

OVERVIEW

Examples & Definitions
Outdoor Program Types
Experiential Learning
Metaphoric Transfer
Group Facilitation Techniques:

Fundamentals & Funnelling Freezing & Frontloading Fortifying & Focusing

Non-verbal Alternatives
Solo & Framing

WHY does Adventure Work? (elements)
WHAT are the Benefits of Adventure? (ecohealth)
HOW does Adventure Work? (change mechanism)
Seven Steps inside the "Black Box"
Four Pathways through the "Black Box"
Summary, Conclusion, and Questions

All of Us: Reflection with INDIVIDUALS

How are you feeling in this moment? (CHECK IN: STATE-OF-MIND)

What would you like to choose to do? (CHALLENGE BY CHOICE: ACT)

What is working for you & what is not working? (ACTION ANALYSIS)

What did you get from what you just did? (CARRY OVER TO NEXT TRY)

TRAUMA: Refer to Psychologist

EVALUATION: What was your experience like?

What would you like to see done differently?

All of Us: Reflection for GROUPS

WHAT happened?
SO WHAT did you learn from that?
NOW WHAT will you change or do differently?

Gestalt Therapy Borton (1970)



REFLECTION

important
second step in the
four-step experiential cycle,
where participants "look back"
on their adventure experiences
in order to identify their
personal learning
and change

contemplation
or group discussion to
closely examine emotions,
thoughts, and conduct
during past events

Process is conducted alone/solo OR can be facilitated in a group





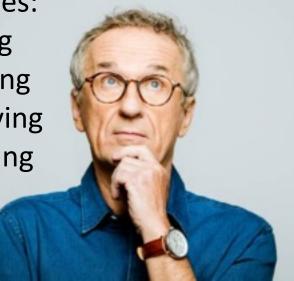
examines:

feeling

thinking

behaving

resisting



Outdoor Learning

"an experiential process, which takes place primarily through exposure to the out-of-doors [where] the emphasis for the subject of learning is placed on [five] relationships concerning people and natural resources"

Five Relationships

- 1. Intrapersonal (the self)
- 2. Interpersonal (the group)
- 3. Ecosystemics (nature)
- 4. Ekistics (human impact)
- 5. Spiritual (your place in it all)

It has environmental and adventurous branches, but sometimes these coalesce

O.L. Types

OUTDOOR:	Recreation	Education	Development	Therapy
CHANGES	Feeling	Thinking	Behaving	Resisting
	Adventure Travel	Adventure Education	Adventure Training and Development	Adventure Therapy
	Adventure Tourism	Wilderness Education	Wilderness Training and Development	Wilderness Therapy
Adventure examples	Wilderness Tourism	Experiential Education	Experiential Training and Development	Experiential Therapy
campies	Adventure Recreation	Challenge Education	Outdoor Training and Development	Adventure Counselling
Where do you	Wilderness Recreation	Expeditionary Learning	Team-Building Programs	Outdoor Healthcare
fit in?	Eco-tourism Nature Tourism	Environmental Education	Pro-Environmental Development	Nature Therapy
	Wildlife Viewing	Ecological Study Place-based	Environmental Action	Eco-therapy
Environment	Nature Recreation	Learning	Environmental Restoration Internships	Forest Therapy Forest Bathing
examples	Environmental Recreation	Heritage Interpretation	Preservation / Conservation	Occupational Therapy
	Environmental Tourism	Nature School	Volunteering	Outdoors
		Forest School	Citizen Science	

HANDS UP!

Please give me a which of these are show of hands: you delivering?

could be more than one!

OUTDOOR:	Recreation	Education	Development	Therapy
CHANGES	Feeling	Thinking	Behaving	Resisting

remember where you stand, since we will return to this

ACTION is the experience

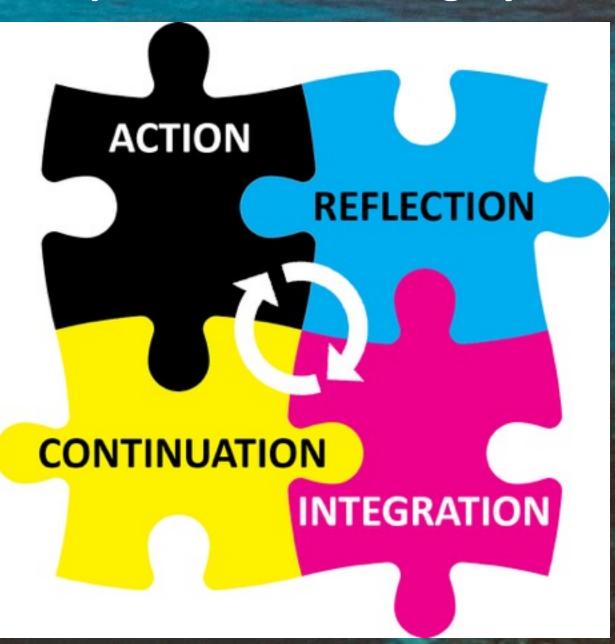
Experiential Learning Cycle



REFLECTION highlights the lessons learned, cements concepts, gains awareness

INTEGRATION into daily life via metaphoric transfer

CONTINUATION maintains change in the face of erosion



METAPHORIC TRANSFER

For learning and change (from reflection) to transfer from the adventure to show up in daily life, metaphoric connections are extremely valuable

