



CABIN LEADER HANDBOOK

Sly Park Environmental Education Center
5600 Sly Park Road
Pollock Pines, CA 95726
916-228-2485
www.scoe.net/slypark

Sacramento County Office of Education
PO Box 269003
Sacramento, CA 95826
916-228-2500
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Dear Chaperone,

Welcome to the Sly Park team! We appreciate your commitment to education and to your student. During your stay here, you will be sharing the learning adventure right along with the students. It is our experience that chaperones find the outdoor school program to be as fascinating and exciting as the students do.

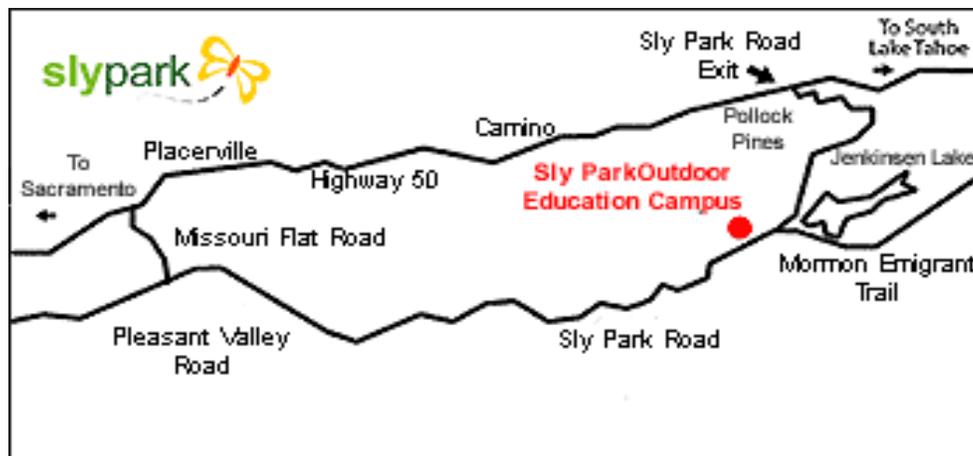
You are an integral part of the students' experience and will help ensure each students' success. Before your trip, please read this handbook and the parent/student handbook carefully. You'll receive more detailed information after you arrive at Sly Park. Please remember that once you make the commitment to attend as a cabin leader, your school is depending on you.

Bring your energy, patience, enthusiasm, and sense of humor. We are sure that this will be a positive and memorable experience for you and your student. Thank you for volunteering your time to be a valuable part of the Sly Park program. We look forward to meeting you!

Respectfully,

Kris Pamintuan, Director, Sly Park Environmental Education Center

LOCATION



From Sacramento:

- Take US 50 EAST for 56 miles
- Take the SLY PARK RD. exit, exit 60
- Turn RIGHT onto SLY PARK RD.
- Continue on SLY PARK RD. (past Jenkinson Lake) for 6.2 miles
- Look for the school crossing signs and large crosswalk near the USFS Fire Station
- Turn RIGHT into the SLY PARK ENVIRONMENTAL EDUCATION CENTER driveway
- Our address is 5600 Sly Park Rd., Pollock Pines, CA 95726
- *Estimated drive time is 1 hour 10 minutes. Estimated total distance is 64 miles.*

SLY PARK CONSERVATION AND ENVIRONMENTAL EDUCATION CENTER

The mission of Sly Park Conservation and Environmental Education Center is to provide a quality outdoor education experience, focused on appreciation and understanding of the natural environment, while developing an informed environmental conscience.

Sly Park began operations in 1970. We now serve over 7000 students per school year from 25 school districts within the greater Sacramento area.

THE SLY PARK PROGRAM

Sly Park is an outdoor science and environmental education program administered by the Sacramento County Office of Education. Sly Park offers week-long, residential outdoor science and environmental education programs for fifth and sixth graders, as well as day trips for fourth graders.

