

Program Descriptions (listed in alphabetical order) :

Adventure Orienteering: Map reading and compass skills are taught in this hands-on program where students traverse a course applying their newly acquired skills.

Campfire: Songs, skits, games and stories are all part of the high energy campfire program at Camp Sylvan.

Eco-Hike: This introductory hike takes students through several different ecosystems at Camp Sylvan. Discover the difference between the ecosystems, as well as abiotic and biotic factors through props and live specimens.

Environmental Ethics: Our planet is sick. Acid rain, deforestation, climate change are just some of the things affecting biodiversity on Earth. Through hiking, engaging environmental activities, video and art, students develop an appreciation of our natural resources and become aware of the stresses that humans impose on the natural environment.

Forestry: Camp Sylvan provides an ideal location for studying forest ecosystems. Through a series of hands-on activities students identify trees and examine issues affecting our forests and wildlife.

Go Wild-Survival Game: Playing this dynamic role-playing activity, students will “become” forest herbivores, omnivores, or carnivores. In order to survive, animals must find food and water, while avoiding predators, disease and human influence.

Habitat Improvements: Students will safely build their very own bluebird or bat box after learning about the ecology of local bat or bluebird populations, as well as habitat requirements and threats of each species. Note: There is an additional fee for building materials.

Night Activities: Night Hiking, Owl Prowling and Astronomy! Nightfall is an exciting time at camp! ABCA education staff will choose between one of these three programs based on weather conditions and interest of the group. Note: Night Activities are only available to overnight groups.

Resource Speaker Programs: Choose from a list of resource people to deliver a fascinating presentation on subjects ranging from astronomy and bats to fossils. Note: Resource speakers are only available to groups staying for two nights.

Runners of the Woods: Students are taken on a journey back in time to discuss the historical fur trade in Canada. Students will take part in an active simulation game in the forest, playing the role of a fur trader in Canada, searching for pelts to trade for goods.

Swamp Tromp-What's In the Water?: Be prepared to get wet and dirty, by exploring in the pond, looking for and identifying aquatic species. Students will also investigate the chemical parameters of water quality. Data collected will be used to determine the overall health of the aquatic ecosystem.

Wilderness Survival Skills: A hands-on program teaching students basic survival skills, including; what to pack for hiking in the outdoors, how to construct a temporary shelter, purify water and build a fire using only one match!



Look! A damselfly larvae!