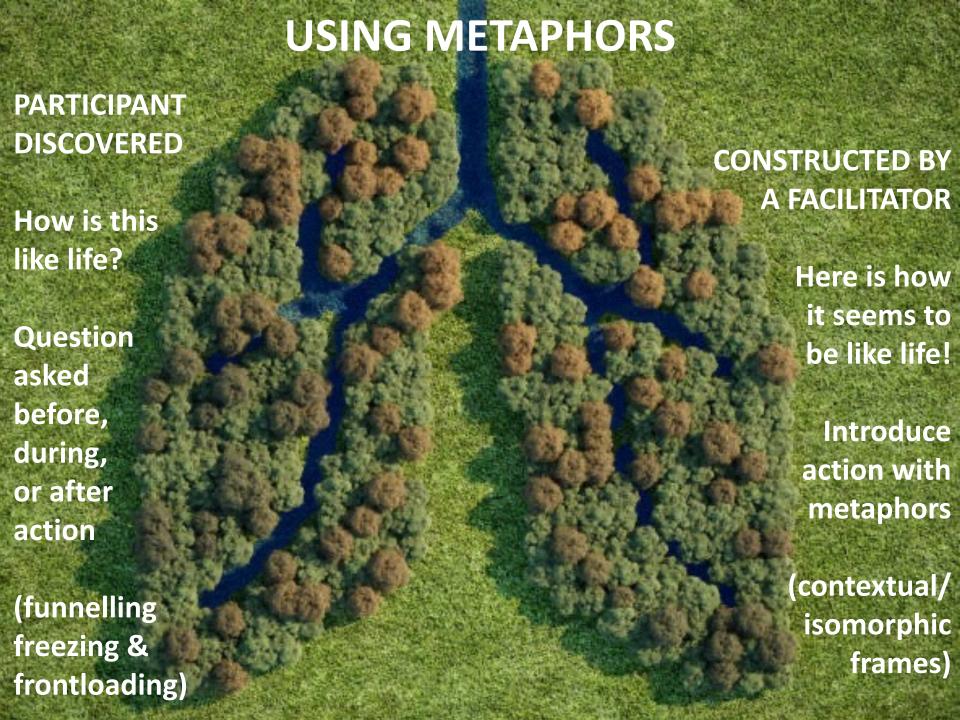
METAPHORS are ideas, objects, or descriptions used in place of different ideas, objects, or descriptions to denote comparative similarity

SPECIFIC transfer: same skill in a similar setting (typing, knots)

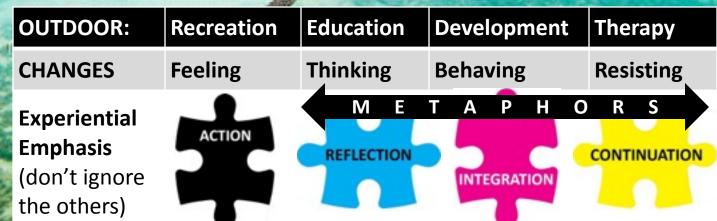
NON-SPECIFIC transfer: similar skill in a different setting (trust)

METAPHORIC transfer: brings the settings closer together so they have no evident difference

Light bulbs are metaphoric representations of bright ideas



















ADVANCED 2: Focusing

Choosing to focus on problems or solutions

PROBLEM Focus: what is wrong or

broken and how best to fix those

SOLUTION Focus:

what is working well and how to do more of that



NON-VERBAL Alternatives

Not everyone is comfortable with language, complex thinking, group interaction, extroversion to speak

Tasks may be undertaken (no conversation) to aid reflection alone/in groups



Facilitator assigns tasks to participants or they choose for self

MUSIC, POETRY, WRITING, STORY TELLING

ART: cartooning, collaging, drawing, graphing, painting, sculpting, etc.

DRAMA (silent or not): fantasy skits, modeling in clay, reenacting, etc.

PHOTOGRAPHY: printed images, slides, video, instant snapshots, etc.

PRESENTATION: written report, slideshow, scrapbook, photo album, etc.

PLAY IT AGAIN: repeat same activity once more (for certain situations)

All facilitation techniques can be used in groups or for solo reflection



FRAMING

the way you choose to INTRODUCE the action determines how participants see the adventure

