

YOUR SCHOOL NAME
Pioneer Heritage (River or Lake)
Sample Two Day Schedule

Day 1

10:30-11:00	Arrive, Move in, Orientation
11:00-11:15	Head to Tepee and Opening Story
11:15-12:00	Period 1
12:00-12:30	Sack Lunch
12:30-1:15	Period 2
1:15-2:00	Period 3
2:00-2:45	Period 4
2:45-3:30	Period 5
3:30-4:15	Period 6
4:15-5:00	Period 7
5:00	Group Picture
5:15	Hoppers (All others to flagpole)
5:30	Supper
7:30	Campfire

Day 2

7:00	Wake up, Pack up, Move gear to cabin porch
7:45	Hoppers (All others to flagpole)
8:00	Breakfast
8:45 – 9:30	Period 8
9:30 – 10:15	Period 9
10:15 – 11:00	Period 10
11:00 – 11:40	Period 11
11:45	Hoppers
12:00	Lunch
1:00	Head for Home

All changes in schedule or rotation grid **must** be approved by the Camp Tecumseh YMCA Outdoor Education Director at least TWO WEEKS PRIOR to your Camp visit.

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	Period 1	Period 2	Period 3	Period 4	Period 5	Period 6	Period 7	Period 8	Period 9	Period 10	Period 11
Indian Sign Language	Settlers				Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters
Pathfinders	Hunters	Settlers				Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs
Barnyard	Chiefs	Hunters	Settlers				Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders
Hoosier Poets	Path- finders	Chiefs	Hunters	Settlers				Arrow- heads	Explorers	Fur Traders	Black- smiths
Trappers Trade	Black- smiths	Path- finders	Chiefs	Hunters	Settlers				Arrow- heads	Explorers	Fur Traders
Pioneer Cooking (Camp Staff Lead)	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers				Arrow- heads	Explorers
Necessities of Life	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers				Arrow- heads
Huck Finn Fishing	Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers			
Schoolhouse		Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers		
Yankee Ingenuity			Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers	
Log Cabin Building (Camp Staff Lead)				Arrow- heads	Explorers	Fur Traders	Black- smiths	Path- finders	Chiefs	Hunters	Settlers