

Bemidji State University

PHED 4360: Adventure Programming

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Nuts and bolts of planning educational outdoor adventure experiences. Also reviews theory, literature, and program types.

B. COURSE EFFECTIVE DATES: 03/20/2002 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Adventure Philosophy, Educational Theory, Ethics, Canoeing Review
2. Adventure Program Risk Management Plans, introduction to climbing wall
3. Adventure Programming History & Examples
4. Introduction to Climbing Wall
5. Low Ropes Course Facilitation & Administration
6. Program Staffing, Certifications and Transportation, Climbing Wall Operation
7. Staff Technical Skill Proficiencies, Trip Evaluation, Adventure Programming
8. Wilderness Emergencies, Adventure Trip Logistic Planning & Packing

D. LEARNING OUTCOMES (General)

1. learn the most current risk management policies of prominent outdoor adventure programs.
2. participate in and assist in leading outdoor adventure activities including: low ropes course, rock climbing wall, canoeing, extended adventure trip.
3. develop an understanding of adventure education theory and practice.
4. develop their own plan of how adventure education will be applied to their intended or existing workplace.
5. be exposed to a variety of adventure education programs and applications.
6. plan, organize and lead their own group adventure trip.
7. be exposed to the current resources available to adventure programmers.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted