

Evening Programs

The programs listed below are the most common evening programs that we run at camp. If you have a different idea of what you would like to do then please let us know and we can easily put something together personalized just for your school.

We are flexible, if you would like to include one of our evening programs in your days schedule, just let us know!

Adaptation Auction	3 rd – 12 th Grades	<p>Animals have incredible adaptations that allow them to survive and thrive in their environment. The goal of the night is to design an animal that can survive in the given ecosystem. Students will be given \$1,000 in order to bid on adaptations that will allow their animal to thrive in their environment. Along with adaptations, this program encourages the students to be smart with their money and come up with an action plan.</p>	<p>Program Length: 1–2 Hours Max Group Size: 50 People</p>
Alpha Wolf	3 rd – 12 th Grades	<p>A fun nighttime activity where students will take on the role of a pack of wolves trying to find the “alpha wolf.” Students will be split up into small packs, with at least one adult per group, and will have to track down the Camp Edwards staff member hiding around camp.</p> <p>For an educational talk about wolves, consider adding All About Wolves before Alpha Wolf.</p>	<p>Program Length: 1 – 1½ Hours Max Class Size: Any</p>
Campfire	All Ages	<p>Students will participate in an outdoor or indoor campfire (weather depending). This evening program will consist of traditional camp songs, skits, and stories performed by camp Edwards staff. If you are interested we can add the evening snack of S’mores (\$1 each) or you are free to bring your own and we will coordinate the roasting.</p>	<p>Program Length: 1 Hours Max Class Size: Any</p>
Dutch Auction	3 rd – 12 th Grades	<p>This activity encourages cooperation and imagination. It requires cabin groups to collect various items that they brought to camp and bring them to the event. The “auctioneer” will then ask for random items and the group will have to work together to create the item only using what they brought to the evening. This is a great activity to get groups to work together.</p>	<p>Program Length: 1–2 Hours Max Class Size: Any</p>
Minute to Win It	All Ages	<p>Minute to win it is a high-energy game show style evening program. Students are divided into groups and they will be given tasks that they must complete in under a minute. Discover your group’s hidden talents through a variety of zany, timed challenges. These activities bring about camaraderie and silliness allowing each participant a chance to shine.</p>	<p>Program Length: 1 – 2 Hours Max Class Size: Any</p>
Night Hike	3 rd – 12 th Grades	<p>This activity is designed to get students feeling comfortable in the wilderness at night. They will learn about night vision, nocturnal animal adaptations and more through a series of exciting activities, all the while gaining confidence in exploring the woods without a flashlight.</p>	<p>Program Length: 1 – 1½ Hours Max Class Size: 20 per group</p>
Owl Prowl	3 rd – 12 th Grades	<p>Perhaps one of the most fascinating birds of prey is the owl. This course offers students a lesson in ornithology, the study of birds, as it pertains to owls. Participants in this class will learn about this amazing raptor through discussion, visual displays, specimens, and activities.</p>	<p>Program Length: 1 Hour Max Class Size: Any</p>
Skit Night	All Ages	<p>Students, in small groups, present short skits to the assembled group. Students are encouraged to use their imagination to design the skit, but we do have skit ideas handy if needed. We also have props available if you want to include them in the skits.</p>	<p>Program Length: 1 – 1½ Hours Max Class Size: Any</p>