

Engage • Challenge • Transform



PATHFINDER

Pathfinder

Outdoor Education



team building



outdoor education



science enrichment

teambuilding

To get your group started on their adventure:

The Foundation *90 Minutes-Full day · Any Age*

Build the foundation for your entire Pathfinder experience. Team building activities and cooperative games encourage everyone to get to know each other, work with different people, create positive relationships, practice leadership skills, understand group dynamics, and laugh together.

Low Challenge Course *90 minutes-Three Hours · Any Age*

Encounter a series of physical challenges and mental obstacles utilizing ropes, boards, platforms and each other. Pathfinder staff assess the group's needs and help create goals. Guided discussions help identify individual strengths, reaffirm problem-solving techniques, and develop leadership and collaboration skills. Theme Options: **Project Planet Earth**—Challenges are presented as environmental issues OR **Venture Out**—Challenges are presented through the lens of pioneers working through hardships together.

To further develop communication:

The Beast *90 Minutes or Full Evening Program · Grades 4-8*

What if you had to accurately construct something that you've never seen based on listening to second or third-hand descriptions? Boost observation, listening, and communication skills as participants recreate a pre-constructed "beast" seen by only one member of your group...but then has to be replicated by everyone else.

Drums as Language *90 Minutes · Any Age*

Find your percussive "voice" while beating your drum, then blend with the drum circle to create a cohesive sound and tell a story. Through listening and playing discover how we can communicate through music.

To further develop cooperation:

Florida Country *Three Hours · Grades 1-7*

Test your cooperation skills as your "families" are challenged to "survive" in this re-creation of Florida pioneer life. Time is precious as you try to get all the necessities to live through mock-hunting, trading, staking land, and negotiating with the sometimes shady characters you meet along the way.

Cast Away! *Three Hours · Grades 4 & Up*

A great storm has hit the fishing village and in the aftermath your community must rebuild. "Families" brainstorm raft designs, master constructive knots, and use found materials to construct a vessel that will get you back out on the water. This is a "get wet" activity! **Note:** Available at DaySpring only.

Pathfinder's Mission:

To deliver fun, challenging adventures that help people learn about themselves, others, and the environment.



teambuilding

To dig deeper into group dynamics:

Advanced Challenge Course 90 Minutes-Three Hours · Any Age

Take your group dynamics to the next level with heightened challenges and deeper processing . You've scratched the surface but it's time to really hone those skills of collaboration and listening and strengthen those budding new connections. Get ready to see real transformation with this extended session.

Kaleidoscope Three Hours · Grades 8 & Up

Kaleidoscopes integrate different colors into beautiful patterns. In this interactive leadership workshop, reveal your gem stone color and identify your style of leading. Experiential activities show how to best use your strengths and how to cooperate with the other styles to make beautiful patterns in your community.

Team Building 90 Minutes-Full Day · All ages

You know how sometimes people aren't working at their best? Or how sometimes the workplace is a bit negative? Let's change that! Team building sessions can engage and inspire your group by humanizing team members, encouraging engagement with each other, and increasing knowledge of differences and commonalities. Creating group agreements and common language, as well as enjoyable memories can lead to lasting change.

Team Trek 90 Minutes · Grades 4 & Up

Venture through our beautiful partner sites natural areas and expand your group's skills as a facilitator takes you on a trek through the trails. Stops along the way have challenges to develop leadership, communication and social emotional learning. Wildlife sightings are a bonus!

High Ropes Three Hours-Full Day · Ages 12 & Up

Attain new levels of trust and cooperation. High Ropes allows you to step outside of your comfort zone. Walk across the catwalk. Climb a Giant's Ladder. Leap toward a trapeze. All 30 feet above the ground! Trained staff are on the ground and the course to ensure safety.

High Ropes Options

Dynamic Course: Climbers complete a series of high ropes elements while a belayer and team control their safety line from below. Each group has a dedicated facilitator who trains participants to operate the belay system with complete oversight. Advantages: Large groups can all be on the high ropes course at one time; strong team bonding; non-climbers have ample opportunity to participate. Available at DaySpring and Warren Willis.

