



YMCA CAMP HIGH HARBOUR

AT LAKE ALLATOONA

YMCA Camp High Harbour at Lake Allatoona Field Trip Days

Bring your students to experience a mix of experiential learning and camp fun! Field trip days include a great mix of short, engaging academic science and social studies lessons and access to some of camp's most popular activities. We will work with each group to determine a fun mix of activities that keeps the students engaged all day long!

Quick Facts

Where are you located?

YMCA Camp High Harbour at Lake Allatoona is located in Cartersville, GA and is easily accessible from I-75.

When can we book a field trip?

Tuesday-Thursday, 9AM-2PM

Can we bring in multiple classes or multiple grades?

Yes! We will schedule your group according to grade and class size.

What are chaperones responsible for?

Adult chaperones are responsible for student behavior and supervising select activities that do not require a camp staff.

Is lunch provided?

No, but you will have access to our dining hall or outside picnic tables around camp where students can enjoy their packed lunch!

Payment Information

What is the cost of the field trip?

\$15/student with a free adult per 10 students, any additional adults would pay the student fee.

What is the minimum group size?

We have a 50 student minimum.

When is payment due?

30 days in advance

What is your cancellation policy?

We do not refund cancellations made within 30 days of the field trip.

Academic Standards

We have activities suited for each grade level and will work with your school to ensure that we are meeting your individual academic goals for the field trip. Please see below a sampling of the activities that we offer along with their corresponding Georgia Standard.

Grade	Standard	Example Activity
K	Science 1. SKE2: Obtain, evaluate, and communicate information to describe the physical attributes of earth materials (soil, rocks, water, and air). 2. SKP1: Plan and carry out an investigation to predict and observe whether objects, based on their physical attributes, will sink or float 3. SKL1: Obtain, evaluate, and communicate information about how organisms (alive and not alive) and non-living objects are grouped. Social Studies 1. 1SSMGS1: Use a compass rose to identify cardinal directions. (Introduced)	Science 1. Rock 'n Roll Hunt: Students will hunt for rocks and then sort them in a variety of categories 2. Sink or Swim: Students will perform an experiment testing if different objects will sink or float and then use those same materials to create a small boat to try and float in the lake the longest! 3. Native to Georgia Animal and Plants: Students will hunt through the woods for replicas of native species to Georgia, learn about them and their habitats, and then play a sorting game. Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)
1	Science 1. S1P1: Obtain, evaluate, and communicate information to investigate light and sound. 2. S1L1: Obtain, evaluate, and communicate information about the basic needs of plants and animals. Social Studies 1. SSMGS1: Use a compass rose to identify cardinal directions. (Introduced)	Science 1. Signals: Students will use materials to design a signal to notify one another from across distances. The group with the signal that travels the furthest away, wins! 2. Native to Georgia Animal and Plants: Students will hunt through the woods for replicas of native species to Georgia, learn about them and their habitats, and then design a solution to make sure that their favorite animal has all of their needs met. Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)

2	Science 1. S2E3: Obtain, evaluate, and communicate information about how weather, plants, animals, and humans cause changes to the environment. 2. S2P2: Obtain, evaluate, and communicate information to explain the effect of a force (a push or a pull) in the movement of an object (changes in speed and direction). Social Studies 1. SSMGS1: Use a compass rose to identify cardinal directions. (Apply and Improve Mastered Skills) 2. SSMGS2: Use intermediate directions. (Mastery) 3. SSMGS6: Use map key/legend to acquire information from historical, physical, political, resource, product, and economic maps. (Introduced)	Science 1. What Happened Here? Students will explore various areas of camp and talk through how the environment has been changed over time. 2. Archery: Students will learn how push and pull allows for bows and arrows to hit their targets, and then work to design their own bows and arrows to enter a contest! Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)
3	Science 1. S3E1: Obtain, evaluate, and communicate information about the physical attributes of rocks and soils. 2. S3P1: Obtain, evaluate, and communicate information about the ways heat energy is transferred and measured. Social Studies 1. SSMGS1: Use a compass rose to identify cardinal directions. (Apply and Improve Mastered Skills) 2. SSMGS2: Use intermediate directions. (Apply and Improve Mastered Skills) 3. SSMGS6: Use map key/legend to acquire information from historical, physical, political, resource, product, and economic maps. (Developing)	Science 1. Rocking Waders: Students will travel the shore of the lake, collecting rock and soil samples to evaluate and describe them. 2. Sun Shade: Students will use a variety of materials in an attempt to warm up and cool down a variety of objects. The grand finale? Try to keep your chocolate bar from melting! Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)

4	Science 1. S4E3: Obtain, evaluate, and communicate information to demonstrate the water cycle. 2. S4L1: Obtain, evaluate, and communicate information about the roles of organisms and the flow of energy within an ecosystem. Social Studies 1. SSMGS1: Use a compass rose to identify cardinal directions. (Apply and Improve Mastered Skills) 2. SSMGS2: Use intermediate directions. (Apply and Improve Mastered Skills) 3. SSMGS6: Use map key/legend to acquire information from historical, physical, political, resource, product, and economic maps. (Developing)	Science 1. Water Cycle: Students will participate in an experiment that explores the water cycle in Lake Allatoona. 2. Georgia Food Chain: Students will learn about animals and plants native to Georgia and then construct a food chain Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)
5	Science 1. S5L1: Obtain, evaluate, and communicate information to group organisms using scientific classification procedures. Social Studies 1. SSMGS1: Use a compass rose to identify cardinal directions. (Apply and Improve Mastered Skills) 2. SSMGS2: Use intermediate directions. (Apply and Improve Mastered Skills) 3. SSMGS6: Use map key/legend to acquire information from historical, physical, political, resource, product, and economic maps. (Mastery)	Science 1. Georgia Native Plants and Animals: Students will go on a trail walk that features animals and plants native to Georgia and then work on classifying into appropriate groups Social Studies 1. CampQuest: Students will work in groups to read a map and compass to go on a scavenger hunt around camp! (Difficulty based on grade level)

Physical Education Standards

Students will have access to multiple camp activities that will allow them to demonstrate their motor skills and physical fitness while exhibiting an understanding of Personal and Social Behavior, Rules, Safety, and Etiquette for all activities. These activities include Archery, Canoeing/Kayaking, Team Sports, Golf, and more.

Sample Day

Each field trip will be custom designed with your group's goals in mind, but please see our sample schedule below.

	9:00-9:30	9:30-10:15	10:15-11:00	11:00-11:45	11:45-12:30	12:30-1:00	1:00-2:00
Group 1	Welcome!	Science 1	Camp Quest	Science 2	Team Sports	Lunch	Archery
Group 2	Welcome!	Science 2	Team Sports	Science 1	Archery	Lunch	Camp Quest
Group 3	Welcome!	Camp Quest	Science 1	Archery	Science 2	Lunch	Team Sports

Interested in booking?

Please reach out to Meredith Marsden, Operations Director at meredithm@ymcaatlanta.org or call our camp office at 770-966-9668.

