



Adventure Program

9am-9:30am	Drop Off and Morning Meeting Going over the day's activities and any relevant information. This is also when students will be doing a journal based activity each day.
9:30am-10:30am	Physical Activity Block # 1 (Individual/Team challenge-based games) Each day students during this time will get a mix of individual/team challenges and games that will work on both fine motor skill sets and gross motor skill sets.
10:30-10:45am	Transition to the Art Room and Snack Time
10:45-11:45am	Variety of Activities STEM Challenges, Board games, role-playing games, science experiments, and cooking based challenges.
12:00pm-1:00pm	Lunch and Open Play
1:00pm-2:00pm	Education / Self Improvement Time This will be a quiet, reflective time for the students to find something to exercise their brains. Topic research, puzzles, silent reading, and similar types of work will be used during this time.
2:00pm-2:45pm	Physical Activity Block # 3 This will be the highlight activity for the day. This can be things like slackline, capture the flag, soccer games, basketball games, scavenger hunts, quidditch, and archery.
2:45pm-3:00pm	Clean Up/Dismissal Time