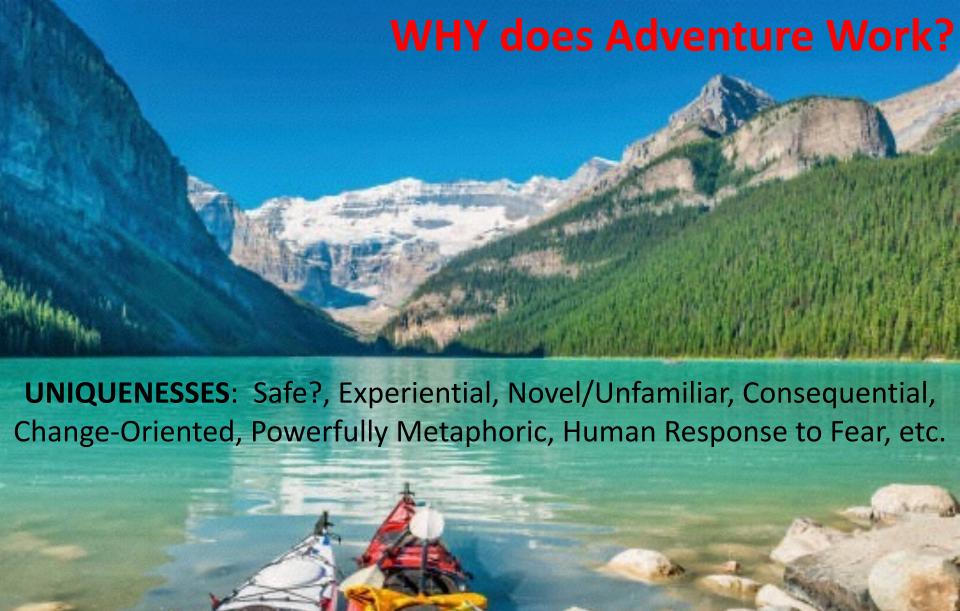


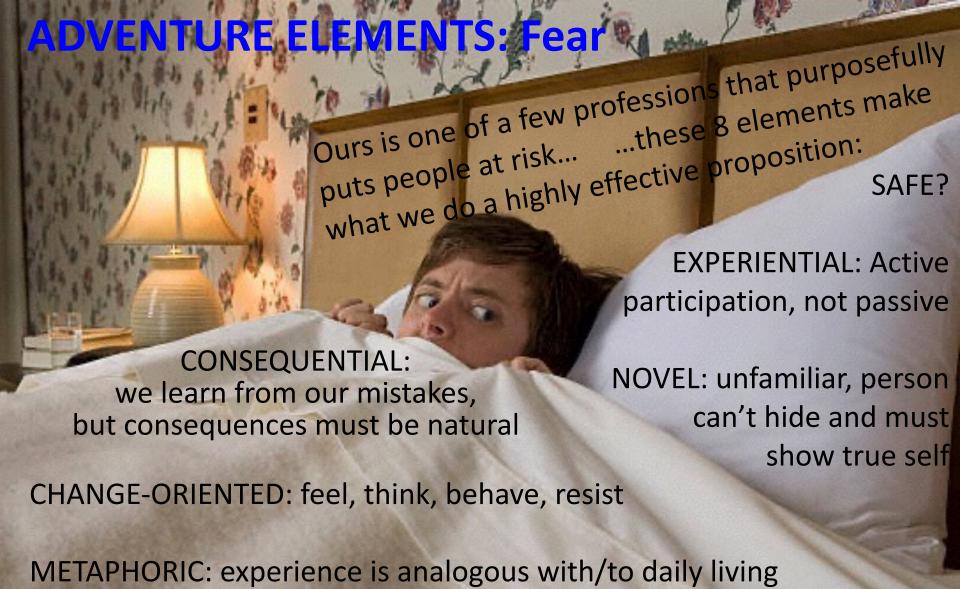
SUMMARY (so far)

OUTDOOR:	Recreation	Education	Development	Therapy
CHANGES	Feeling	Thinking	Behaving	Resisting
Experiential Emphasis (don't ignore the others)	ACTION	REFLECTION	INTEGRATION	CONTINUATION
Facilitation Emphasis (minimum necessary staff skills)	NONE needed Activities speak for themselves; are inherently joyful and playful Don't traumatize	Fundamentals unstructured ?s in conversation Funnelling structured ?s in discussion	INTERMEDIATE Freezing of action & Frontloading ?s in order to compare past behaviour with present behaviour	Focusing & Fortifying to successfully counter resistance to assistance
Framing Emphasis (all useful)	FANTASY introduction	REALITY introduction	CONTEXTUAL introduction	ISOMORPHIC introduction

To enable reflection, apply basic facilitation skills

To aid integration, employ metaphors & intermediate





HUMAN RESPONSE TO FEAR (heights, darkness, moving water, etc.)
CREATES DISTRESSFUL DISSONANCE ("I'm safe, but I'm going to die!")

CUSTOMER & CLIENT CONCERNS

Is it SAFE?

Does it WORK?

Is it worth the COST?

How do I tell a GOOD program from a bad one?

Is it SUSTAINABLE and/or gentle on nature & climate?

American travel industry is now shifting away from risk/adventure and toward

Customer pays the bill & client engages in the program (could be same) personal growth/challenge and life-changing experiences/nature

- 1. International Travel Improves 30% GDP increase was projected
- 2. Domestic Travel Stays Strong
 Half global travelers plan domestic holiday
- 3. Env. Impact Awareness
 Consumers want sustainable operators
- 4. Env. Impact Action

 Consumers want eco-friendly options
- 5. Sustainable Food & Drink
 Consumers want to explore local gastronomy

- 6. The Nomad Economy

 Travel to live in and work from a new location
- 7. Diversity, Equity & Inclusion Indigeneity, race, orientation, accessibility, etc.
- 8. Ruralization & Communitization Consumers want lesser-known & engage locals
- 9. Social Divides Deepen
 Global poverty 7.8 → 9.1%; crowding impact
- 10. Financialization

 Complex myriad of money decisions can push consumers to simpler choices; use technology

TOP TEN TRAVEL TRENDS

(American, emerging post-covid, 2022)

OTHER TRENDS

Transforming
Wellness
Nature
Self-guided

source: AdventureTravelNews.com

https://www.adventuretravelnews.com/adventure-travel-trends-2022

WHAT are the Benefits of Adventure?

Three INTERNAL dimensions: Physical, Mental & Self-Image

Three EXTERNAL dimensions: Social, Ecological & Spiritual



Ecohealth

SOCIAL WELL-BEING

Knowing my societal memberships Connecting to meaningful groups Living life full of true relationships

ECOLOGICAL WELL-BEING

Knowing my environmental impact Connecting to meaningful places Living life harmoniously with nature

SPIRITUAL WELL-BEING

Knowing my role in greater cosmos Connecting to meaningful purposes Living life by a personal philosophy



WELLNESS PRACTICES

- 1. Exercise regularly
- Eat/drink nutritiously
- 3. Sleep soundly/timely
- 4. Regular check-up/screening
- Moderate screen time
- Balance work & leisure
- Continue learning/education
- 8. Volunteer & meet new people
- Reflect on experiences
- Contemplation/meditation
- 11. Mindfulness & relaxation
- Artistic/creative expression
- 13. Quality time/relationships
- 14. Seek happiness/fun/joy/play
- 15. Empathy & compassion 16. Justice & service to others



PHYSICAL. MENTAL & SELF-IMAGE

WELLNESS **PRACTICES** WELL-BEING

QUALITY OF LIFE & **FUTURE** HEALTH

ECOHEALTH DIMENSIONS

Future Planetary Health

META-ANALYSIS: strongest research evidence

Randomized Controlled Trials (RCT) of humans provides the best quality of quantitative (numerical) evidence from singular studies

However, meta-analyses collectively consider and merge a great many singular research and RCT studies across common factors to make definitive statements about phenomena being researched



1. PHYSICAL Well-being

Ability to maintain a balanced quality of life without limitations, distress, or fatigue when undergoing bodily exertion or exercise

In adventure, PHYSICAL well-being can derive from (green/blue) exercise

Participation in properly facilitated adventure programs is known to:

- positive attitude toward exercise,
 overall fitness, activity levels, longevity,
 & immune function, endocrine function
- ↓ obesity, mortality, cholesterol, cortisol heart rate, sys- & diastolic blood pressure, heart rate variability (relaxation indicator)

