



## CLASS LIST

**ADVENTURE I-** In this introduction to group problem solving, students face challenges and participate in activities that develop trust, cooperation, leadership, communication, planning, decision-making, and group accomplishment. Individual self-confidence and creativity are also fostered. The class helps children feel good about themselves, each other, and the outdoors.

**ADVENTURE II-** A logical sequel to the Adventure I curriculum, Adventure II activities involve greater risk taking and more physically demanding challenges. Students have the opportunity to set goals and design individual challenges while offering support for the entire group. Students may climb the Giant's Ladder, soar down the Zip Line and be greeted by their classmates who take part in the landing. Students can help hoist classmates with a team belay system in the Giant Swing until the swinger releases, experiencing a brief fall and pendulum swing ride. Students may explore the Pathfinder, a climbing wall and cargo net topping out at a trapeze, while classmates coach and aid in the belay system.

**ADVENTURE III-** This experience is naturally more challenging than Adventure II, since the primary belay and safety of the student is the responsibility of other students. Students develop a feeling of increased trust and appreciation for individual strengths, as well as learning fundamental climbing skills such as belaying and knot tying. The Pathfinder, mentioned above, can shift to an Adventure III class by allowing the students to provide each other's primary belay and by the more detailed instruction of climbing skills and techniques. The Alpine Tower, a triangular "jungle-gym" with hanging elements leading up to a platform over 50' from the ground, allows climbers of different abilities to challenge themselves and explore their fears. As many as 18 participants can be involved at one time, thus uniting the individual and group experiences. The Alpine Tower is limited to older students.

**AQUATIC STUDIES-** The class explores ponds and streams to learn about watersheds, food webs, adaptation, eutrophication and succession. Using nets and other equipment, students catch a wide variety of organisms to hold, observe, and release.

**BAY STUDIES-** Aboard our historic Chesapeake Bay work boats, students learn to understand and appreciate the ecology of the Chesapeake by testing water quality, trawling for fish and crabs, collecting plankton, and sifting through a bottom sample. They also discuss how people in the Chesapeake watershed affect the health of the estuary.

**DAIRY-** The class has the opportunity to visit a local dairy farm and milk cows by hand. Each class is different, depending on what events are taking place on the farm. Students may see feeding, birth, calves, a veterinary visit, weaning, grain harvesting, and artificial insemination.

**EARLY AMERICAN STUDIES-** The Echo Hill campus contains Early American artifacts and offers an excellent opportunity for first-hand discovery and study. Our reconstructed Native American site features dwellings and crafts that offer an understanding of early life around the Chesapeake. Students also discuss encounters between Native Americans and Europeans, especially John Smith, through his accounts of travel in this part of the Chesapeake Bay.

**FARM ECOLOGY/S.F.I.-** Farm Ecology and S.F.I. (Search, Find, and Investigate) classes compare the ecology of natural ecological systems to the cultured ecology of farming. Students investigate animal and plant diversity, identify soil types, and explore watershed concepts in a variety of ecosystems on campus. The class then travels out into the farm community and examines the relationships between agriculture and the environment. Opportunities for understanding the environmental and economic challenges of modern agriculture and their impact on the Chesapeake Bay watershed are limitless.

**GARBOLOGY-** Garbage and artifacts are collected, examined, and classified according to age, origin and material. Students use clues and imagination to trace an object's history from natural resource through mining, refining, production, distribution, use and disposal. Echo Hill Outdoor School's recycling center demonstrates waste management and the simplicity of recycling.

**MYSTERY TOUR-** Imprinted on the human environment are the history, ideals, and values of the people who created it. These provide valuable insights into the nature of humans and their relation to the world. Students explore the human environment from a historical viewpoint, interview local people, focus on the mystery of their own history, and consider decisions about the future. Classes may take place in nearby Chestertown, the watermen's docks at Rock Hall, at an auction, or at other interesting places that make history and the human environment "real."

**NEW GAMES-** A cooperative approach to play is the basis of this class. Students engage in fun play with the purpose of enjoying each other's company, getting to know one another in new ways and having a positive experience in the outdoors.

**NIGHT HIKE-** This class helps alleviate children's fear of the night and provides an introduction to the night environment. Using night vision and other heightened senses, students play games, detect nocturnal animals, observe stars, walk on the beach, and listen to the swamp.

**OPINIONS-** Dr. Seuss' story, The Lorax, is presented as a play and is followed by a group discussion. In a simulated town meeting or press conference, students take on adult roles and hold a debate concerning the controversy that can arise between people who provide goods and services and people who care about the environment.

**ORIENTEERING-** Compasses, maps, star charts, sundials, and measurements are used to understand different methods of navigation. The class participates in hikes, compass courses, and treasure hunts to practice their directional skills.

**SEE (SENSORY EXPLORATION OF THE ENVIRONMENT)-** This class encourages exploration on the most basic level, with ears, hands, nose, and eyes to observe details in nature. Students explore a variety of Echo Hill's ecosystems including forest, meadow, beach and swamp.

**SEEDS AND WEEDS-** Through various games and activities at Echo Hill's garden and barnyard, children gain an understanding of where plants come from, what they need to grow and reproduce, how the nutrient and water cycles operate, and how much energy is required to supply our food.

**SURVIVAL-** Students discover how factors affecting their survival compare and contrast with that of other animals. Predator/prey relationships, adaptation, evolution, extinction, and other facets of animal behavior may be explored. Fire building, shelter construction, and survival games help children differentiate between

needs and desires. Students learn how different our lives are from those of past generations and third world populations, and how dependent we have become on modern technology.

**SWAMP STUDIES-** This class explores a swamp that was once commercially dredged for peat moss. It is a dramatic opportunity to study human impact on nature by observing the different plants and animals living in the natural and altered parts of the swamp. Observing the enormous variety of plants and animals, students gain an appreciation for wetland environments. Concepts discussed during class include erosion, succession, nutrient cycle, food webs, and filtration. This class is conducted on our boardwalk extending 2,000 feet into the swamp. Further exploration of the swamp is sometimes conducted on a raft of canoes.

**SWAMP WALK-** Students learn about swamp ecology by experiencing it. Wading neck deep in areas of dense growth, preconceptions are challenged as they smell and feel the mud and see wetland plants and animals at eye level. Swamp Walks conclude with a rinse off in the bay and showers, followed by a discussion about impressions and insights. The class is weather and temperature dependent.