Office of Experiential Education
Challenge Course Models

- **FUNN an Adventure Experience:** FUNN (Fundamental Understanding Not Necessary) is a great foundation for group and team development. Sometimes groups just need to the opportunity to laugh and enjoy the company of one another. This workshop uses a variety of games, initiatives and challenge course activities to enhance the connection amongst the group.

- **Advanced Facilitation:** Facilitation is a process of using what you see, hear, and notice then assisting a group to synthesize the experience into coherent and transferable skills. Whether in a classroom, office, or an outdoor venue, it takes time to learn how to develop an effective approach to facilitation. There are many factors that can influence an individual’s success while facilitating an experience and this workshop will provide hands on experience and group feedback to develop and enhance facilitation techniques.

- **Scope of Practice:** This workshop is designed to address issues in regards to risk assessment and risk management. Using the challenge course, participants are asked to assess potential hazards and risks in their organization's practices. The lessons learned on the course will provide an opportunity for the group members to review their scope of practice in regards to their program standards. This workshop explores the balance between policy and philosophy when looking mitigate risk.

- **Advanced Skills in Leadership:** This program places the emphasis on teaching the technical competencies in regards to a challenge course experience. In this workshop, participants will learn the necessary knots, commands, rope management, basic rescues required to facilitate groups on low and high elements.

- **Experiential Learning Classroom:** Have you thought about complementing your classroom instruction with adventure? Think about a language class communicating in Spanish or German while participating in a team building initiative, or a physics class calculating mechanical advantage and then physically experiencing friction differential. There are many ways a classroom experience can be enhanced by allowing students to learn kinesthetically.

- **Learning Focus Schools and Experiential Education:** This workshop highlights how the Learning Focus Schools curriculum and experiential learning techniques can be integrated. Through a process of facilitation and reviewing national and state standards, educators can identity methods to support the KWL found in the Learning Focus Schools curriculums.
• **Leadership from the Core:** Many organizations and agencies place an emphasis on tangible skill sets of their affiliates, but avoid learning about the professional interests and philosophies of their colleagues. This workshop provides guidance in establishing a foundation for the group members to discuss how their personal standards influence their professional philosophy, which in turn can ensure those philosophies align with the organization's mission.

• **Flow: Creating Optimal Experiences:** This workshop uses Mihaly Csikszentmihalyi’s well documented research on the theory of Flow and examines how both individuals and groups can work to achieve optimal experiences in their environments. This leadership program emphasizes both individual and group accountability.

• **Ethics in Leadership:** Buzz words surround leadership such as decision making, team work, goal setting, but without a baseline of ethics and ethos, decisions and goals of individuals may not align with the mission of the organization. This workshop uses the concept of ethics and integrity to achieve desired conversations around influencing decisions that support a shared vision of your organization.

• **Team Unity Team Play:** This workshop addresses the issues that sport teams face on a daily basis, such as relationship with the coach and captains, proper conditioning, creating a shared vision, and reviewing personal/team goals. This program is specifically designed to challenge the athletes to focus on their individual performance to support team's development.

• **Adventure Based Counseling:** This program is specially designed for organizations and schools that are working with specific populations or issues. This process oriented workshop works collaboratively with the agency to create a supportive framework to address a range of issues from disorders, to self concept, to behavioral issues.