During their week at Sly Park, students will have the opportunity to learn about science and the environment through a variety of engaging standards-based lessons, hands-on activities, and hikes. Additionally, an essential part of the Sly Park experience is the social growth that occurs throughout the week. Cabin leaders have the opportunity to positively influence the students by helping build:

- Self-esteem – feeling good about themselves
- Self-confidence – being open to new challenges and ideas
- Self-efficacy – believing in themselves and persevering through challenges
- Self-control – controlling impulses, acting appropriately, making positive choices
- Patience – learning to wait
- Communication skills – appropriately expressing their ideas *and* listening to others
- Conflict resolution skills – resolving disagreements in a peaceful and productive way

WHO'S WHO AT SLY PARK

Credentialed Sly Park Teachers lead academic activities throughout the week. You and the student with whom you are attending will be assigned to the same hiking group, led by one of the Sly Park Teachers.

The Kitchen Staff provides delicious, healthy meals throughout the week in accordance with state and federal school meal programs. Please call or email in advance if you or the student with whom you are attending have any special dietary restrictions.

The Maintenance/Custodian team keeps this beautiful facility clean and in good working order. Let them know if you need any assistance throughout the week – they are happy to help.

The Secretary and Outdoor Education Specialist help keep the Sly Park program organized and running smoothly. They are happy to answer any questions you may have.

The Sly Park Director supervises the outdoor education program and the Sly Park facility. Cabin leaders and visiting teachers meet with the Director daily.

Classroom teachers will attend Sly Park with their students each week. They stay on site to assist with student supervision, medical issues, and behavior issues. They also help lead various activities throughout the week.

WORKING WITH 5TH AND 6TH GRADERS

Working with fifth and sixth graders is a unique and fun experience.

- Although fifth and sixth graders are nearing adolescence, they often still retain a sense of innocent curiosity and wonder. *Encourage their curiosity and wonder!*
- Girls are generally ahead of boys in physical maturity. *Encourage proper hygiene.*
- They have a heightened sense of fairness, and expect everyone to be treated equally. *Do your best to let everyone be heard and give everyone a chance to speak and participate.*
- They are still developing their sense of humor, and often do not understand sarcasm. Things that seem funny to them may not seem funny to you, and vice-versa. *Laugh and joke appropriately with them, but don't use sarcasm – they won't all get it. Avoid "bathroom humor."*
- They tend to be talkative and like to tell stories about things they have seen or done. *Ask them to tell you what they did or saw during their last activity; encourage them to start a list of things to tell their families when they get home.*
- They tend to seek the approval of select others and are very focused on themselves. *Remind them to be themselves; encourage them to make new friends and include others.*
- They can demand privileges but may avoid responsibilities. *Remind them that privileges are earned and that taking responsibility earns respect.*
- They are developing a more mature sense of right and wrong. *If conflict arises, give them the opportunity to solve the issue, gently guiding them through the process.*
- Although they may initially try to push boundaries or limits, with firm guidance, they will generally follow rules and directions. *Give them frequent reminders; have them tell you what the rules and expectations are.*
- They can be impulsive and act or speak before thinking about consequences of their behavior. *Have them tell you what the consequences for their behavior will be; ask them how they can fix the problem if they make a poor choice.*

YOUR ROLE AS A CABIN LEADER

You will be assigned to a cabin group consisting of approximately 24-28 students. Cabin leaders generally are teamed with one other adult cabin leader. Occasionally we assign three cabin leaders per cabin group. Cabin leaders share a semi-private room in the students' cabin.

You and your fellow cabin leader(s) will be responsible for student supervision in your assigned cabin. Supervision of students in the cabin requires a high degree of responsibility and safety. You will be a role model to the students in your cabin group and your interactions with the students will have a major impact on their Sly Park experience. Remember to be positive, patient and firm but fair.

You will coordinate cabin activities, making sure students get along with each other, are making friends and are safe and happy. Your first few tasks will be to help the students move into the cabin, attend lunch, and unpack after lunch. You will attend an orientation on the afternoon of your first day.