Static Course: Climbers are tethered to the elements on the course by a pair of short ropes. A small number of participants climb at once, moving from element to element through a formal "transfer" process, ensuring safety protocols are followed. Facilitators are positioned both on the course and on the ground to assist. Advantages: Focus on personal challenge and related outcomes; more climb time for smaller groups. Available at Cedarkirk and Montgomery.





science enrichment

Alafia Adventure 90 Minutes · Any Age

An exciting investigation of the Alafia River, an amazing and fragile riverine system, leads to some wonderful natural discoveries. This class gets you wet, possibly muddy, and promotes thinking about the interconnectedness of our ecosystems. **Note:** Available at Cedarkirk only.

Environmental Art 90 Minutes · Any Age

From Paleolithic cave paintings to contemporary environmental artists fighting for change, humans have been making art from nature for centuries. This easily adaptable class invites participants to take a break from our more physically involved programming while unleashing their creative energy. After a few initiatives promoting attention to detail and resourcefulness, students will have the opportunity to create, present, and take home a piece of art truly unique to their imagination, utilizing only materials found in nature.

Estuary Explorer 90 Minutes · Any Age

With 80% of marine life born in estuaries, they are essential to the world's food supply. Uncover what is lurking underneath the surface during this wet exploration of this amazing ecosystem. **Note:** Available at DaySpring only.

Forest Observer 90 Minutes · Any Age

Encounter local ecosystems and discover amazing plants and animals on an interactive nature walk. Experiential activities along the way invite learning about adaptation, habitat, and human impacts on the environment.

****Great paired with Tree Climbing!****

Pathfinder CSI 90 Minutes · Grades 4 & Up

Reconstruct a manatee skeleton and learn a bit of forensic science as you uncover clues to determine the cause of this manatee's death. An active discussion about conservation issues surrounding endangered species ignites ideas about what you can do to help.

Water World 90 Minutes · Grades 4-7

Water, water everywhere but can we drink it? How can we find out? This scientific exploration uses field instruments such as a hydrometer and secchi disc to test the water quality of our local rivers. Link your findings to current events and water issues in Florida and discover how you can make a difference in keeping our aquifer healthy.

Meal Time Options Pick one at no extra charge!

Food Waste Challenge How much food are we wasting every meal? Every day? Every year? This revealing challenge tracks food wasted throughout your program, which leads to insightful discussions about why this matters and what we can do to prevent such waste. A great concept to take back to your school, family, and community!

Pig Posse Ham it up! To help encourage lower food waste, the "Pig Posse" presents a short skit of their own making to the group. Includes costumes and lots of laughs!

Certificates of Appreciation Recognize individuals as they practice the concepts and skills learned at Pathfinder. Student led nominations and stories are shared with the group at mealtimes.

outdoor education

Canoeing *Three Hours or longer · Any Age*

Paddle through some of Florida's diverse ecosystems while expanding communication skills, developing self-confidence, and enjoying the outdoors. Each site has unique canoeing opportunities and our skilled and trained staff can help you choose the right one for your group!

FireQuest *90 Minutes · Grades 4 & Up*

Reveal the secrets of making fire while learning to construct and light one without a match. Bow drills, flint and steel, and other matchless methods are investigated. Facilitators highlight the science of fire and "Leave No Trace" concepts.

Mission Survivor *90 Minutes · Grades 4 & Up*

Care to test the survival skills you just learned? Your group is challenged to use their knowledge gained during *Outdoor Living Skills* as they construct a shelter, build a fire to boil water, and treat first-aid emergencies that may arise. This is an exciting, high-action simulation that provokes critical thinking and cooperation.

Outdoor Living Skills *Three Hours · Grades 4 & Up*

Introduce yourself to some of the basic outdoors skills. Facilitators cover "Leave No Trace" principles, shelter building, wilderness first aid, and fire building without matches. Everyone gets to try out their newly gained knowledge and practice their skills.

Tree Climbing *90 Minutes · Ages 6 & Up*

Get a bird's eye view as you dangle from the branches of a tree safely tethered by a rope and harness! Choose the height and speed of your ascent, then swing aloft, walk on a branch, or lounge in a canopy-height hammock. This is a great peak experience which promotes self-reliance, healthy decision making and adventure!

Recreational Tree Climbing

The Global Organization of Tree Climbers (GOTC) has established guidelines for facilitated group climbs which Pathfinder follows to ensure a safe and fun learning environment. Pathfinder selects great trees at each site which are inspected and certified by arborists. Before each climb, our facilitators set the tree with multiple ropes. When you arrive the tree is ready—all you need is to gear up and after a short instruction period, get clipped in. A closed rope system allows you to sit comfortably in the harness whenever you need a break and hang above ground!



evening programs



Adventure Chase Full Evening Program · Any Age

Navigate through the woods to specifically designated locations. The catch? Your group must complete a challenge to access the next clue to take you to the next location. Travel throughout the site building consensus, positive interactions and conquering obstacles. Note: this can be a day program!



