species management and pollinator gardens. Students will walk away with many ideas of how to be a better steward to our earth with small tweaks to our daily behaviors and choices.



Forest Ecology

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, expressions through nature, the human factor, and conservation.



Group Initiatives

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. *(Grades 5 & up.)*



High Ropes Course

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. *(Must be at least 5th grade & up. Two trail groups per ropes class.)*



Wilderness Survival

Explore through our 317 acre land lab and play some activities to dive into topic of composting, responsible waste management, timber management, invasive species management and pollinator gardens. Students will walk away with many ideas of how to be a better steward to our earth with small tweaks to our daily behaviors and choices.



Map and Compass

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. *(Recommended for grades 4 & up)*



Pioneer Life

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 and practice the skills of the early settlers at Joy's authentic early 19th century log cabin. *(Recommended for grades 4-6)*

Evening Programs

Our evening programs run from 6:45 PM to 8:15 PM, offering engaging activities to close out the day.



Endeavors in Engineering

This group challenge involves a great deal of cooperation, planning and team effort. Small groups are presented with the task of building a heavy object mover out of tinker toys. Each team must build, advertise and demonstrate their product. The discussion that follows enables students to share creativity, identify leaders, and analyze the decision-making and planning processes. *(120 students max)*



Alpha Beta

"A Cross Cultural Simulation"

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. *(Recommended for Grades 6 & up. Less than 50 students is ideal, max of 60)*



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.



Dutch Auction

Each student brings to the auction 3 personal items, an imagination, and their repertoire of jokes and trivia. The Joy staff try to stump the students by calling for outrageous items, tasks, and questions in pursuit of points for their team. You never know what will happen next! High-energy fun and EVERYONE WINS!



Your Mission Is

In this program, students are in small groups acting as separate countries, and they are on a mission to save bluebirds from extinction! The problem is that none of the countries have all of the tools and materials needed to reach their goal alone. The program and discussion afterwards target overcoming competition to reach cooperation, leadership skills, and solve problems as a group. *(100 students max)*



The Beast

The Beast is a group cooperation and communication activity similar to the game telephone in which participants will need to communicate effectively and work together as a team to accomplish the task of recreating the “beast” out of tinker toys. The processing session after the activity emphasizes the various components of communication, roles within a team, and makes applications to daily life. *(Less than 60 students is ideal, maximum is 80 students)*

Evening Programs

These programs need chaperones and/or Teachers to lead group activities and or lead hikes.



Astronomy

A long time ago in a galaxy far, far away. . ." Learn about the constellations, the planets, the moon, and the mythology related to those far off pricks of light that have mystified people for generations (Limited by daylight savings time and weather conditions, this program requires a clear night). *Joy staff will operate the telescope and a few chaperones will be taught to run rotational, astronomy activities. Other chaperones will be needed to assist with groups rotating between stations.



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. Smaller groups will rotate between 3-4 games throughout the night, to keep things moving and a fun evening for all! *Joy staff will train chaperones to lead these games and other chaperones will be needed to assist with groups rotating between stations.



Night Hike

Get ready to brave the darkness. Participants will be led on a sensory experience to explore the world of 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. *Joy staff will train chaperones how to play games and train them to leads groups along hiking paths between activity stations.