

# **PACKING LIST**

The outdoor education program is conducted primarily in the out-of-doors. Consequently, your child needs to be prepared for all weather conditions. Because we are concerned about your child's safety, only those children dressed appropriately for the weather will be able to participate. The student also needs to have clothing that is suitable for hiking, sitting on the ground and most importantly, for getting dirty. Designer clothing should be left at home!

All clothing and other personal items should be labeled with the child's name. An easy way to pack these items is in a large garbage bag, pillowcase, duffel bag or suitcase. Bedding should be rolled tightly and tied securely. Students will be required to carry their own baggage to the cabins so pack accordingly!

## **ESSENTIAL:**

### **Sack Lunch first day! Depends on school's contracted terms**

Bedding:

sleeping bag or a 2-blanket roll with sheet & pillow. (Plan accordingly with teaching staff to accommodate for children with bed-wetting tendencies)

Clothing:

1 **waterproof** raincoat or poncho  
1 pair of **waterproof** boots or mud shoes  
1 pair pajamas  
1 pair underwear and socks for each day you will stay  
(Extra underwear is recommended; **extra socks are a must!**)  
3 shirts  
2 pair long pants  
1 pair shoes

#### In warm or hot weather:

2 pair shorts  
3 tee shirts

#### In cool or cold weather:

1 pair mittens/gloves  
1 hat that covers ears  
2 pair wool or thick socks  
1 neck scarf  
1 pair long underwear  
1 warm coat  
2 heavy sweaters or sweat shirt

Other:

1 towel and wash cloth, 1 bar of soap & 1 shampoo  
1 toothbrush and paste, 1 deodorant  
1 brush or comb  
1 large bag for dirty laundry  
1 water bottle to carry during class (recommended)

## **OPTIONAL**

Bathrobe, slippers, shower cap, camera, sunscreen, insect repellent (non-aerosol), flashlight, stationery and stamps, chapstick, alarm clock, home addressed stamped envelope.

## **DO NOT BRING**

Food for snacks, gum, knives, matches, radios, electronic games, aerosol spray cans, perfumes, valuables and money. (Food attracts unwanted **critters**)