Hootenanny Half Evening Program · Any Age

Have a foot-stomping good time with folks at your own Hoedown! Raise the heart rate—and the hoots n’ hollers—through Appalachian-style line dancing with a live caller. Costumes are encouraged!



Necessities Half Evening Program · Any Age

Search in the dark for the vital things needed to keep your pack alive! A large group game with a chance to run and a chance to strategize, participants will take on the identities of animals. They’ll travel around a darkened field in pairs searching for “food,” “water,” “shelter,” and “space” represented by ever-moving light beacons. But don’t get caught by a predator or you’ll have to start again!



Night Hike Half Evening or Full Evening Program · Any Age

Stimulate all your senses as you experience the woods at night. Search for nocturnal animals, have a *Sparky Party*, create *Art in the Dark*, and play *Disappearing Heads* as you adapt to the darkness. A bit of stargazing and cricket-counting make the evening complete.

Open Mic Night Half Evening or Full Evening Program · Any Age

Does your group have some awesome talent? Maybe some hidden gifts that they would love to share with everyone? This facilitated evening showcases all of the great geniuses that make up your community.



Our-topia Full Evening Program · Any Age

Tackle tough questions about how our actions impact those around us. A large group workshop that teaches vital communication and empathy skills, Our-topia creates the platform and mindset for deep discussions about how we can work better as a community. Participants are guided through games, activities, and discussions in both small and large groups in order to truly hear and consider the perspectives of their peers and take action to foster a more inclusive group culture.

If you do an evening program, there will be a campfire and s’mores!

Who doesn’t love a campfire? It’s such an enjoyable way to end your program and solidifies the community created during your Pathfinder experience. And if there is a campfire, you’ve got to have s’mores! Feel free to bring songs, guitars, and memories to share.



evening programs

Odyssey Full Evening Program · Any Age

After a day of challenges foster your newly learned skills as you work together, think creatively, and strategize quickly. Groups cooperate to find real and metaphoric items, perform team “stunts”, and discover new information about each other. Odyssey is a fun, fast-paced way to build community.

Round Auction Full Evening Program · Any Age

In this hilarious evening program, you and your group have just minutes to create themed skits with props and costumes that fit themes such as “lost homework excuse”, “human machines”, and “fairy tale ending.” A panel of “judges” get to award crazy points and enjoy being schmoozed by the performers.

Solo Experience Full Evening Program · Grades 8 & Up

Solo sailors, vision quests, road trips—when do you spend time alone? A group discussion of different types of solo experiences sparks thought provoking reflection. Pathfinders guide the experience to ensure physical and emotional safety. After a brief time alone, write a letter to yourself to be delivered at a later date.

Solo Walk Half Evening Program · Grades 4 & Up

Promote independence, self-confidence and comfort in the outdoors as you take a short walk along a trail, navigating by moonlight alone. Pathfinders guide the experience to ensure physical and emotional safety. A facilitated debrief follows to emphasize what you have learned about yourself, courage, self-reliance, and nature at night.

Total Team Half Evening Program · Any Age

Laugh a lot and share some great memories as your community comes together as a team to complete a series of fun and sometimes silly challenges.

Memory Campfire Half Evening Program · Any Age

Close your program with a campfire to enhance the fellowship, bonding and powerful memories created during your stay. The memory bucket is passed around and everyone gets to share. Our staff facilitates this activity to ensure inclusiveness.