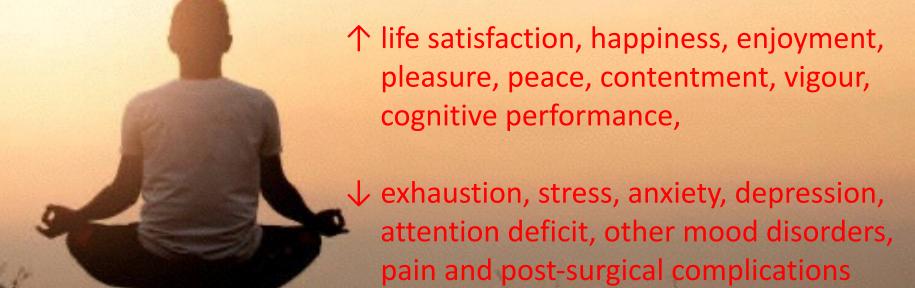
↓ risk of diabetes, stroke, asthma, hypertension, cardiovascular disease

2. MENTAL Well-being

Ability to maintain a balanced quality of life without trauma, confusion or restrictions, when undergoing cognitive exertions or interactions

In adventure, MENTAL well-being can derive from immersion in nature

Participation in a properly facilitated nature connection is known to:



Generally: ↑ positive emotions & ↓ negative emotions

3. SELF-IMAGE Well-being

The ability to maintain a balanced perception of self with confidence, resilience & intrapersonal understanding of one's own identity / character

Participation in properly facilitated adventure programs is known to shift locus of control external → internal self-awareness self-concept self-efficacy self-esteem

addiction

criminality

other disorders

In adventure, SELF-IMAGE well-being can derive from overcoming perceived risks

4. SOCIAL Well-being

The ability to sustain meaningful and relevant relationships with others by using interpersonal behaviours to enhance trust and communication

In adventure, SOCIAL well-being and pro-social behaviours can derive from resolving group tensions/conflicts while solving problems together

Participation in properly facilitated adventure programs is known to develop teamwork

↑ cooperation group cohesion social development family development

 ↓ conflict, violence, attachment issues, behavioural disorders

5. ECOLOGICAL Well-being

Ability to maintain a balanced and harmonious current relationship among people and their ecosystems that leads to future sustainability

In adventure, ECOLOGICAL well-being can derive from nature immersion



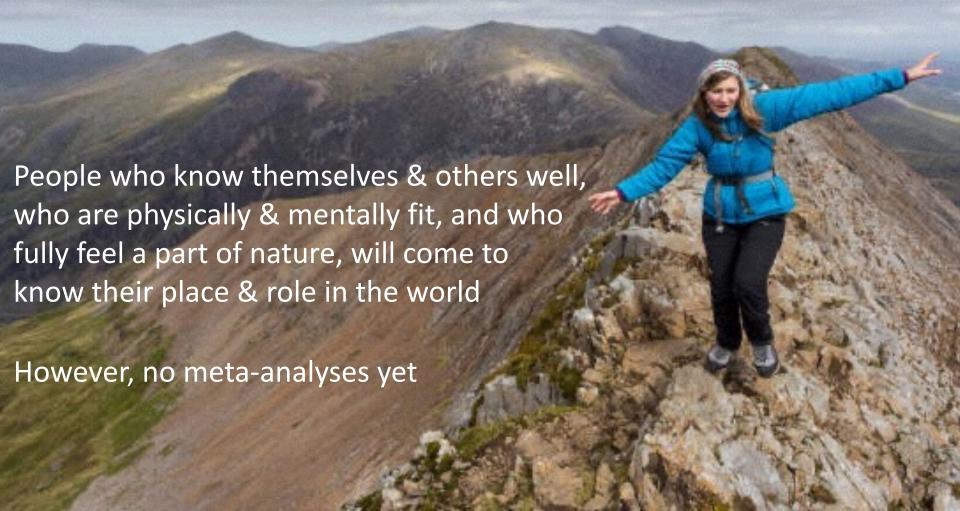
Participation in a properly facilitated nature connection is known to:

↑ eco-awareness, environmental stewardship, ecological understanding, attitudes toward nature, pro-environmental behaviours, attachment or affinity for place, eco-consciousness, deepening appreciation, positive actions to conserve or protect, etc.

6. SPIRITUAL Well-being

Ability to find meaning and purpose in life with consideration for one's religion, deities, ancestors, the universe, the cosmos, and a home planet

SPIRITUAL well-being is derived by blending the other five dimensions



HOW does Adventure Work?

We know it works with plenty of research that shows properly facilitated adventure programs are effective at helping people make change

Mainstream disciplines (tourism, education, social work, psychology, etc.) have marginalized us to the fringe for not being able to explain how adventure works

We know WHAT & WHY now we need...

...an explanation of HOW it works, so we can convince other professions that we have a uniquely effective mechanism of change (the "Black Box")



