

Divergent Adventure Courses

BRIDGES TO ADELPHI UNIVERSITY



Introduction

We proudly present Divergent Adventures - an innovative and groundbreaking initiative tailored specifically to neurodivergent young adults. Our unique program skillfully merges the principles of structured learning with the excitement of active travel, both domestically and internationally.

In our approach, we incorporate evidence-based practices, including elements of PEERS® social skills training, functional communication training, modeling, self-management, executive functioning skills, and naturalistic interventions. The objective is to foster the development of independent living skills, college readiness, and employment skills in our participants.

At the heart of Divergent Adventures is an indelible link between the student, appropriate training, and life-learning adventure travel.

This combination artfully incorporates skills learned in the virtual and on-campus settings into a real-world, dynamic, changing classroom. All life-learning adventure itineraries are designed to foster and develop group dynamics while exploring new places and sensory environments. Individual learning styles, abilities, and interests are incorporated to encourage choice-based decision-making. Once these links are solidified within the student, they can be generalized into a lasting effect throughout the student's life.

As we work together, we will continue to make strides for neurodivergent young adults, empowering them with the tools and experiences they need to thrive in today's world.

Our Mission

To empower neurodivergent young adults through structured learning, active travel, and evidence-based practices, we cultivate independent living skills, college readiness, and employment skills while fostering meaningful connections and lifelong memories.

Partnership Overview

Divergent Adventures will conduct its programming for matriculated neurodivergent students and the BRIDGES program of Adelphi University for the 2023, 24 & 25 sessions and, beginning with the Fall 2023 semester, its ongoing adventure education for neurodivergent students. Program to include: virtual and actual on-site classes, outdoor activities, and domestic and international adventure travel programs. This agreement begins _____, 2023, and self-terminates on _____, 202_.

BRIDGES To Adelphi University will use its best efforts to promote each education session and adventure travel program to attract the maximum number of participants allowed.

Divergent Adventures and BRIDGES Adelphi University will work in concert to construct the operational plan and launch dates.

General improvements moving forward. General programming improvements will be discussed and developed as the program is further customized to meet BRIDGES Adelphi University's needs with regard to each aspect of the neurodivergent adventure education program.

Scope of Work

1. Information sessions for targeted Fall (Superstition Mountains), Winter (Tasmania) & Spring (Arizona) adventures. (Ongoing).

Divergent Adventures to provide ongoing creative development, narrative, and support for promoting all Divergent Adventures/BRIDGES programming.

2. **Mutual collaboration** with regard to:

Customization of curriculum to align with NACE competencies - 4-week summer virtual classes targeting these 4 areas - communication, teamwork, critical thinking/ problem-solving, & technology.

Customization of curriculum to align with NACE competencies - 10-week course to align with all 8 NACE competencies.

Customization of the itinerary to address specific NACE competencies. Assessment - PEERS® social skills assessment, NACE skill survey.

3. **Collect and Report Data** - Establish baseline and exit data on individual and group outcomes.
4. **Delivery of virtual classes** done by Divergent Adventures educators.
5. **Delivery of “Train-the-Trainer” programming** and BRIDGES educator training to deliver our “artful application” teaching techniques with ongoing support.
6. **Divergent Adventures staff conduct** in-person day hikes throughout the school year (Summer, Fall & Spring) with a focus on single competency during outings.
7. **Divergent Adventures to assist with student recruitment.**
8. **Divergent Adventures to provide** online student registration and travel logistics. NOTE: Airfares, airline, and airport transportation are not included. See the **Inclusions and Exclusions** section below.

Syllabus - EXHIBIT A

Divergent Adventures and BRIDGES To Adelphi University will utilize the attached Exhibit A as the foundation for class sessions and session-ending adventures. This syllabus is adjustable to accommodate 4-Week Summer sessions and 10-Week Fall and Spring Semesters.

###

Outcomes - Student Learning Experience

- Social communication skills include conversational skills, using humor, rumors, gossip, and choosing appropriate friends.
- Time Management, including seeing time visually and how to plan for long-term projects/activities.
- Problem-Solving includes using a decision-making process to determine the best solutions to common problems.
- Organization, including using common everyday tools to help stay organized.
- Budgeting -including how to plan financially for your travel adventure.
- Physical Training includes how to follow an individualized physical training program to ensure success and build confidence.