Pathfinder's Core Values

Respect Integrity Choice Cooperation
Fun Caring Growth

Pathfinder's Vision

Communities of inclusion, integrity, and sustainability.



sample schedules



4 DAY SCHEDULE	3 DAY SCHEDULE
Arrival, Room Assignments, Welcome Activities	
The Foundation	The Foundation
Lunch	
Low Challenge Course	Low Challenge Course
Free Time, Dinner	
Night Hike & Hootenanny	Night Hike & Hootenanny
Breakfast	
Tree Climbing & Forest Observer	Tree Climbing & Forest Observer
Lunch	
Canoeing	Canoeing
Free Time, Dinner	
Round Auction	Necessities (4th - 6th grades) Solo Experience (7th & up) S'mores Campfire
Breakfast	
FireQuest & Outdoor Living Skills	Florida Country (4th - 6th grades) High Ropes (7th & up)
Lunch	
Cast Away!	Closing Activity, Departure
Free Time, Dinner	
Necessities (4th - 6th grades) Solo Experience (7th & up) S'mores Campfire	Closing Activity, Departure
Breakfast	
Florida Country (4th - 6th grades) High Ropes (7th & up)	Closing Activity, Departure
Lunch	
Closing Activity, Departure	Closing Activity, Departure

sample schedules

2 DAY SCHEDULE	1 DAY SCHEDULE
Arrival, Room Assignments, Welcome Activities	
The Foundation	The Foundation
<i>Lunch</i>	
Low Challenge Course	Low Challenge Course Closing Activity, Departure
<i>Free Time, Dinner</i>	
Necessities (4th - 6th grades) Solo Experience (7th & up) S'mores Campfire	
<i>Breakfast</i>	
Tree Climbing & Forest Observer	
<i>Lunch</i>	
Closing Activity, Departure	



Challenge by Choice

Pathfinder facilitators are highly trained in offering participants "Challenge by Choice." Challenge by choice allows the participant to engage in ways that are both physically and emotionally safe and each person decides what that looks like for him or her. What is safe for one may not be safe for another.

People who choose their own engagement level are more likely to take healthy risks, learn about themselves, develop personal responsibility, and take ownership of their mistakes.

Giving choice builds trust.



estimated cost for programs

	4 Day Schedule	3 Day Schedule
Program Fees	\$305.00 per participant	\$255.00 per participant
Site Fees (meals & lodging)	\$150.00 to \$205.00 per person depends on the site and age of the participants	\$90.00 to \$150.00 per person depends on the site and age of the participants
Other Potential Site Fees	High ropes course use fee Lifeguard fees to swim at free time	High ropes course use fee Lifeguard fees to swim at free time
Other Potential Pathfinder Fees	Travel/gas stipend for Pathfinder staff	Travel/gas stipend for Pathfinder staff
	2 Day Schedule	1 Day Schedule
Program Fees	\$140.00 per participant	\$70.00 per participant
Site Fees (meals & lodging)	\$49.00 to \$75.00 per person depends on the site and age of the participants	\$10.00 to \$35.00 per person depends on the site and age of the participants
Other Potential Site Fees	High ropes course use fee Lifeguard fees to swim at free time	High ropes course use fee Lifeguard fees to swim at free time
Other Potential Pathfinder Fees	Travel/gas stipend for Pathfinder staff	Travel/gas stipend for Pathfinder staff

Prices shown are based on the schedules on the previous page. Prices may change when your group's final schedule is selected.

Scholarships may be available. Ask us for details.

Program fees are charged only for people participating. For example, with a youth group, only the youth will be charged program fees. Teachers/adult chaperones who attend, are typically only observing. If chaperones would like to participate in activities, program fees would apply.

Site fees (meals and lodging) are charged to all people on site. Our partner sites have a variety of lodging options. The pricing here reflects that wide variety. When we discuss the logistics of your program, we will decide which site will be best for your group. At that time, we will be able to give you a more accurate estimate for the site fees.



about us

Pathfinder is a Nonprofit

Founded in 1993, Pathfinder is an organization dedicated to building personal, social, and environmental responsibility through the power of shared experience. We offer experiential educational programs that develop leadership, increase self-confidence, and enhance communication through trust and team-building activities. Participants work together to identify and achieve common goals. In the process, they gain new skills in problem-solving, resolving conflict, listening, observing, and working effectively in a group.

Pathfinder is Accredited

Pathfinder has been accredited by the Association for Experiential Education (AEE) since 1998. We are the only accredited outdoor adventure organization in Florida.

AEE accreditation involves a rigorous review process that ensures Pathfinder is committed to quality, believes in professional standards, and allocates resources toward continuous improvement. Because of our AEE Accreditation, you can have confidence that our programs meet the highest industry standards. Visit www.aee.org for more information.

Our Facilitators

Pathfinder's facilitators bring diverse experience, engaging teaching and passion to each and every program. Their insightful assessment of your group's needs and careful sequencing of activities leads to deep discussions allowing participants to transfer their learning to everyday life. Laughs, smiles and encouragement just add to the experience.