You will also be assigned to a hiking group. Your role will be to assist the Sly Park Teacher by being another set of adult eyes: helping students pay attention and ensuring that students stay with the group and participate in a safe manner. This assignment will include some hiking. You will meet with your Sly Park Teacher in the late afternoon of the first day for additional information and a schedule of times they will need your assistance. Use break times to shower, rest, check emails, etc.

Remember to have patience – they are here to learn about science *and* life skills!

CABIN LEADER BEHAVIOR EXPECTATIONS

Your choice of words and topics must be given thoughtful consideration. Use appropriate language at all times. Conversations must be child-appropriate. Curious students may ask very personal questions. Please do not use inappropriate language, talk about sex, religion, lifestyle choices, or other personal topics. These are controversial topics and entirely inappropriate for Sly Park. If you are asked about these topics, refer students to their parents or teacher for information and then change the subject. Assume that students will repeat anything you say when they return home.

Let the visiting teachers or the Sly Park Director handle all student discipline.

For safety reasons, you will be expected to know how many students are in your group at all times.

Maintain confidentiality concerning student medical and behavior information.

Do not bring food or soda, etc., into the cabin (a break room is usually available for cabin leaders where food, soda, etc. may be kept). Do not give students any outside food or beverages.

If you receive an urgent email, text, or phone call, ensure that another cabin leader is supervising the students, then step away from the students to respond.

Do not touch any student. Even friendly gestures can be misinterpreted. Supervision is layered to help prevent inappropriate activity. If you suspect inappropriate behavior from a student or an adult, please report it to the Sly Park Director or a teacher immediately.

When a child is involved in a school-related activity, teachers and other staff members are responsible for the care of that child and are required by law to report suspected child abuse or neglect. If you become aware that another adult has done something that could be considered abusive or neglectful, you are required to report your suspicions. If a child tells you s/he is being abused or neglected, or you have suspicions based on your own observations, please contact the Sly Park Director right away.

Do not hesitate to ask for assistance if you run out of ideas or if you run into a challenging situation with a student(s). Do not say or do anything you will be sorry for or embarrassed about later. The visiting teachers and Sly Park staff are more than happy to help!

All school rules and policies apply at Sly Park, including NO alcohol or drug use (on site or off) during the week. Tobacco use is also prohibited, except in a designated off-site area.

STUDENT SUPERVISION

Students are not to be left alone at any time. If they need to go somewhere on campus, send them with a buddy. If it is dark, they must be accompanied by an adult. For your safety, **NEVER** place yourself alone in the company of a child.

If a student needs to return to the cabin for any reason, accompany the student and his/her buddy. Students are **not** allowed in the cabin without an adult.

GUIDELINES FOR MANAGING STUDENT BEHAVIOR

Sly Park recommends a 3-step student management plan for cabin leaders

- Step 1: Tell the student to stop the inappropriate behavior. Most students will. Remind them of our Sly Park behavior expectations. If the behavior continues....
- Step 2: Repeat step 1. Tell the student that any misbehavior will result in you contacting a teacher or the Sly Park Director. Point out the Cabin Living Rules, if applicable. If the behavior continues...
- Step 3: Tell the student to stop the behavior. Call a teacher or the Sly Park Director. Do NOT give the student “one more chance.”

Sly Park has a zero tolerance policy for fighting, name-calling, foul language, threats, bullying, pushing, hitting, shoving, inappropriately touching other people, or harassment. If a student does any of these, it is automatic Step 3. Contact a teacher or the Sly Park Director immediately.

No one may be excused from an activity without permission of a teacher or the Sly Park Director.

Students are **not** allowed to call home. If a student’s parent/guardian needs to be contacted for any reason, that student’s Classroom Teacher or the Sly Park Director will do so. For safety reasons, **NEVER** call, text, or email another child’s parents and **NEVER** allow a student to use your cell phone.

MEALS

Cabin groups sit together with their cabin leaders. Each cabin will have “kitchen duty” for one day. When your cabin has cafeteria duty, you will select 7-8 volunteers for each meal. You and your volunteers will report to the Café 30 minutes before the start of the meal. Kitchen helpers eat first and then help serve and clean up. Please do not choose the same student twice for kitchen duty, and never send a student for duty who has not been feeling well or has severe food allergies. After each meal, make sure students read the information board before leaving the Café. Students must return to the cabin after each meal – at least one cabin leader must be at the cabin before students are allowed to return to the cabin.

