

# IT'S A *Field Trip* ADVENTURE



## School Trip Planning Guide

### Get the kids outside and into adventure!

Spending time in nature has been proven to improve kids' ability to learn and has many health benefits for all ages. A field trip in the trees is an amazing way to get your class motivated and into an environment that encourages their social, emotional, intellectual and physical capabilities.

- 1 Encourage collaboration and fun in our unique environment.
- 2 Build self-confidence through tackling challenges.
- 3 Engage all of the senses and challenge their minds and bodies to encourage creative problem solving.
- 4 Get outside and moving to shake things up with a new learning platform.
- 5 Build leadership and teamwork skills.
- 6 Set goals with your students and watch as they thrive from a sense of accomplishment.



## School Trip Details

### Our school group rates include:

- 2 hours of climbing and zip lining
- All necessary climbing equipment
- Safety briefing and practice time – no climbing experience needed!
- Free bus parking
- No charge for non-climbing participants

### Ask our Group Sales Team for details about support for individuals with special needs.

"The kids had a great time at The Adventure Park. The report from the 6th graders up to the 8th graders was so positive that now our Seniors are asking if they could go. The kids loved the courses and said that they wished they had more time to do more challenges.

The teachers reported that the kids really worked together, and encouraged each other on the courses. They also stated that some of our more challenging kids did an amazing job following directions and then helping other students through the courses.

We will definitely be back!"

**- Global Experience Magnet School**



## Adventures in STEM

**Incorporate our Adventures in STEM curriculum into your visit. Ideal for students up to 12 years of age, we offer a series of videos and worksheets to share with your class on the following topics:**

- Gravity in Motion (physics)
- Trees, Trees and more Trees (biology)
- Let Them Zip (science, engineering and math)

Use our materials to prepare your class for their visit. Speak with our Group Sales Team for more details.



# School Trip Planning Checklist



## Share this planner.

Send this Planning Guide to any members of your team that may need field trip information.



## Reserve your date.

Contact us to discuss available dates for your group. Plan ahead to secure your ideal date, as many popular times fill up quickly.



## Communicate to your class.

Send details to the parents and guardians in your class and let everyone know what to expect. Remind everyone to dress for the weather and wear closed-toe shoes. **Most importantly, all participants need a completed waiver, so be sure to share your custom waiver link (in your Order Receipt) so parents/guardians may complete their child's waivers online ahead of time.**



## Park in our unloading zone.

Please see your confirmation email for details on bus parking. You'll want to keep your students on the bus until wristband tickets are distributed. Please arrive on time. Any delay in your start will be deducted from your total climb time.



## Get ready to climb!

Once you are ticketed and unloaded, proceed to the safety briefing area to start your climb. Depending on the number of students, safety briefing start times may be staggered.



## Book Your Group Today!

The  Adventure Park<sup>SM</sup>

**Group Sales**

**475-988-0988**

**[myadventurepark.com](http://myadventurepark.com)**



**Contact us to save your date!**

**Here are just a few ideas for building an outing to The Adventure Park into your lesson plan!**

**Social Emotional Learning (SEL)**

A field trip to our Park is the ideal opportunity to foster SEL development, including the five CASEL core competencies of self-awareness, self-management, social awareness, relationship skills and responsible decision-making.

**STEM**

The Park is the perfect place to reinforce concepts around science, technology, math and engineering. Use our Adventures in STEM materials as a guide or incorporate your own curriculum.

**Maker Space**

Prepare for your visit by learning about The Adventure Park, then guide your students in designing and building their own model parks. A visit to the Park will then inspire them to refine their designs and finalize their project.

**Physical Education**

This one's a no brainer! Climbing through the trees is a great way to explore the potential of the human body. Discuss strength, stamina, heart rate and more as you spark their interest in fitness, health and physiology.

**Conservation**

Lead a program that will inspire your class to take action for the things they care about. Discuss how to leave no trace, explore the role between conservation and tourism-based activities, or develop a conservation program proposal!