1. Stand up; fold your arms

2. Get really comfortable

3. Note which arm is on top

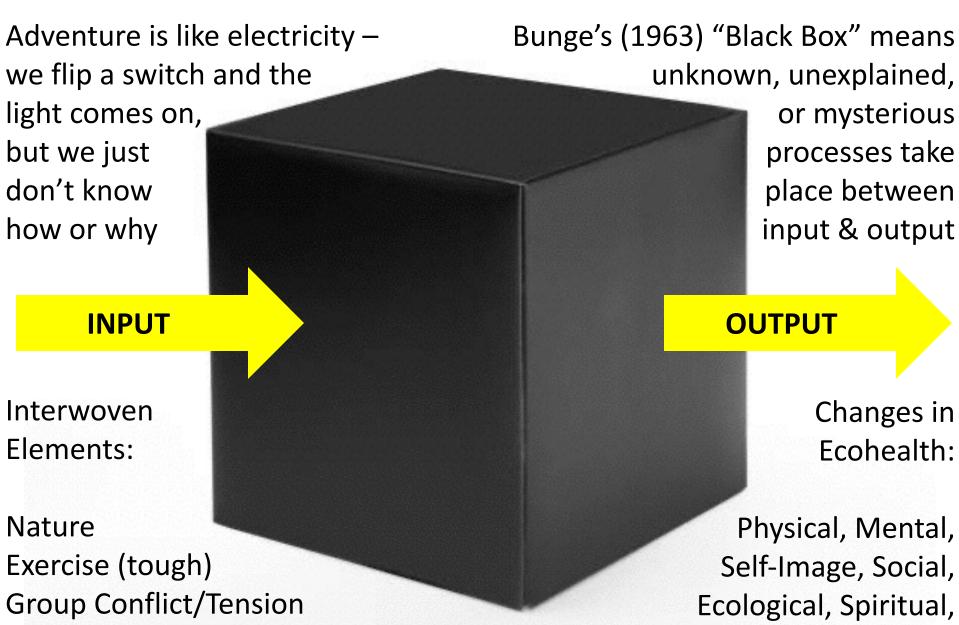
4. Watch others nearby

5. Switch arms so that the other is on top!

HOW IS THIS EXERCISE A CHANGE METAPHOR?



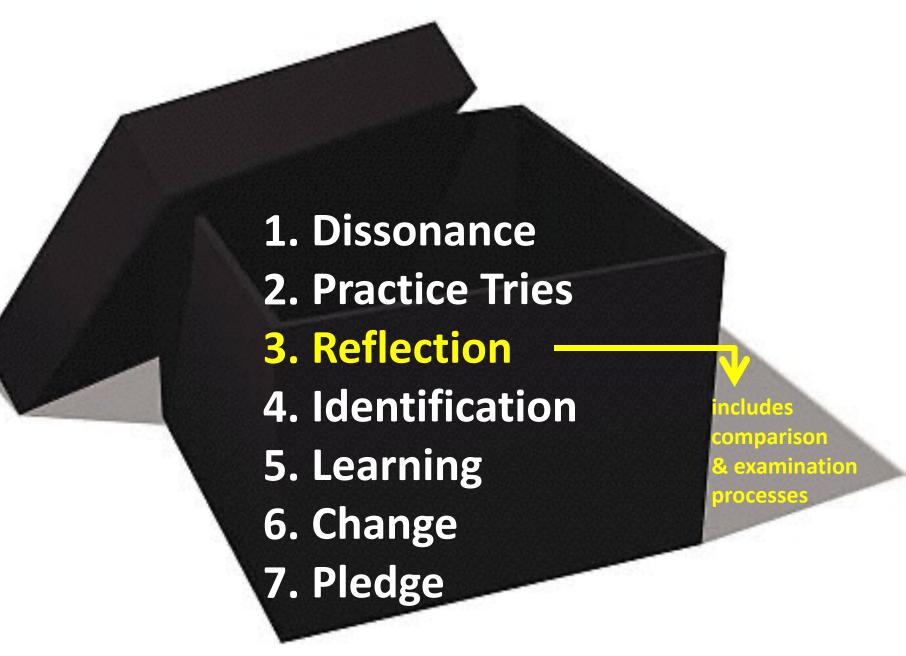
The "BLACK BOX" of Adventure

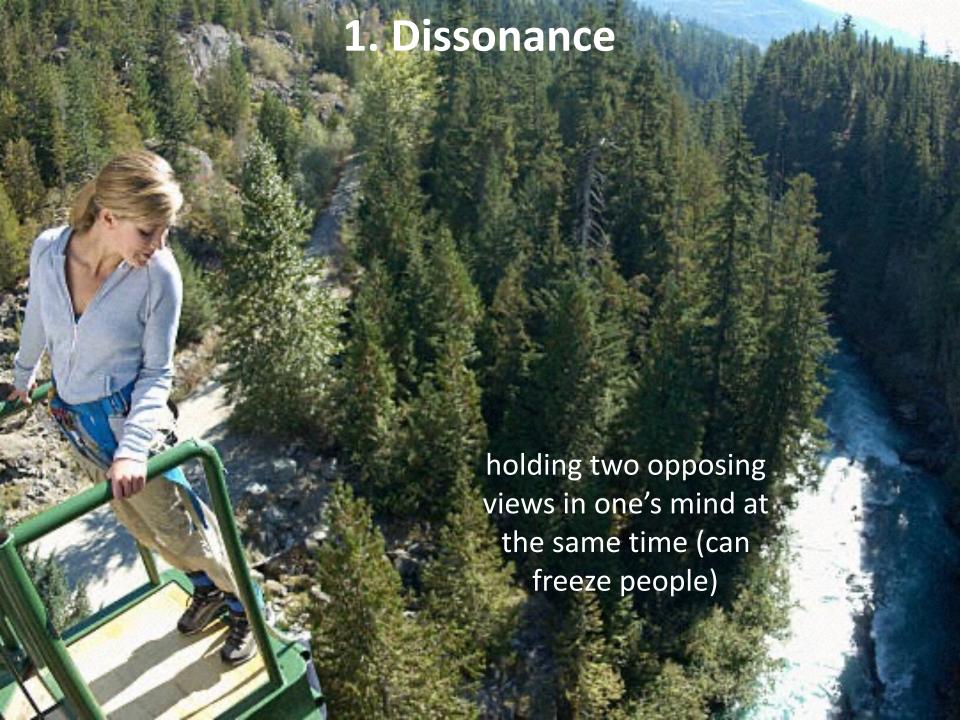


(feeling, thinking, behaving, resisting)