IN THE MORNING

Be awake and dressed before waking up the students. Wake up call is at 7:00am. At this time, students are allowed to get up and start getting ready for their day. At your cabin’s designated time, walk the students to the Café as a group to line up for breakfast. Please eat with your students and keep them at your table until one cabin leader from your cabin is ready to return to the cabin. Students must return to the cabin after breakfast.

1. After breakfast, the students return to the cabin to organize their belongings and clean their cabin under your supervision.
2. Students need to prepare for the next activity. They must have their water bottle full of water and be dressed appropriately for the weather. Keep in mind that they may not return to the cabin for several hours, so having the appropriate clothing is very important.
3. At 8:40am, lead students to Stone Circle for their morning class. At 8:45am, all cabin leaders and visiting teachers attend a brief meeting.

AFTER LUNCH

At your cabin's designated time, walk the students to the Café as a group to line up for lunch. Please eat with your students and keep them at your table until one cabin leader from your cabin is ready to return to the cabin. Students must return to the cabin after lunch.

Make sure students get some quiet time to rest – every student should spend 10-15 minutes resting on her/his bunk. The rest of the time may be used to play quiet games or to plan and practice your cabin's song or skit for the Tuesday and Thursday evening program. Every student in the cabin must participate in both the song and the skit.

AFTER DINNER

At your cabin's designated time, walk the students to the Café as a group to line up for dinner. Please eat with your students and keep them at your table until one cabin leader from your cabin is ready to return to the cabin. Students must return to the cabin after dinner.

Time in the cabin is very limited after dinner, so make sure that students spend their time preparing for the evening activities by filling their water bottles and putting on layers of warm clothing. Practice your cabin's song or skit if time permits.

- From 6:00-3:30pm, students participate in class meetings with the visiting teachers
- From 6:30-7:30pm, students participate in a large-group activity. Cabin leaders are expected to help with student supervision during this time
- From 7:30-8:30pm, students participate in a night hike with their Sly Park Teacher or in other recreational activities with their Sly Park class. Cabin leaders are expected to help with student supervision during this time.

BEDTIME

Students receive an evening snack at approximately 8:35pm. After eating their snack, they return to the cabin to prepare for bed, except if they have signed up for telescope viewing on one of the astronomy nights. Students have about 45 minutes in the cabin before lights out at 9:30pm. Here's an example of a successful routine that progresses from active to quiet:

1. Outside of the cabin, give directions and tell the students they have until 9:15pm to get ready for bed ("brush, flush, wash, P.J.'s"). Not all students will have time to shower at night; some will shower in the morning or after lunch.
2. At 9:15pm, give them 5 minutes to get settled in their bunks and say goodnight.
3. At 9:20pm, read one or two bedtime stories to the students.
4. At 9:30pm lights go out and voices go off! They have two choices: sleep or try to sleep.
5. The teachers on duty will be outside the cabins or in the Café from 8:45pm until approximately 9:45pm. They will check your cabin and lock the main cabin door. If you need assistance, they will be nearby.

If you need help during the night, the visiting teachers are only an intercom call away!

SCHEDULE

ARRIVAL DAY

- 10:30 Student arrival and orientation
Move into cabins
- 12:15 Lunch orientation
Eat lunch
- 1:30 Cabin Leader Orientation (first teaching session for students)
- 4:13 Fire Drill
- 5:00 Dinner begins
- 6:00 Class Meeting
- 6:30 Whole-camp Activity
- 7:30 Night Hike or recreational activity
- 8:30 Bedtime snack, get ready for bed
- 9:30 Lights out!!

