

Snow School Schedule

Snow Skills

Day 1

10:00-13:00 Arrive at Ray Benson
10:30 Sno-Cat Departs
11:00 Arrive & Camp Tour
Snow Structures Scavenger Hunt
11:30 Find Your Cabin & Unpack
12:00 Lunch – Soup & Sandwiches
1:30 Class Time #1: Thriving in the Cold
3:00 Snow Break
3:30 Class Time #2: Shelter Building
5:00 Survival Game & Break!
6:00 Review & Supper – Pasta & Salad
7:30 Evening Game (4-Way Volleyball, Group Games)
8:30 Reflections*
9:00 To your Sleeping Area
9:30 All Asleep

Day 2

7:30 Wake Up & Pack, Bring Bags to Breakfast
8:30 Goal Setting & Breakfast – Pancakes & Eggs
9:30 Class Time #3: Backwoods Routes & Navigation
11:30 Snow Break
12:00 Review & Lunch – Burritos
1:30 Class Time #4: Leading, Listening, Trusting: Team Building
3:00 Snow Break
3:30 Field Study Wrap-Up – Climate Change-Our Part in the Natural World
4:00 Pass Out Snacks for Trip & Load the Sno-Cat
4:30 Depart from Camp on Sno-Cat
5:15 Arrive at Ray Benson, Gather Belongings and Depart for Home

***Alternate arrival and departure options are available upon request
*3rd & 4th grade evening is ½ hour earlier, making bed time 9:00 P.M.**

SS.1 Thriving in the Cold

Thrive in the Winter Wilderness (20 min) ^{IA}

Students learn how to mentally prepare for traveling out into the winter wilderness. This introductory discussion focuses on clothing, nutrition, setting a route, and companions. Together the group will create a metaphor to help remember what to plan before heading out.

What's in My Pack? (20 min) ^{OA}

Students different types of clothing; synthetics, down, and outerwear while examining principles of keeping a consistent body temperature while varying activities.

Make Every Ounce Count! (90 min) ^{OA}

Students will learn the basics on planning for food and water in the backcountry. Students will select from different menu options, pack their bag and hike out from camp. Melting snow, insulating water, selecting appropriate foods, and preparing food will all come into play while, students prepare and eat their own meals.

SS.2 Shelter Building

What's the Best Snow Shelter? (10 min) ^{EOI}

Students learn the different types of snow shelters and in what scenarios they are effective. In the process, they will learn about snow caves, quinzee shelters, igloos, and snow trenches.

Build Your Shelter (1 hr. 20 min) ^{OA}

We pull out all the stops! Giving shovels, sticks, and creativity to students to build their best snow shelter.

SS.3 Backwoods Routes & Navigation

Map Basics: Reading the Lines (30 min) ^{OA}

Students learn about reading the contour lines on a map by studying local maps, then creating their own snow models of the nearby mountains and calculating contour lines for their mountains. Concepts of discussion will include scale, choosing a path, and elevation.

Map Basics: Drawing the Lines (30 min) ^{OA}

Students will use elevation readings on gps units to help draw contour lines for a small region at camp.

Compass Skills (40 min) ^{OA}

Students review the basics of a compass, how it works, and how to use it as a tool. Then they put their skills to the test by finding their way through a coordinates scavenger hunt.

Terrain & Avalanche Awareness (30 min) ^{EOI}

Students learn about reading terrain for potential avalanche danger, while developing other strategies for smart touring. Strategies include staying together, marking tracks, sticking to a route, and efficiency. We will learn this through experience while analyzing several paths through different slopes around camp.

SS.4 Leading, Listening, Trusting: Team Building

Emergency Role Play (10 min) ^{OA}

The group is given an emergency situation and asked to act out what to do in the situation, setting the stage to learn about the importance of good leadership qualities.

Leadership Skills (30 min) ^{EOI}

Students debrief after the emergency scenario and the group discusses quality leadership traits. In response, students reflect on their own leadership qualities and add props a group snowman, symbolizing their attributes needed in a good leader, leadership to display elements of a good leader. Pre and post discussion will focus on quality leadership traits such as composure, risk assessment, confidence, and purpose.

Emergency Role Playing (1 hr.) ^{OA}

With leadership principles established, groups of 10 will draw different scenario cards describing a situation that may happen in the backcountry. Students will take turns being leaders or handicapped, providing ample opportunities for leader role playing, discussion, and problem solving.

Team-Building Games (30 min) ^{EOI}

Students participate in games that require them to work together and trust each member of the group. Games include Trust Box, Human Pinball, and Crevice.