

Camp Flintlock Field Trip Planning Sheet

(Not a registration form)

All CF Field Trips include a Tent Encampment, live Fife & Drum Musik played at carpool, and a Pop Quiz with Prizes! Please visit our website to watch our five-minute Field Trip Video, then register online. Keep this two-page planning sheet to assist with registration.

Field Trip Structure

At a Camp Flintlock Field Trip, your students will participate in a fun and informative Introduction (complete with live music and an optional musket demo), then rotate through a series of 30-minute hands-on activities, and end with a brief Conclusion and Pop Quiz to see what they've learned. Each Field Trip has a minimum of five activities (and a maximum of seven), lasting at least three and a half hours, not counting a lunch break.

Extra Activities: Larger groups require more activities to keep all classes occupied at all times. These additional activities are not considered "Extra Activities" and carry no additional charge. However, smaller groups may choose to add 1-2 Extra Activities, for a fee, in order to make the most of their Camp Flintlock Field Trip. Each Extra Activity adds 30 minutes to the Field Trip and cannot be added on top of the seven-activity maximum.

Material Fees: Some activities use specialized materials, and thus incur a Materials Fee (noted on next page).

Add-Ons: Add-Ons are not activities, but are enhancements to the colonial experience. Our current Add-On options are:

- Campfire Wassail – A non-alcoholic version of the colonial hot drink (spiced tea with fruit juice)
 - Store Credit – Credit for each student to use in our Camp Flintlock Store (whole dollar amount required; minimum \$2, though \$5-\$10 is recommended). See our online store for product info.
- For safety reasons, CF does not sell knives, tomahawks or bullwhips at school field trips.

How Many Activities Can I Choose?

Three Automatic Activities are pre-selected and included in every Field Trip:

- Colonial Store & Dress Up
- Colonial Games
- Necklace Making (your choice of Native American or West African)

You select the remaining activities (see the "At Least" column) to reach your base number. Any activities beyond that number incur Extra Activity fees. See the chart below for a breakdown of how many activities you can choose:

# of Classes	Base # of Activities	Automatic Activities	-	=	You Choose:	
					At Least	No More Than
1-5	5	3			2	4
6	6	3			3	4
7	7	3			4	4

Please Note: Your group **MUST** be arranged into "classes" of ~25-30 students for pricing purposes (e.g., a group with seven classes that only 105 students will be counted as four classes for this Field Trip and may only choose 2 elective activities without incurring an Extra Activity Fee).

Reaching the Minimum: There is a minimum fee of \$900. At a base fee of \$14/participant, 64 students are needed to reach this minimum. Smaller groups can reach the minimum by raising their cost per participant in any number of ways:

- Having the event at your location (adds a travel fee)
- Selecting Extra Activities and Add-Ons
- Selecting activities that carry a Material Fee

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Using this form:

1. To add an item to your field trip, simply write the associated fee into the “Selected” column beside the item of your choice (if no fee applies, use a ✓ or other symbol to indicate your selection).
2. See the chart on the previous page for your number of activities. Be sure to select any Extra Activity fees that apply.
3. Once you’ve made your selections, simply add up the “Selected” column to find your cost per participant, then multiply by your estimated number of participants to find your total.

	Selected	Item	Fee	Description	
General Fees	\$14.00	Base Fee Per Participant	\$14.00	See chart on previous page for # of activities covered	
		NC Travel Fee	\$8.00	When we come to your location in NC	
		SC / VA Travel Fee	\$9.00	When we come to your location in SC or VA	
		GA / MD Travel Fee	\$9.50	When we come to your location in GA or MD	
		Other State Travel Fee	\$ ____	Contact CF to discuss	
		Extra Activity #1	\$3.50	The first activity beyond your base #: ____	
		Extra Activity #2	\$3.50	The second activity beyond your base #: ____	
Automatic	✓	Colonial Store & Dress-Up	Incl.	Students try on period clothing & shop in our mobile store	
	Native Am. or W. African (circle one)	*Necklace Making	Incl.	Students make a necklace with traditional materials	
Activities	✓	Colonial Games	Incl.	Students learn about and play a variety of colonial games	
		*Beeswax Candle Making	\$2.50	Students make a hand-dipped beeswax candle	
		*Quill & Ink Writing	N/A	Students practice writing with a real quill pen & india ink	
		*Leather Journal Making	\$4.00	Students make a leather-covered journal	
		*Rag Doll Making	\$1.50	Students make a colonial rag doll	
		*Corn Husk Doll Making ³	\$3.00	(NEW!) Students make a traditional Indian corn husk doll	
		Rounders	N/A	Students play the colonial predecessor to cricket & baseball	
		Tomahawk Throw ³	N/A	Students throw a real tomahawk at a wooden target	
		Sword-Fighting	N/A	Students fence with padded swords	
		Indian Face Paint & Story	N/A	Students get faces painted in traditional patterns while listening to an account of a colonist abducted & adopted by Indians	
		*Bracelet Making ³	N/A	Students make a string bracelet using special knots	
		*Cord Making	N/A	Students use a jig to weave their own cord	
		Knot Tying ³	N/A	Students learn about and practice tying various useful knots	
		*Block Printmaking	N/A	Students use the block print method to print an image	
		*Tin Punching	\$3.00	Students make a decorative tin ornament	
		*Mini Flag Making	\$1.00	Students make their own custom 13-star US flag	
	Add-Ons		Campfire Wassail (WAH-sull)	\$2.00	A non-alcoholic version of the colonial hot drink (spiced tea with fruit juice)
			Store Credit (min. \$2.00)	\$ ____	Credit for students to use in our mobile store (whole dollar amt. required; min \$2.00, if selected; \$5-\$10 recommended).
	Cost Per Participant				
X	Participants (do not include teachers or parent volunteers)				
	Total (\$900 minimum, no deposit necessary)				

³Indicates an activity not recommended for anyone below 3rd grade

*Denotes a craft students may take home