DAILY SCHEDULE

- 7:00 Wake up (6:45am for kitchen helpers)
- 7:30 Breakfast begins (7:05 for kitchen helpers)
- 8:00 Cabin cleanup/get ready for day
- 8:45 Morning hikes/activities with Sly Park Hiking Group
- 11:45 Recreation Time
- 12:15 Lunch begins
- 12:45 Rest Time
- 1:30 Afternoon hikes/activities with Sly Park Hiking Group
- 4:30 Recreation Time
- 5:00 Dinner
- 6:00 Class Meeting
- 6:30 Campfire program
- 7:30 Gym, night hike or activity
- 8:30 Bedtime snack, get ready for bed
*telescopes on Tues. & Wed. nights, weather permitting
- 9:30 Lights out!

DEPARTURE DAY

- 7:00 Wake Up
- 7:30 Breakfast begins
- 8:00 Cabin cleanup
- 8:30 Cabin inspections/move out of cabins
- 9:15 Slide Show
- 9:45 Last hike/activity with Sly Park Hiking Group
- 11:30 Lunch
- 12:00 Departure

SURVIVAL TIPS FOR THE FIRST DAY

Your school will tell you if you are to meet at the school or drive separately to Sly Park. Plan for any kind of weather, and carry chains if snow is predicted (it can snow any time of year!).

Arrival time at Sly Park is 10:30am. Go directly to Stone Circle where you will be met by one of Sly Park Teachers. The Sly Park Teacher will show you where to unload luggage. Next, you will check in at the Café to receive your cabin assignment. Once students and chaperones from all the schools have arrived there will be a student orientation. The students are assigned to cabin groups ahead of time. You will be in the same cabin as your child. You will assist the students as they move their luggage into your assigned cabin. The Sly Park Teachers will let you know what time to meet at the Café for lunch.

- Introduce yourself and start helping students get to know each other.
- Verify that student's first name, last name, and school name are spelled correctly on the Sly Park cabin roster. Help the students get situated. Report any problems (such as not enough beds, or missing luggage) to a Classroom Teacher or Sly Park Teacher.
- Do not let the students change their room assignments. Each student has been assigned to a room with his/her partner along with students from another school. This is done intentionally so that new friendships can form and students can have the opportunity to learn valuable social skills. This is one of Sly Park's main goals.
- Learn your students' names as quickly as possible and keep an eye out for students who may need extra help from you in becoming a part of the group (shyness, language barrier, other special needs, etc.).
- Hold a cabin meeting. Review the posted cabin rules. Establish additional cabin rules to add to the existing ones. Let the kids make suggestions and vote – majority rules. (Make sure the rules are appropriate and there are not too many of them).

OTHER IMPORTANT DETAILS

You will participate in a meeting each morning with the Sly Park Director and the visiting teachers from each school. Most non-urgent issues, concerns, and/or minor behavior problems can be efficiently addressed at this meeting.

Be aware of safety so as to avoid injuries or accidents.

Depending on your carrier, cell phone coverage on the Sly park campus is good. Wi-Fi is available.

Coffee and tea are available throughout the day starting at approximately 6:00am in the Café. (Remember, students can never be left unsupervised in a cabin.)

A break room is usually available for cabin leaders. You are welcome to bring soda and nut-free snacks for yourself (not for students), if you wish.

CABIN LEADER TRICKS AND TIPS

TRICKS FOR TIME MANAGEMENT

- Every time you go back to the cabin, stop and circle up before entering. Give the students any instructions outside, and make sure they know what they need to do while inside, what they need to have for the next activity, etc.
- When telling them how much time they have left to get ready, tell them they have about 5 minutes less than you actually have. If you need to leave in 15 minutes, tell them you're leaving in 10!
- In the mornings, teeth have to be brushed, and clothes, shoes and socks on before students can do their hair (girls or boys!)
- Give the first student who is up, out of bed, and ready to shower, an extra minute in the shower. This will get them up and motivated!

TRICKS TO MAKE YOUR JOB EASIER!