Perceived Risk Taking + more

7 STEPS inside the "Black Box"



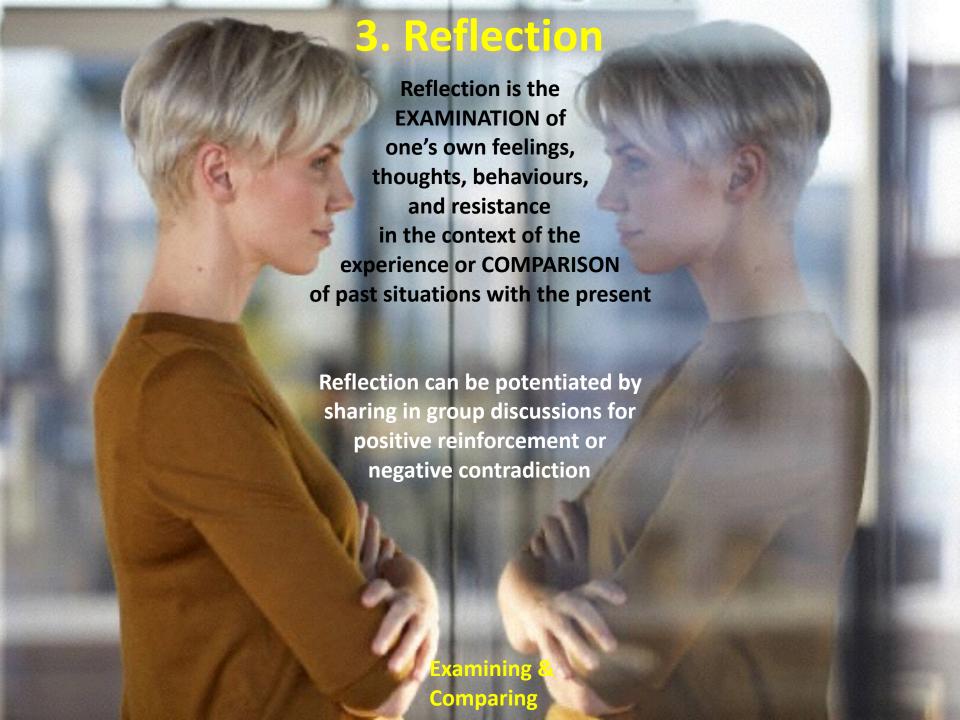


2. Practice Tries

Your job is to encourage them to test one of those competing thoughts, but without coercion – "challenge by choice" means THEY must decide!

Repeated tries, leading to success, provides ample content for reflection

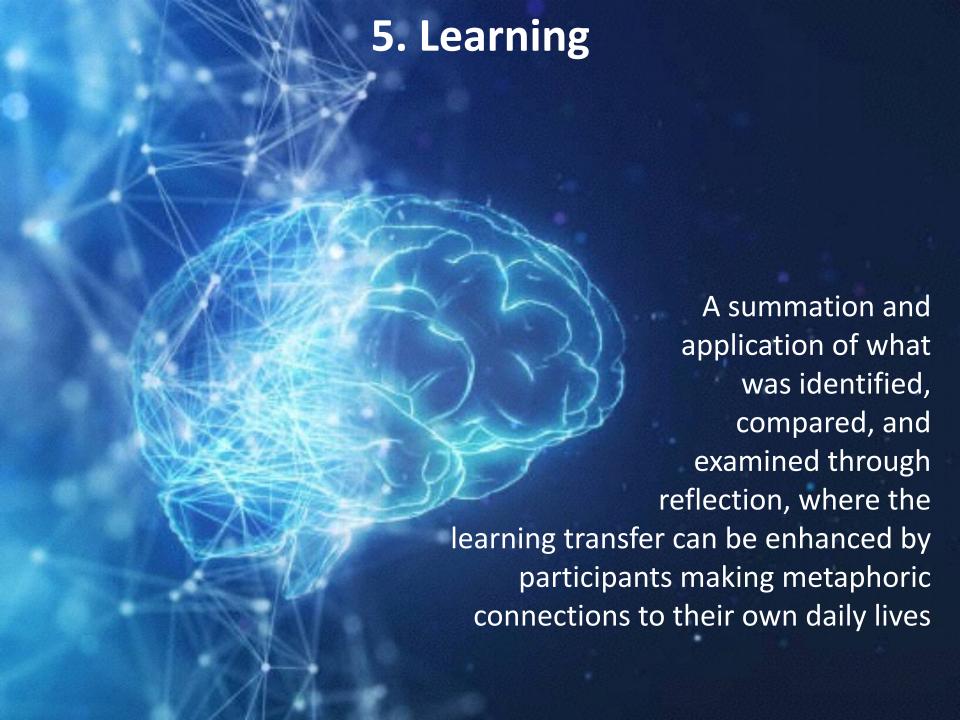




4. Identification

Recognizes what has improved and increased (or diminished and decreased) as a result of active participation in the experience

You should typically facilitate this toward a gain in greater perceived competence for each participant – ASK: what did you consciously do to make this recognized gain or enhancement?



6. Change

Participants express what they will do differently next time, however, one of the next experiences should obviously be structured in such a way to provide them with the opportunity to practice and demonstrate their change

Change becomes transformation when the alterations are irreversible in daily life and the best way to achieve this is to examine strategies to maintain change against the situational forces of erosion



A commitment to continue change in daily life ends the stepwise process, but is an optional step that is deliberately omitted if people

are quickly

plunged

into

another

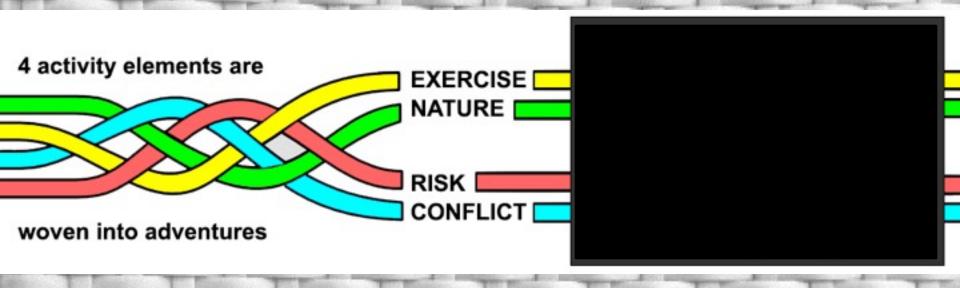
experience

Promises for the future are more frequently included toward the end of adventure programs, before the participants depart for home, and are about the takeaways for each person and how they will live their lives differently going forward into daily living

MECHANISMS of CHANGE for ADVENTURE: Four pathways through the "black box" process