Safety and Risk Management

Pathfinder activities are fun, but also challenging and involve an element of risk. Because of this risk, our facilitators are extensively trained in the prevention and management of risk. Staff hold current certifications in First Aid, CPR/AED, low/high challenge course facilitation, tree climbing, canoeing and lifeguarding. Safety trainings are conducted throughout the year. This level of preparedness and staff's constant vigilance has resulted in an excellent safety record.

Emotional Safety

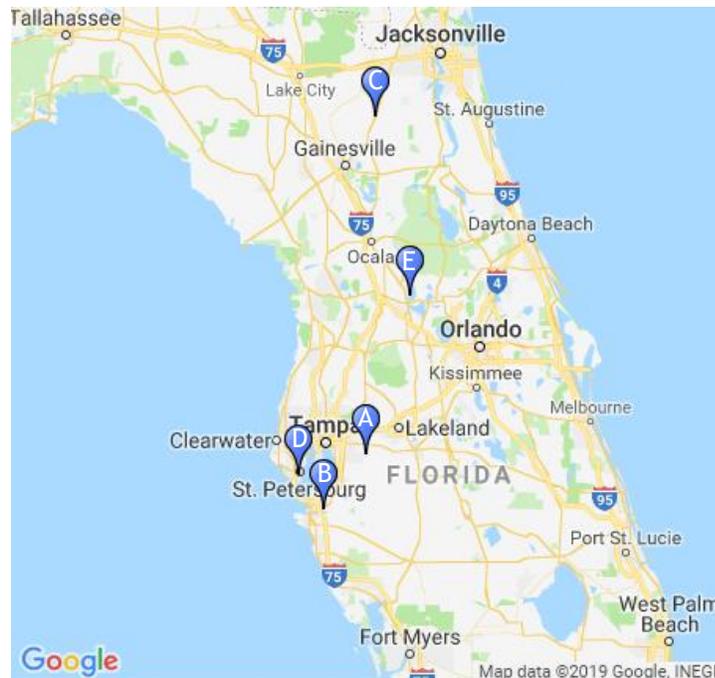
Pathfinder focuses on all aspects of our participants' safety. We not only double-check harness straps and helmets, we ensure the learning environment is one where everyone can communicate openly, trust fellow participants, and fail forward. Pathfinder is a place for people to speak up, test out leadership skills, hear and acknowledge new voices, and grow as a person so you can contribute to your community in a meaningful way.

"Thank you for letting us come to your place, and learning so many things. Back at school you can just see how much more teamwork and cooperation there is. At lunch there is even less waste in the garbage. Thanks again for all you did."

Sarah Fox, South McKeel Academy



locations



Let us help you choose the right destination.
Each site features its own amenities and advantages.

A. Cedarkirk (www.cedarkirk.com)

A densely wooded upland oak hammock on 160 acres east of Tampa, this camp & conference center can host 130 people. **Special amenities:** A variety of lodging including climate-controlled lodges & cabins, rustic cabins and camping; family-style dining; desserts made daily; on the spring-fed Alafia River.

B. DaySpring (www.dayspringfla.org)

Nestled on 92 acres of palm, pine & oak trees along a delicate estuary, this conference center can host 250 people. It is located approximately two miles off I-75 north of Sarasota. **Special amenities:** Choose dorms, lodges or cabins with semi-private rooms and linen service (all climate controlled); large buffet-style dining hall; on the Manatee River.

C. Montgomery (www.montgomerycenter.org)

This camp & conference center with 167 acres of towering oaks and pines is located 90 minutes south of Jacksonville and can host 150 people. **Special amenities:** Choose lodges, small cabins, or semi-private motel rooms with linen service (all climate controlled); large family-style dining room; spring-fed lakes for canoeing and swimming.

D. Pathfinder (www.pathfinderoutdoorededucation.org)

Located in south St. Petersburg, minutes from I-275, our headquarters is convenient for local groups. *Our main day field trip location.*

E. Warren Willis (www.warrenwilliscamp.org)

On its own peninsula in Lake Griffin, this site has every type of accommodation you could want—from cabins to hotel rooms. Located in Fruitland Park, with a rich history and over 250 acres.

Your Site

We have programs that are portable and we can come to you! Let us know what your goals are and we can create a special program to meet them.