- Learn their names! Names = power
- Give students jobs for when the group leaves the cabin. Students who are have trouble paying attention or who challenge authority often do very well at these jobs, and can help you work with them and use their energy! Obviously, make sure that you are double checking all of these things as well!
 - One student makes sure the lights are off inside and the door is closed tightly
 - One student makes sure everyone in the group has their coat/warm layers
 - One student makes sure everyone in the group has water bottle, backpack, and whatever else they always need with them
 - One student counts to verify that everyone is present
 - One or two students can time the others in the shower, or they can take turns timing each other
 - One student gathers the group in the designated room for skit practice
 - One student gets to choose tonight's bedtime story

TRICKS FOR KEEPING THE GROUP TOGETHER

- Assign each student a number at the beginning of the week – use the numbers from the meal roster sheet. Have them count off to make sure they are all there before leaving to go anywhere, and again when you arrive at your destination!
- Have each student pick a buddy. Do buddy checks to check and see if everyone is with you.
- Explain that it is best if you are in front of the group whenever walking somewhere. This way, you can lead the way, and also make sure that the entire group is together. Students can walk next to you, or behind you, but not in front. If they get distracted and walk in front of you, some options are:
 - Just stop walking and see how long it takes them to notice-the other students will often call their attention to it!
 - They have to do a dance or walk to the very back of the group before continuing on.

TRICKS FOR GETTING THEIR ATTENTION

- Circles work great for anytime you need their attention. Have them stand or sit in a circle so you can see all of the students and see which ones are actually paying attention!
- Use the "Repeat After Me!" technique to give instructions in the middle of a busy group. For example, while getting ready in the morning, you need to tell all students to have their coat, camera, water, etc. Instead of trying to stop all the chaos to tell them this, simply say "Repeat after me!" once or twice until they are repeating, then say something like "I need my coat, my camera, and my water bottle!" Then they will repeat this as well and hopefully remember. Though you may spend the next minute or two with that one kid who keeps repeating everything you say...
- If they are trying to talk over you, just stop and wait. Most groups will get the hint, and call each other out. Don't try to talk over them - it just makes everything escalate.
- If particular students are constantly disruptive, stand next to them or in between them and their friend when you circle up.
- Talking more quietly once you have their attention makes them focus in on you.

- Have a call and response that means “Get in a circle and listen up!” Establish (and practice!) that “When I as the adult say (A), you all respond (B) and then listen for instructions.” Examples could be:
 - Cabin Leader: Spongebob!
Students: Squarepants!
 - Cabin Leader: Yoho Yoho!
Students: A pirates life for me!
 - Cabin Leader: Incense (clap clap)
Students: Cedar (clap clap)!
 - Cabin Leader: I say Black, you say Oak. Black...
Students: Oak!
Cabin Leader: Black
Students: Oak!
 - Cabin Leader: I say from coast to coast
Students: Raccoon cabin is the most!
Cabin Leader: I say from East to West...
Students: Raccoon cabin is the best!
 - Cabin Leader: Hocus pocus
Students: Everybody focus!
 - Cabin Leader: Holy moly!
Students: Guacamole!
 - Cabin Leader: Macaroni 'n' cheese
Students: Everybody freeze!
 - Cabin Leader: One, two, three, eyes on me
Students: One, two, eyes on you!
 - Cabin Leader: To infinity
Students: And beyond!
 - Cabin Leader: Hakuna
Students: Matata!
 - Cabin Leader: Stop
Students: Collaborate and listen!
 - Cabin Leader: And a hush fell across the room!
Students: Hushhhhh!!
 - Cabin Leader: Spring a leak!
Students: Shhhhhhh!
 - Cabin Leader: Shark bait...
Students: Oooh ha ha! (from Finding Nemo)
 - Cabin Leader: Who you gonna call?
Students: Ghost busters! (or your cabin name)
 - Scooby Dooby Doo...
Students: Where Are You?
 - Cabin Leader: Are you ready kids?
Students: Aye Aye, Captain!
 - Cabin Leader: Everyone in the house
Students: Is quiet as a mouse!
 - Cabin Leader: Ready to rock
Students: Ready to roll!
 - Cabin Leader: Zip, zip, zap
Students: We’re all that!
 - Cabin Leader: Or any line from a song,
or jingles (Red Robin...Yummm) etc.
- After doing the call and response, have a countdown, after which time they need to be in the circle. Cabin Leader: Spongebob! Students: Squarepants! Adult: 5-4-3-2-1! Make it a game. If they are in the circle before you get done, they get a point. If they are not, you get a point. It’s like “Whose Line is It Anyway” where the points don’t matter...but they don’t know that!
- Other attention-getting techniques:
 - Clap in a pattern, students repeat the pattern
 - If you can hear my voice, clap twice (clap four times, shush your neighbor, put your hands on your head, put your finger on your nose, etc.)
 - Voices off and eyes on me in 5...4...3...2...1

