

A large, multi-story rock climbing wall made of light-colored panels with various handholds. A person is seen climbing near the top, and others are at the base. The background shows trees and a clear sky.

LEADERSHIP & EDUCATIONAL ADVENTURE PROGRAMS

for students & educators

Arrival time:

9:00 am - 9:30am

9:30am - 9:40am

Welcome & Introduction

Bag Storage & Lunch Purchasing

9:45am - 10:20am

Activity 1

10:30am - 11:05am

Activity 2

11:15am - 11:50am

Activity 3

12:00pm - 12:35pm

Nutrition Break

12:45pm - 1:20pm

Activity 4

1:30pm - 2:05pm

Activity 5

2:15pm - 2:30pm

Closing & Debrief

Bringing It All Together

End time:

2:30pm

Groups of 10 to 120. The program runs Monday to Friday, May 25th - June 30th & September 7th - October 5th. Groups of 130+ available upon request.

Activities include: Initiatives, Low Ropes Centre, High Ropes Facilities, Disc Golf, Beach Volleyball

Minimum number of 25 students required for our cafeteria to be made available during Nutrition Break. Must be requested at the time of reservation.

Prepaid lunch option available for \$10 per student.

Activities and program timing are subject to change based on group size and weather.

Cost: \$26 / student (HST Included)

Book a Trip:

Danielle Hall, Business & Community Development Coordinator
519.894.5610 ext. 242 | danielle@chicopee.ca

L E A P

Chicopee's Leadership & Educational Adventure Programs are experiential activities aimed at assisting groups to achieve their goals. For our education partners, our focus is on building skills in the areas of **Higher Order Thinking** and **Processing Skills** in combination with achieving strong social, character, and physical competencies. Our trained staff have developed a program for your group that will have you break down barriers, communicate more effectively, and reach new heights.



The L.E.A.P. Principles

1. Help students develop communication skills.
2. Facilitate the development of individual strengths and leadership styles.
3. Embody confidence in, and respect for students.
4. Facilitate self-reflection and processing of learning both individually and cooperatively.
5. Involve students in collaborative experiences and teamwork.
6. Create and cultivate a respect for, and understanding of, multi-faceted, real-life physical activity.

Higher order fun.



Discovery has never occurred by following those who had been there before.

Where Lower Order Thinking skills have students learning and committing to memory knowledge, Higher Order Thinking allows students to interpret and reconfigure information, using it in new and creative ways.

Higher Order Thinking Skills are a must for educators who are committed to learning, growing and constant evolution. Independent thinking and collaboration is at the heart of learning at Chicopee. Thinking makes the impossible possible, it gives us the ability to perform, create and convey information to others who, in turn, do the very same. In short, thinking proceeds progress.

4 stages of learning.

The experiential learning cycle comprises four stages that are developed to actively engage and stimulate the students' learning.

The cycle includes **practical** exercises the participants are facilitated through. A trained facilitator leads the participants through a **reflective** process so that the abstract concepts developed in the experience phase can be **generalized** with practical real-life examples. Thoughts and insights are connected to previous knowledge that can be **applied** to other situations.



1. **Practical:** Having the participants experience the activity - perform or do it;
2. **Reflective:** Having the participants reflect upon and process their experiences by describing what happened, identifying common themes;
3. **Generalization:** Having participants make connections to previous knowledge from the experience to form principles or guidelines that can be used in real-life situations;
4. **Application:** Asking participants to apply what was learned to another situation.



**I never teach my pupils, I
only attempt to provide
conditions in which they
can best learn.**

- Albert Einstein

Education *outside* of the box.

Learning is most effective when it involves active participation.

The goal of LEAP at Chicopee is not to teach individual concepts, skills and values, but rather to offer individuals the opportunity to internalize and embrace general ideas as a result of their experience. The Chicopee LEAP programs will extend your students thinking and boundaries by stretching limits to overcome uncertainty and unfamiliarity. The result is that your students are motivated to laugh, play, and explore new ways of interacting.

The L.E.A.P. program gives students an air of the unfamiliar and unpredictable.

This serves as very real parallel to the always changing real-life environment in which we all live. When taken from the familiar classroom and schoolyard, day-to-day roles change dramatically as dynamics evolve, and the outdoor elements place everyone on common ground. It is within this environment that unexpected changes and fluctuations create an authentic and natural response to the tasks in front of each student.



Curriculum based programming.

LEAP has been developed within the Character Development framework as per “Finding Common Ground” Ministry of Education document.

Additionally, the delivery of the program is such that it is our mandate to deliver curriculum based programs which hit upon clusters of curriculum expectations, as they pertain to leadership, cooperation and physical activity.

Language Arts

This strand focuses on the identification and development of the skills and strategies effective listeners and speakers use to understand and interact with others. It also emphasizes the use of Higher Order Thinking skills to stimulate students’ interest and engage them in their own learning.

For students, the goal of the language arts oral language strand is to:

1. Listen in order to understand and respond appropriately in a variety of situations for a variety of purposes;
2. Use speaking skills and strategies appropriately to communicate with different audiences for a variety of purposes;
3. Reflect on and identify their strengths as listeners and speakers, areas for improvement, and the strategies they found most helpful in oral communication situations.

Health & Physical Education

The expectations for health and physical education are organized into three distinct but related strands – Active Living, Movement Competence, and Healthy Living. Depending on the grade of your group and the goals which you set out for your students, Chicopee will work with you to touch upon expectations in all these strands as well as its further set of expectations.

L.E.A.P. involves many activities that help to build agility, mobility, flexibility, cardiovascular fitness & strength. No minimal level of fitness is required. Our L.E.A.P. programming can provide new forms of physical activity for your group and serve as an opportunity to learn outside the classroom.

The Chicopee 10-point experience.

Experiential education provides limitless opportunities for all types of groups and learners. Chicopee's trained staff has facilitated elementary through high school groups, as well as Fortune 500 organizations and sports teams.

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1. Focus on doing your best.
 2. Allow ample time.
 3. Use similar language.
 4. Share leadership.
 5. Learn cooperative problem-solving tools.
 6. Practice reciprocity.
 7. Share resources and information.
 8. Reinforce team efforts.
 9. Act cooperatively.
 10. Experience cooperation.