INPUT: Four Elements woven into Adventure



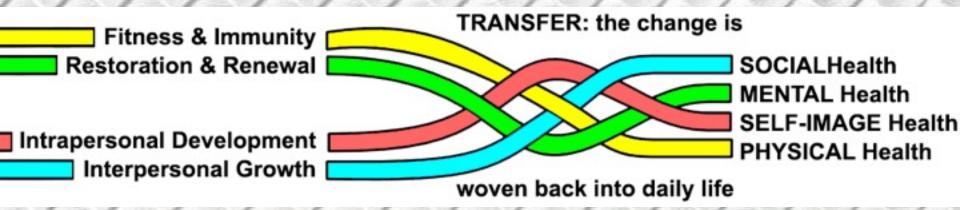
Exercise: active effort of moving; kinesthetic awareness of body position

Nature: non-human features of ecosystems; humans are part of nature

Risk: the potential to lose something of value (physical, mental, social, self-image, etc.); best to deal in perceived risk and avoid real dangers

Conflict: social friction or tension from discord or disagreement among 2+ participants; natural result of living together in stressful conditions

OUTPUT: Ecohealth

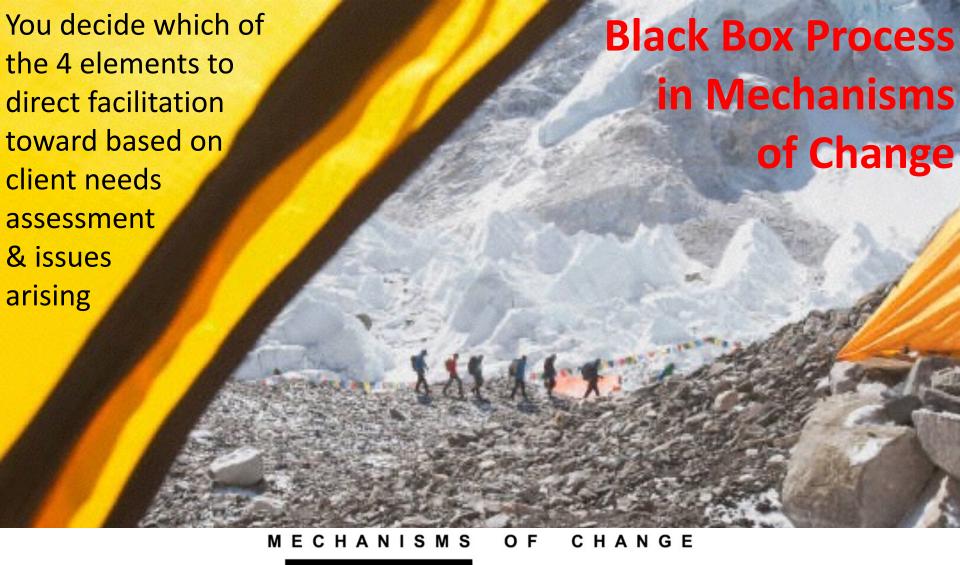


ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
RESULTS IN	PHYSICAL	MENTAL	SELF-IMAGE	SOCIAL
	Health	Health	Health	Health
COMBINES	as SPIRITUAL Health and in OVERALL ECOHEALTH & WELL-BEING			

The once separated elements (exercise, nature, risk, and conflict) are woven back together by practitioners leading discussions and participants further reflecting on their well-being

Boundaries among these 6 health outcomes (physical, mental, self-image, social, spiritual, and ecological) become blurred as the various well-beings begin to merge and coalesce

These health outcomes are interactive and synergistic to the point that improving one type of well-being may well enhance the others & overall balanced **ecohealth** can be the result





woven back into daily life

The "Black Box" Process

woven into adventures

Facilitating REFLECTION & Identification

DISSONANCE resolved by repeated **PRACTICE TRIES that succeed or** fail, but are followed by REFLECTION (with comparison & examination) and **IDENTIFICATION** of gains, so that **LEARNING** results leading to CHANGE in the next experience with a PLEDGE for living each day differently

Each Element Takesa Different Pathway



4 Pathways X 7 Steps

ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
	Play, active travel,	Deep immersion in	Fear of: heights,	Small group living in
EXAMPLES	sports competition,	natural ecosystems:	darkness, water,	very distressful and
	expedition journey	fresh air, sun, quiet	closed/open spaces	primitive conditions
	I can't do this, my	I'm always stressed	They tell me I'm quite	We're told to be
	body is going to	out, anxious, and	safe here (and I think	team players and
DISSONANCE	"break" and I need to	depressed, but in this	I am), but I'm scared	trust, but I'm better
	rest, but I just have to	nature, I'm peaceful	I'm going to get hurt	off with "everyone
	keep going	and happy	or injured	for themselves"
1	Struggle through to	Repetitive attempts	Repeated tries to	Recurring efforts to
PRACTICE TRIES	completion with	to calm down and	overcome the risks	resolve minor and
	resolve, tenacity, and	relax by meditating	with certainty and	major conflicts and
	perseverance	and contemplating	deal with failures	develop a team
	Comparison of	Comparison of both	Examination of	Examination of
	expectations with	states: usual life in	behaviors that helped	techniques that
REFLECTION	achievements, when did more that	urban setting and	overcome risk and/or that hindered	resolve conflict and/
		nature immersed in		or those that create
	thought possible Fortitude, courage,	green or blue space	progress Methods for astute	more conflict Skills for conflict
	endurance, and	Immersion tactics, mindfulness, and	risk assessment and	resolution and
IDENTI-FICATION	greater perceived	greater perceived	greater perceived	greater perceived
	competence	competence	competence	competence
	I can do more than I	I can relax and shift	I can confidently	I can resolve shared
	initially imagined; I	my mood by being	manage being afraid	tension and conflict
LEARNING	am getting much	(or imagining to be)	with various coping	through mediation
	stronger and faster	mindful in nature	strategies	and/or negotiation
	I am determined to	I will be more mindful	I will accurately	I will apply my new-
CHANGE	perform well	in nature	determine risks	found social skills
DI FROF	I will make exercise a	I will effectively	I will control my	I will use my conflict
PLEDGE	regular habit	manage my moods	apprehension	resolution skills
	Gain cardiovascular	Rejuvenation and	Intrapersonal growth	Interpersonal growth
	fitness, boost	renewal (revival,	and pro-self-	and pro-social
	immunity & overall	revitalization,	development	development
	physiology, improve	restoration, deficit	(confidence, self-	(communication,
	heart rate & blood	replacement, stress	efficacy, resilience,	trust, cooperation,
OUTCOME	pressure, diminish	recovery, etc.)	self-esteem, risk	collaboration,
	illnesses & injuries,	Pro-environmental	taking propensity,	supporting others,
	increase life	behaviors/skills also	self-concept, locus of	problem solving,
	expectancy, reach	indirectly result in	control clarity, self-	decision making,
	desired weight, etc.	ECOLOGICAL Health	calming, etc.)	planning, etc.)
RESULTS IN	PHYSICAL	MENTAL	SELF-IMAGE	SOCIAL
	Health	Health	Health	Health
COMBINES	as SPIRITUAL Health and in OVERALL ECOHEALTH & WELL-BEING			