CABIN PRIDE

- Try using a cabin chant while walking to Stone Circle, or before giving directions:
 - Ain't no cabin like Fox cabin 'cuz Fox cabin don't stop, yah, yah!
 - Everywhere we go (everywhere we go) people want to know (people want to know) who we are (who we are) so we tell them (so we tell them) we are the Porcupines (we are the Porcupines) the mighty, mighty Porcupines (the mighty, mighty Porcupines)
 - Gimme an F (F), gimme an O (O), gimme an X (X). What's that spell? (Fox!)
 - Pennies, Nickels, Quarters, Dimes, we've got spirit all the time! GOOOOOO Manzanita!!
 - One, we are the Doug Firs! Two, a little bit louder! Three, I still can't hear you! Four, we can't be prouder!
 - Rattlesnake is having fun, but don't forget, we're number one!
 - Who rocks the house? Black Oak rocks the house! And when Black Oak rocks the house, they rock it up, and down, and all the way around. Woo!
 - Raccoon pride! Raccoon pride! Our cabin's the best, let's show our pride!

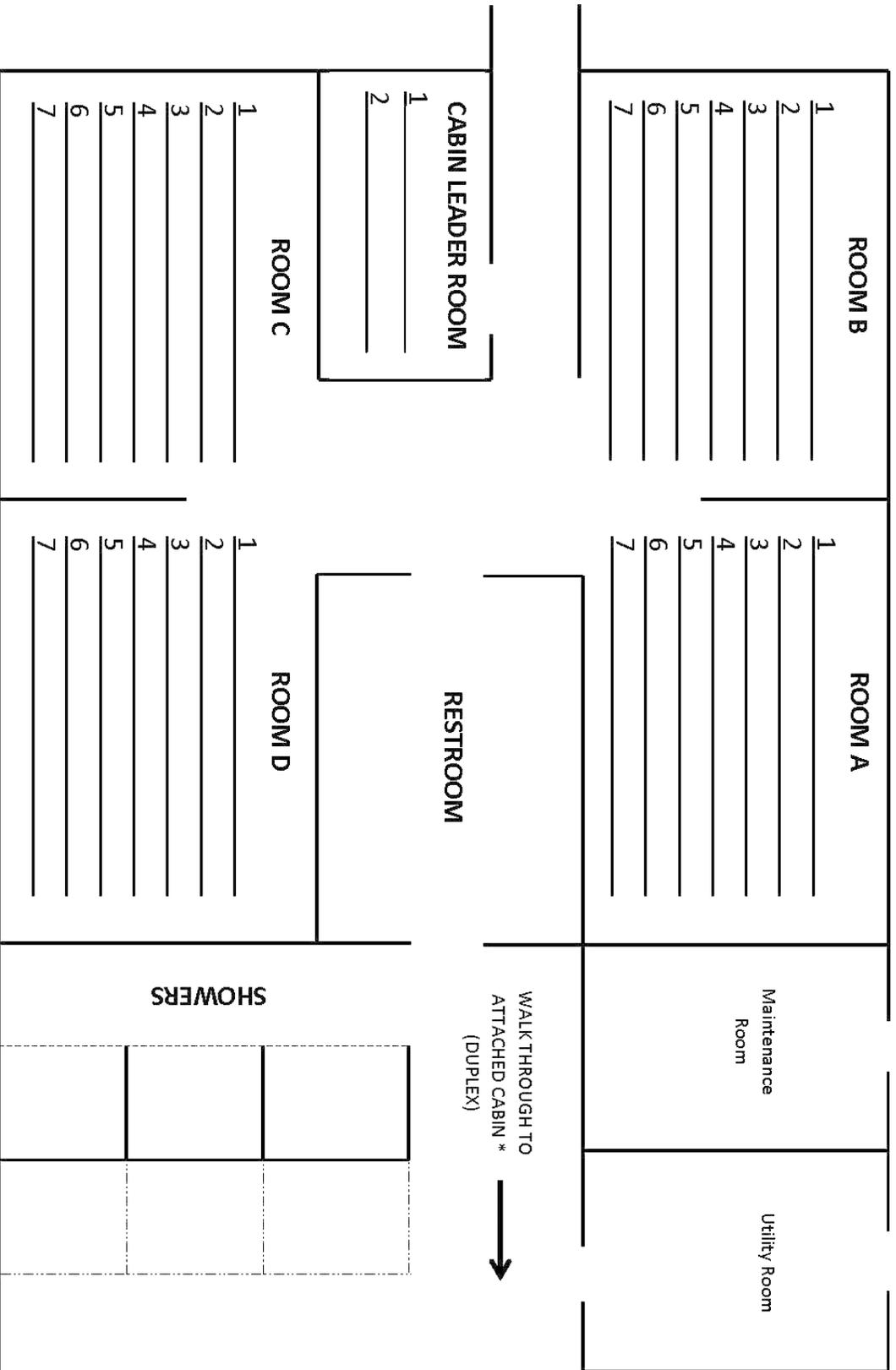


WHAT TO BRING	
<u>Required Items</u> Sleeping bag or 2 sheets & 2 blankets Pillow & pillowcase 2-5 pairs of pants 5 shirts 5 sets of underwear 5 pairs of socks (extra in winter) Pajamas 1 jacket or coat 2-3 sweaters/sweatshirts/hoodies Shirt, hoodie, pillowcase, etc. for silk screening Rain poncho or waterproof raincoat Gloves Beanie 2 pairs of hiking shoes Snow boots if snow is possible Bath towel, hand towel & washcloth Toothbrush & toothpaste Soap & shampoo/conditioner