



Teacher Information :

Gold Rush Days

Dear Teachers and Administrators,

Thank you for your interest in Indian Hills Camp's Gold Rush Days Program! Through this special living history program, your students will take a trip back in time to the 1850s and experience what life would have been like for the various people living in California. Your students will engage with interactive, educational simulations, involving games and role playing.

Each student receives a historical figure to take on for the day along with a certain amount of Gold Rush Bucks. They will travel via an overland trail to reach the gold fields, stake a claim, and purchase their own gold panning equipment. During their stay in the 1850s, they will use their Gold Rush Bucks to purchase their meals and experience the devastating effects of inflation on the economy. At the end of their trip, students will cash in their gold with the assayer and find out if their claim contained real gold or fools gold!

The goal of the immersive experience is to teach your students what life would have been like for the average person during the Gold Rush. Many people came from far and wide, bringing with them, ideas of grand riches and were quickly disillusioned. Your students will experience the struggle of trying to earn a fortune while facing issues such as rising cost of living and historical discrimination. This experience offers many opportunities to have fun, as well as to be challenged. Our hope is to provide an experience that enhances classroom learning and fuels meaningful discussion.

The program is intended for 4th grade classes studying the California Gold Rush and covers CA State Standards 4.3 and 4.4.

Kindest Regards,

IHC Program Team

All Day Program

- Our day program begins at 10 AM (check in at 9 AM) and ends at 7:30 PM.
- Food service is provided for lunch and dinner.
- The program is offered on Tuesdays, Wednesday and Thursdays.

Pricing

Student fee: \$55.00

Teacher/Chaperon fee: \$55.00

Sample Schedule

9:00	Arrival
10:00	Orientation
10:45	Overland Trail
11:30	Staking Claims
12:30	Mid-day Meal
1:30	Gold Mining
2:45	Archery
3:30	Free-time/Trading Post
5:30	Supper
6:00	Campfire/Closing Ceremony
7:00	Departure

Overnight Program

- Our overnight program begins at 4 PM on the first day (check in at 3 PM) and ends at 1:30 PM on the following day.
- Your students will stay the night in our Boom Town or in a covered wagon.
- Full food service is provided from dinner the first day to lunch the second day.
- Arrival days are Tuesdays, Wednesdays and Thursdays.

Pricing

Student fee: \$75.00

Teacher/Chaperon fee: \$75.00

Sample Schedule

Day 1

3:00	Arrival
4:00	Orientation
5:00	Supper
6:15	Overland Trail
6:45	Free-time
7:15	Campfire
9:30	Lights Out

Day 2

7:00	Rise & Shine! (Wash Up/Pack Up)
8:30	Morning Meal
9:15	Staking Claims
9:45	Goldmine
10:30	Archery
11:00	Free-time/Trading Post
12:30	Mid-day Meal
1:00	Closing Ceremony
1:30	Departure

Booking Process

Step 1: Select your Program

All-Day or Overnight

Step 2: Select your date

Please see the available dates on the website

Step 3: Complete the Reservation Request Form online

Once we confirm your information and our availability, we will send you a contract

Step 4: Submit the Contract

Upon receipt of your contract, you will have three weeks to submit the signed contract along with a \$150.00 deposit, which is deducted from your total due.

Step 5: Payment and Waivers

Final payment, release waivers for all students and adults in attendance, a list of dietary restrictions for your group and a student roster/sleeping assignments are all due three weeks before your arrival.

Step 6: Characters and Back Stories

The registrar will contact you with a list of characters to be assigned to your students and a requested due date

Step 7: Travel Back in Time!

Arrive at camp and stake your claim in the Gold Rush!



What to Bring

All Day Program

- Tennis Shoes or Boots (closed toe)
- Warm Jacket/ Sweatshirt
- Chap stick and Sunblock
- Hat / Beanie
- Store Money (\$40 max)
- Water Bottle

Overnight Program

(In addition to All day program list)

- Sleeping Bag
- Pillow
- Daily Change of Clothes
- Pajamas or Sweats
- Towel & Washcloth
- Toiletries (shampoo, toothbrush, toothpaste, etc.)
- Shower Shoes – recommended for wearing while in the shower
- Flashlight

What NOT to Bring:

- Electronics including but not limited to: cell phones, iPods, mp3 players, games, etc.
- Expensive items such as designer clothing, toys, electronic games, etc.
- Gum or Messy snacks
- Pocket knives, weapons, etc.

*****Please be sure to label ALL of your belongings!*****