

VERMONT STATE STANDARDS CORRELATIONS

Teambuilding and High Ropes Course

The heart of Hulbert learning lies in Teambuilding. In these classes we lay the foundations for successful group work and stress the importance of the roles of individuals in any team effort. Trusting oneself and teammates is crucial in order to complete the variety of tasks presented during teambuilding classes. We use props, ropes course elements, and creative imagination to structure experiences that illustrate the importance of trust, communication, diversity, safety, responsibility, leadership, planning, decision-making skills, problem-solving skills, and fun in everyday life. The High Ropes Course offers a thrilling challenge in a supportive environment, it is designed for diverse ability levels and has opportunities for many different kinds of success. A great culminating activity to a Teambuilding program, the Ropes Course emphasizes physical and emotional safety, positive support, and decision-making.

Communication 1:13, 1:15

Reasoning and Problem Solving 2.1, 2.2, 2.3,2.6, 2.7, 2.8, 2.9, 2.11, 2.12, 2.14

Personal Development 3.1, 3.3, 3.7, 3.10, 3.11, 3.12, 3.13

Group Journey &

A Group Journey is a refreshing experience that takes a unique look at our local and beautiful environment. A 3-hour ramble with activities to explore the plants, animals, and human history of our beautiful Central Vermont forest, meadow, and wetlands ecosystems. Popular activities include sensory awareness and natural history games such as elk tag, meet-a-tree, blindfolded partner walks, Ultimate Fox, and a version of hide-and-seek called “Camouflage”. Groups explore animal tracks, wild edibles, cloud patterns, rotten logs, or whatever other “teachable moments” the day provides. We can also utilize local cellarholes and the farming history of our Fairlee location to examine New England history and land-use patterns. The Group Journey is an adaptable activity that can be made to fit the needs of your group. During snowshoe & wildlife tracking students learn and practice basic snow shoeing skills through active games and activities. (Equipment is provided). While snowshoeing students will explore facts about local wildlife species, signs of their winter activities and the animals habitat.

VT: Communication 1.13, 1.15

Reasoning and Problem Solving 2.1, 2.6, 2.7, 2.9,2.11.2.12

Personal Development 3.3, 3.7, 3.10, 3.11, 3.13

Science, Mathematics and Technology 7.1,7.2d/g,7.13

Aquatic Discovery & Ice & The Life Beneath

This class investigates our local Big Brook/Lake Morey watershed and answers questions, such as “What is a watershed? Who uses it? What does a water system have to do with our everyday lives? What lives in our lake and streams?” To answer these questions the group explores the brook and lakeshore, looking under rocks and mud to discover a variety of living organisms, all with special adaptations to their ecosystem. The group follows the course of water from the brook to the marsh and the lake. Groups tromp around the edges of the marsh and lake and collect samples that can be investigated and identified. In the winter a pond study can also be combined with a lesson on traditional ice cutting techniques and a chance to “cut a hole in the lake” using antique tools. Ice and the life beneath begins with traditional ice cutting techniques and a chance to “cut a hole in the lake” using antique tools. Students will study the life beneath the ice: animals, plants and water quality tests (pH, turbidity, temperature, and dissolved oxygen).

Communication 1.13, 1.15

Reasoning and Problem Solving 2.1, 2.6, 2.7, 2.9,2.11.2.12

Personal Development 3.3, 3.7, 3.10, 3.11, 3.13

History and Social Sciences 6.18, 6.19

Science, Mathematics and Technology 7.1, 7.2d/g,7.13,7.15

Orienteering

In an orienteering lesson, students learn basic map and compass skills and then apply their knowledge through various group tasks and fun activities. Students learn how to read and understand a topographic map, how to orient the map, how to take a bearing, and how to determine their location and direction of travel using the map and compass.

Communication 1.13, 1.15

Reasoning and Problem Solving 2.1, 2.6, 2.7, 2.9, 2.11, 2.12

Personal Development 3.3, 3.7, 3.10, 3.11, 3.13

Science, Mathematics, and Technology 7.7g/bb/dd/aaa,

All Day Mountain Hike

A day hike in the beautiful White or Green Mountains is an experience that provides numerous opportunities for groups to practice goal-setting, physical activity, natural history, and group decision-making skills. Students travel by core group to a mountain trail for the day. Students learn the basics of trail hiking: trail etiquette, map reading, and safety precautions. The trails, mountains and old stone walls provide ample opportunity to discuss land use, geology, and local history. Following the hike, the experience is discussed as an adventure, but also as another experience of working well together as a group.