Comb or brush Water bottle 2 large plastic bags (for dirty clothes)	<u>Optional/Suggested Items</u> Fitted sheet Extra blanket Shower shoes/flip flops Slippers Lip balm Hand lotion Sunscreen (non-aerosol) Insect repellent (non-aerosol) Deodorant (non-aerosol) Backpack Camera Stamps for letters home Deck of cards Books/magazines Non-electronic games Flashlight Earplugs
Watch the weather reports and pack accordingly	

DO NOT BRING
Knives, weapons, or dangerous objects Clothing inappropriate for school Aerosol sprays Valuable items Cell phones Candy, gum, snacks, food, soda, etc. Curling irons or hair straighteners

If your child leaves something behind call 916-228-2485.
 Sly Park is not responsible for lost, misplaced, broken, or stolen items.

Sly Park Cabin Map



* Attached (duplex) cabin is mirror image



- 1A Sly Park Office
- 1B Visiting Staff Housing
- 2A Discovery Center
- 2B Native American Interpretive Center
- 3A Maintenance Shop
- 3B Planetarium
- 3C Arts & Crafts
- 3D Conference Room
- 4 Education Bldg. / Classrooms
- 4A Animal Room
- 5 Café (Dining Hall)
- 6 Incense Cedar Cabin
- 7 Black Oak Cabin
- 8 Douglas Fir Cabin
- 9 Manzanita Cabin
- 10 Fox Cabin
- 11 Rattlesnake Cabin
- 12 Porcupine Cabin
- 13 Raccoon Cabin
- 14 Gym & Outdoor Courts
- 14A Ping Pong Room
- 15 Observatory
- 16 Storage
- 17 Emergency Generator

Campus Map

5600 Sly Park Road
 Pollock Pines, CA 95726
 (916) 228-2485
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www.scoe.net/slypark

