

Min. Age
Gr. 6+
Gr. 3+
Gr. 1+
Gr. 3+
Gr. 1+ (Gr. 6+ for snowshoe)
Gr. 3+
Gr. 3+
Gr. 6+
Gr. 3+
Gr. 3+



<b>Double Activity Period Activities -</b> These activities are <i>180 minutes</i> in length, filling two consecutive Activity Block in the schedule. Maximum <i>20 participants</i> per activity.	Min. Age
<b>High Ropes Course</b> Designed and built by one of the leading companies in adventure technology, our course will facilitate personal growth and enhance self esteem. Participants will be given the opportunity to learn about trust, perceived risks, supporting and encouraging others, and overcoming fears. Note: we close down this activity in extreme weather temperatures.	Gr. 7+
<b>Giant Swing</b> A Challenge-By-Choice element where each student sets their own personal goal, supported by their fellow participants through the thrill of a 50 foot swing. The Giant Swing allows participants to push their limits and strengthen their relationships with each other by building trust and support as well as cheering one another on.	Gr. 5+
<b>Wilderness Survival</b> The eastern slopes of the Rocky Mountains can contain everything from biting cold to incredible warmth. Participants will have the opportunity to work on their survival skills, shelter building, and fire building while improving team-building skills, communication, and problem solving. Note: care is taken to ensure participants' warmth during the activity.	Gr. 6+

Wide Games - These activities are <i>90 minutes</i> in length, filling one Activity Block in the schedule for your entire group. Maximum number of participants is determined by each activity.	Min. Age	Max #
Animal Game Participants will learn about, and assume the role of, different species and environmental factors in this high speed game of survival! In their briefing, they will learn about food chains and how animals react within the local ecosystem.	Gr. 3+	80
<b>Capture the Flag</b> A classic wide game where two teams face each other in stealing each other's flag and returning it to their home base.	Gr. 1+	8
<b>Hydro Pyro</b> A variation on Capture the Flag where each team has a fire (instead of a flag) that they must protect. Participants must carry water in small cups as they try to extinguish the other team's fire. If they get caught they must dump their water on the ground and return back to refill.	Gr. 6+	8
<b>Giant Pit</b> A fast paced trading game that mimics conditions in the stock market. Participants must send representatives to trade cards, trying to collect all of one resource to get a corner on the market.	Gr. 8+	40
<b>Giant Dutch Blitz</b> A time-honoured card game that gets people thinking and moving quickly. Teams must play cards by colour and number to eliminate their pile of ten cards in order to "Blitz!" first.	Gr. 8+	30



<b>Teacher Led Activities</b>	Min.
These activities last as long as your group likes and are available at no cost.	Age
<b>Campfire</b>	All
What is an outdoor camp experience without a campfire? Let our facilitator setup and light your fire. Talk to us about ordering s'mores for your evening snack - a must for any campfire experience!	Ages
<b>Gaga Ball</b>	All
A camp classic of a variation on dodgeball. Participants enter the "pit" and work to eliminate their opponents through getting them below the waist with the ball. But if the ball goes out or they hit too high, they are out themselves.	Ages
<b>Frisbee Golf</b> Play the front 9 or the whole 18. Our onsite, nature-integrated course consists of 9 accessible and 9 not-so-accessible "holes" to keep participants challenged and entertained for hours.	Gr. 1+
Sports Equipment	All
All of our playing balls, frisbees, and other field equipment is available for use upon request.	Ages
<b>Karaoke</b>	All
Sing along to your favourite songs! With our full sound system, projector and computer with a built in karaoke app full of current hits, you can sing with each other all night long.	Ages