Jobs Program

Part of life and education at Hulbert is the Jobs Program. Students work as a core group in various areas of responsibility twice a day; once at breakfast and once at dinner. Jobs rotate so that each group has the chance to cook a meal, sweep and mop, recycle, clean dishes, stack wood, set tables, and to perform other chores necessary in a group living environments. Adults work alongside the students, teaching practical skills where necessary and emphasizing the benefits of working together. The Jobs Program helps reinforce the use of skills learned in other activities at Hulbert, and encourages students to maintain a high standard of care and responsibility for individual and group living spaces.

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Personal Development 3.1, 3.3, 3.7, 3.10, 3.11, 3.12, 3.13

Custom activities

Do you have a curriculum, social skill, or activity objective that you would like to address with your students in an experiential learning environment? We would be happy to work with you to design activities, or an entire program, that specifically meets your needs. Hulbert's beautiful location and energetic staff can facilitate a diverse array of learning experiences in subjects ranging from the life and physical sciences, to New England history, writing, arts, and drama. In addition, we can frame activities to address the social needs of a group. Student groups can explore and work out methods for addressing such issues as harmful cliques, gender relations, challenging behavior, and conflict resolution. Finally, depending on the season of your visit to Hulbert, we can also provide instruction and practice in many types of outdoor skills including cross-country skiing, snowshoeing, and outdoor cooking. Our goal is to provide a rewarding experience for you and your students—let us know how we can serve you best!

HULBERT SCHOOL PROGRAM EVENING ACTIVITIES

Astronomy

Students, in their core groups, have the opportunity to explore the sky through activities focusing on stars, the moon, the solar system, and the sun. Stargazing will be included, weather permitting.

The Beast

The Beast is an exciting, energetic exercise in communication, patience, and cooperation. An indoor activity, the stage is set with “The Beast” in a box. The group is broken randomly into teams of about five students, and given the task of recreating “The Beast” with each student confined to a particular role in the procedure. The often dramatic process of completing “The Beast” demonstrates, among other things, the importance of role diversity and precise communication.

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Personal Development 3.1, 3.3, 3.7, 3.10, 3.11, 3.12, 3.13

Bridge Building

Like “The Beast”, Bridge-building is an indoor teambuilding activity. Students are combined into groups of about five students and each group is provided with a set of various and sundry materials. Their assignment is to build a bridge that spans a designated number of feet and that is strong enough to hold all of their shoes. Bridges are evaluated for aesthetics as well as for raw physics and engineering.

Communication 1:13, 1:15

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Hulbert Entertains/Campfire

Hulbert Entertains is a traditional event for a group’s final evening at Hulbert. At the campfire, students, adults, and instructors share a great time around a fire, performing skits and sing-alongs. Student and teacher talents are of course welcome, and the Hulbert staff usually provides a few entertaining tidbits. Hulbert Entertains is a perfect activity to provide a warm and fun sense of closure to the week. One popular option is to end the campfire with the “sticks” ceremony—an activity that encourages individual students to share positively about the group and experiences at Hulbert and at school.

New Games

New Games are a favorite activity choice among groups at Hulbert—particularly for the first evening of a program. This activity encourages students to play hard and often provides a needed outlet for first-evening energy. New Games minimize harmful competition and stress participation, activity, fun, and fair play. New Games can be adapted for nearly any size group and for nearly any range of ages and abilities.

Night Walks

Leave your flashlights behind! In this activity, core groups venture into the night, and experience, explore, and discuss life in the dark. During Night Walks, students learn about nocturnal animals and their adaptations to darkness, experiment with night vision, and explore the powers of their other senses. Many students each week cite Night walks as the highlight of their Hulbert experience.

Square Dance/Contra Dance

A lively good time with an authentic caller. The square dance is a evening activity where all the students can get involved. It is an excellent opportunity to experience old-time New England entertainment first hand.