

***Pamlico Sea Base Outdoor Day Programs and NC Standard Course of Study  
SCS Competency Goals are taken from the Sixth Grade Curriculum***

**Deadliest Catch: SCS Science Goal 7.00** Students will learn about shellfish native to North Carolina and coastal Carolina. Students can then catch crabs off the pier at the Sea Base (sorry crabs stay at the Sea Base!)

**A Walk in the Woods: SCS Science Competency Goal 3.06; 3.08 & 7.02** Students will explore the nature trails surrounding camp. Staff will point out to the students various trees and plants native to North Carolina. The nature trail provides exposure to different habitats such as a Cyprus marsh and River environment. It's possible to see squirrel, deer, turtles, osprey and bald eagles. Students will utilize a punch card to note the different items they see.

**Nature Scavenger Hunt: SCS Science Competency 7.06 & 7.07** Students receive a list of items that can be found in the surrounding area and then set out to find as many items as possible. Explanations will be given for each item along with interesting facts about them.

**Plant and Animal Tracking: SCS Science Competency Goal 1.05** Students will learn to identify plants by replicating images of plant leaves onto paper and making casts of various animal tracks that can be found around camp.

**For the Birds:** Students will learn the importance of an animal's habitat in an ecosystem and then begin to construct their own bird house to carry home with them. All materials will be pre-cut. (Additional charge of \$2 per person)

**The Bear Necessities: SCS Science Competency Goal 7.05 & 7.06** Students will become 'bears' in an active game that shows overcrowding in an ecosystem.

**Map and Compass: SCS Science Competency Goal 2.01 & 2.02; Social Studies Goal 1.01 & 1.02 (students will compare their map to a topographical map of South America or Europe)** After learning the basics of how a compass works in conjunction with a map, students will participate in a game that will test the knowledge they have learned. There are three options: Compass Game only, Create a map and Geo-cache Safari where students use a map, compass and GPS to find hidden caches in the area.

**GPS Geo-cache: SCS Science Competency Goal 1.06; Math Competency Goal 2.00** A great combination with the Map and Compass activity. After learning how GPS' work in relation to a map, students will be divided into teams and sent to look for hidden pirate treasure around the camp.

**Low Course Games: SCS Guidance Competency Goals 7.07, 7.08, 7.14, 8.01, 8.04, 8.05, 8.07, 8.08, 8.11 SCS Healthful Living Competency Goals 2.02, 2.03, 2.04, 2.07, 3.06, 4.04, 8.02** Students will test their ability to work cooperatively with members of their group to successfully complete a challenge element on the Camp's Low Ropes Course (does not include any form of climbing or need for harnesses or belays).

**Challenge Games: SCS Guidance Competency Goals 7.07, 7.08, 7.14, 8.01, 8.04, 8.05, 8.07, 8.08, 8.11 SCS Healthful Living Competency Goals 2.02, 2.03, 2.04, 2.07, 3.06, 4.04, 8.02** Unlike the Low Course Games, Challenge Games are not pre-constructed elements but rather a variety of different, mobile games that will challenge the class to work together to complete a task that requires planning and communication.

**Did You See It?** A challenging game that will test the short term memory of the participant. After viewing 30-40 items for about 5 seconds students, working in teams, then write down what they saw. Same is done with touching, smelling and hearing.

**Archery: SCS Healthful Living Competency Goals 11.05 & 11.06** Students will learn how to handle a bow and arrow, safety rules and then shoot official bulls eye targets.

**Rain Gutter Regatta – SCS Social Studies Competency Goals 13.01** Students will learn about the history of sailing and its importance in the growth of civilization. Afterwards each participant can construct a small sailboat (provided) and race against classmates (additional charge of \$2 per person).

**Fire by Friction: SCS Science Competency Goals 1.05 and Goal 6** Students will learn how fires were started before matches. After a demonstration and safety discussion 4 person teams will start a small (controlled) fire by using the fire-by-friction technique.

*Theme Days at camp are created to give your field trip a specific focus.*

**Science Day:** Science Day includes all the individual Science related activities listed above. Substitutions can be made at the request of the school.

**History and Wilderness Excursion:** Students will learn how Native Americans, Mountain men and Settlers lived in America and specifically North Carolina. Programs will be based out of various 'theme' areas that include Indian Village, Miners Cabin, Mountain Man Rendezvous and a historical foundation and grave site from an early 1600's settlement. For an additional \$3 per person lunch will be cooked in Dutch ovens for your group.

**Team Building Day:** During your field trip each group will be challenged in a variety of ways including initiative games, challenge games and low ropes course.

Other Programs of Interest:

Leave No Trace PEAK Program (Providing Environmental Awareness in Kids)