

## High Water Plans:

If the water flow average is between **12,000-14,000 cfs** as measured at the [Castle Rock Dam](#) and [Kilbourn Dam](#), the following classes will need to be modified or replaced:

Class	Modification Options	Replacement Options
Canoeing	Voyageur Canoeing	-Any land-based class -Floatation Lab: youth are challenged to create a small floating boat out of provided materials and then test which boat can hold the most weight before sinking.
Swimming	Water Games (drip, drip drop, relay races etc.)	-Any land-based class

If the water flow average is **14,000+ cfs** as measured at the [Castle Rock Dam](#) and [Kilbourn Dam](#), the following classes will need to be modified or replaced:

Class	Modification Options	Replacement Options
BHI Hike/ Microclimates of BHI	North Shore Hike/ Microclimates of the North Shore	-Any land-based class
Canoeing	none	-Any land-based class -Floatation Lab: youth are challenged to create a small floating boat out of provided materials and then test which boat can hold the most weight before sinking.
Swimming	Water Games (drip, drip drop, relay races etc.)	-Any land-based class
Voyageur	Dry-land voyager (some overlap with outdoor survival)	-Any land-based class

## **Indoor Weather Options:**

If weather forces us to be inside (i.e. lightning, high winds etc.) the following classes can be modified to be inside (or a replacement can be chosen if desired):

<b>Class</b>	<b>Modifications Available</b>
Animal Signs	-Indoor animal artifact scavenger hunt (bones, fur, scat). - <a href="#">Design an animal challenge</a> -Animal Adaptation Games like bat-moth, defense types speed challenge, Oh Deer, Zookeeper etc.
Bat Ecology	No modification needed
Broomball	Move court indoors
Campfire	No modification needed (Note: Indoor campfires may feel louder than outdoor ones due to echo so this a quiet space might need to be designated for youth to avoid the loudness)
Fishing	-Backyard Bass and learn about fishing regulations -Learn to tie fishing knots like Palomar and Clinch knot -Oh Trout (similar to Oh Deer)
Life of a Logger	No modification needed
Orienteering	-Learn Parts of a Compass -Orienteering games like speed directions/draw a shape -Design your own orienteering course
PBM/Group Initiatives	-Indoor Teambuilding games
Scales, Scutes & Skins	No modification needed
Wacky Water Critters	-Critters can be collected ahead of time by staff so youth can still explore macroinvertebrates -Critter Adaptations Discussion/Healthy Ecosystems Discussion -Design a stream activity: " <a href="#">It all goes downstream</a> "

The rest of the Upham Classes will need to be replaced. A class from above can be chosen or one of the activities on the following page may be used.

### **Whole Group Indoor Activities (20-150 people):**

- Dutch Auction: Challenge youth's creativity and teamwork as they race to use items they have on them to design items to meet the auctioneer's request. The auctioneer will be looking to auction off crazy items like the best superhero, newest invention, craziest art piece etc.
- Movie Time. Some Recommendations are below
  - [PBS Wisconsin Biographies](#)
- Talent Show

### **Small Group Indoor Activities (10-25 people):**

- Indoor Gaga ball (6-12 people can play at a time then rotate through activities)
- STEM Challenges
  - Floatation Lab: youth are challenged to create a small floating boat out of provided materials and then test which boat can hold the most weight before sinking.
  - [Make-Do Cardboard Challenges](#): Learn the [Design Thinking Process](#) and then [design an arcade](#) or a mini golf course.
- [Nature Journaling](#)
- Ask if your Naturalist has any special interests they would want to talk about like improv games, geology etc.
- Dutch Auction: Challenge youth's creativity and teamwork as they race to use items they have on them to design items to meet the auctioneer's request. The auctioneer will be looking to auction off crazy items like the best superhero, newest invention, craziest art piece etc.
- Board Games/Card Games