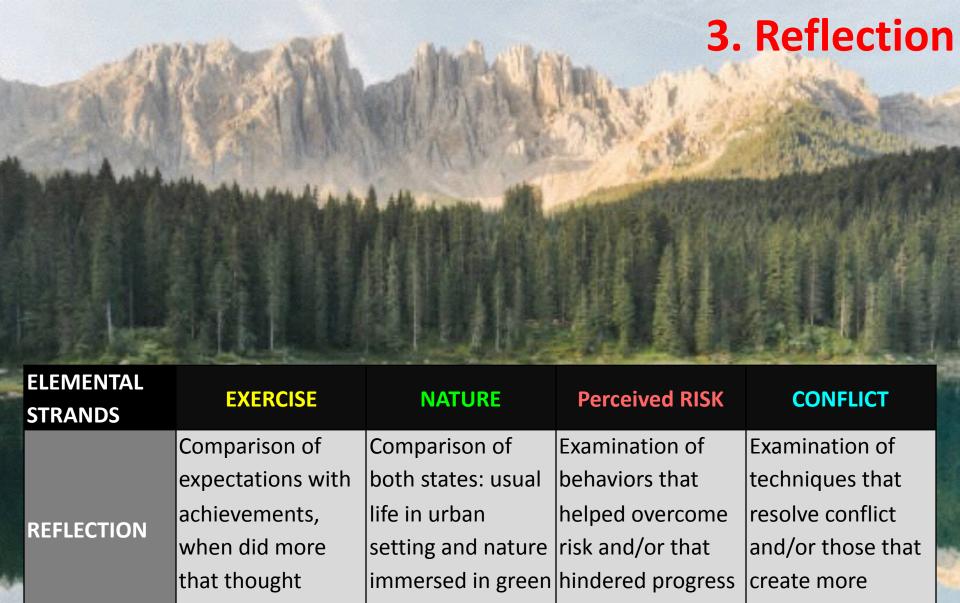
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-11	ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
THE REAL PROPERTY.		Play, active travel,	Deep immersion	Fear of: heights,	Small group living
100		sports	in natural	darkness, water,	in very distressful
	EXAMPLES	competition,	ecosystems: fresh	closed/open	and primitive
F-100		expedition	air, sun, quiet	spaces	conditions
		journey			

1. Dissonance

ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
	I can't do this, my	I'm always	They tell me I'm	We're told to be
	body is going to	stressed out,	quite safe here	team players and
	"break" and I need	anxious, and	(and I think I am),	trust, but I'm
DISSONANCE	to rest, but I just	depressed, but in	but I'm scared I'm	better off with
	have to keep going	this nature, I'm	going to get hurt	"everyone for
		peaceful and	or injured	themselves"
		happy		



ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
5	Struggle through	Repetitive	Repeated tries to	Recurring efforts
	to completion	attempts to calm	deal with failures	to resolve minor
PRACTICE	with resolve,	down and relax by	and overcome the	and major
TRIES	tenacity, and	contemplating and	risks with courage	conflicts and to
	perseverance	meditating	and certainty	develop a high
				performing team
PRACTICE	with resolve, tenacity, and	down and relax by contemplating and	and overcome the risks with courage	and major conflicts and to develop a high



or blue space

conflict

possible

4. Identification

565	ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
		Fortitude,	Immersion tactics,	Methods for	Skills for conflict
	IDENTI	courage,	mindfulness, and	astute risk	resolution and
10	IDENTI- FICATION	endurance, and	greater perceived	assessment and	greater perceived
		greater perceived	competence	greater perceived	competence
		competence		competence	

5. Learning



	ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
		I can do more	I can relax and	I can confidently	I can resolve
		than I initially	shift my mood by	manage being	shared tension
	LEARNING	imagined; I am	being (or	afraid with various	and conflict
	LEARINING	getting much	imagining to be)	coping strategies	through mediation
		stronger and	mindful in nature		and/or
		faster			negotiation



manage my

moods

PLEDGE

exercise a regular

habit

apprehension

conflict resolution

skills

Possible Outcomes

ELEMENTAL STRANDS	EXERCISE	NATURE	Perceived RISK	CONFLICT
	Gain	Rejuvenation and	Intrapersonal	Interpersonal
	cardiovascular	renewal (revival,	growth and pro-	growth and pro-
	fitness, boost	revitalization,	self-development	social
	immunity &	restoration, deficit	(confidence, self-	development
	overall physiology,	replacement,	efficacy, resilience,	(communication,
	improve heart rate	stress recovery,	self-esteem, risk	trust, cooperation,
OUTCOME	& blood pressure,	etc.)	taking propensity,	collaboration,
	diminish illnesses	Pro-environmental	self-concept, locus	supporting others,
	& injuries,	behaviors/skills	of control clarity,	problem solving,
	increase life	also indirectly	self-calming, etc.)	decision making,
	expectancy, reach	result in		planning, etc.)
	desired weight,	ECOLOGICAL		
	etc.	Health		



CONCLUSION

Reflection is a critical component of most adventurous outdoor learning

