

## **Adventure Programming Philosophy Paper**

Length: 2 page (minimum), double-spaced and typed

The purpose of the paper is for you to state your philosophy of adventure education/recreation. I encourage you to draw from class and your own personal experience. You will have enough experience and content from this class to put together a quality paper. I am not concerned with length but am more concerned with content and how well you articulate your philosophy?

Content should include the following:

1. Your definition of adventure education/recreation supported by formal definitions used in the industry.
2. Include what you intend to do in the future and how you will integrate adventure education/recreation into your professional and personal life.
3. Discuss experiential education and teaching methods. What you think is effective and how people learn.
4. Discuss the benefits of adventure and how it helps people. You should relate this to how you intend to help others through adventure programming.
5. Discuss your philosophy and perspective on adventure leadership.
6. Discuss your personal values and how that relates to adventure programming.

Grade will be based on:

1. Integrating concepts from class - 50%
2. Clearly expressing your views - 20%
3. Applying it to your future situation - 20%
4. Well written - 10%

Tips: Start with opening paragraph and outline your main points, create the body of the paper then finish with a conclusion. Please let me know if you need help! I am more than willing to review a paper before it is handed in for a grade.