Organization Roles

Divergent Adventures

Pre-Adventure Services:

- Provide educational services per the **Scope of Work** section of the agreement.
- Operational plan and execution of the educational adventure.
- All online forms for data collection. (Registration, Student Management, Program Efficacy, and Management Reporting.
- Adventure itinerary development, operations, risk management, staff, and student engagement and management.

On-Site Adventure Services

- Provide Divergent Adventure Education Program per the agreement.
- All commercial Use Authorizations and Permits with the National Park Service and other governmental agencies.
- Provide all ground services, and operations, including meal planning, accommodations, transportation, guide, and educational services.

BRIDGES To Adelphi University

- Use its best efforts to market, promote and materialize a qualified group of students with a target goal of ___students for the ___[DATE]___ program and ___students for the ___[DATE]___ semester and ___12___ students for the ___[DATE]___ semester.
- Provide all participants with the necessary information about the physical and neurodiversity ability requirements and training as described in the entrance criteria listed below and as established by mutual agreement.

###

Divergent Adventures Participant Entrance Criteria

- **Diagnosis:** Participants must have a documented neurodiverse diagnosis from a qualified healthcare provider.
- **Age:** Participants must be a minimum age of 18 years old.
- **Cognitive abilities:** Participants must have a standard IQ range between 85-115 as assessed through standardized testing.
- **Functional level:** Participants must be able to function independently in most areas of daily living, such as personal hygiene, medication compliance, and basic self-care.
- **Social skills:** Participants must have some degree of social skills, such as the ability to engage in conversation, initiate interactions, and understand social cues.
- **Motivation:** Participants must be motivated to participate in the program and desire to improve their skills and abilities.
- **Behavioral issues:** Participants must not have significant behavioral issues that would prevent them from participating in group activities or following program rules. Examples of significant behavioral issues include Aggression, Self-injurious behavior, Property destruction: Elopement: Disruptive behavior: Lack of impulse control, and Substance Abuse.

###

Course and Adventure Licensing:

The license fee covers the setup and customization of all initial programming, training materials, marketing concepts, communications, and proprietary programs.

Licenses Include Access To:

- Program Customization, Data Collection, Analysis & Reporting.
- Class Materials & Digital Apps and Manuals.
- Integrated Adventure Travel Curriculum and Best Practices.
- Physical Training Integrated Into Curriculum, Best Practices.
- General Program Operation. (On and Off Campus Training).
- Travel Logistics and Destination Management.
- Ongoing Support, comprehensive adventure itinerary – all travel aspects.
- Student Management. For classes:12, student maximum for each educator. For Travel Adventures: 6 students maximum for each staff/guide.
- Content Library, including prescribed narratives, videos, and images.
- Digital and Social Media Communications.
- Voices From The Spectrum (Membership and Participation).

Items Not Included:

- Family participation unless included as part of the course.
- Domestic or International Airfare
- Any special guest or staff transportation, accommodations or meals.
- Any items of a personal nature.
- Anything not specifically labeled as “included” in the final itinerary and agreement.

###

LICENSE FEE: The following charges represent the fee(s) for services provided by Divergent Adventures under this Agreement. All amounts are in US Dollars.

Divergent Adventures Program and Curriculum License Fee - \$10,000.

Engage By August 1, 2023 and Receive A Professional Courtesy Price Reduction: \$5000.

The term of the license is: ___[DATE]___ - ___[DATE]___. After that, there is an annual renewal license of \$5000 for the base curriculum and program.

This one-time license is applied to Grand Canyon Adventures for 2023 & 2024. Should extraordinary new features be added or requested by BRIDGES To Adelphi University in future years, additional fees may apply. Such charges will be mutually agreed upon in writing prior to any actual charges.

Licensing Payment Dates and Terms

The initial License Fee is due and payable upon agreement. (Non-Refundable).

Student Program Fee is due and payable upon enrollment.

All other fees for services and accommodations are due when ordered (prior to service).

Cancellation, Penalties, and Refunds:

- License Fees are non-refundable.

Student Course and Adventure Fees:

SAMPLE Fall Program 2023 (US Domestic) *Itinerary and pricing subject to change.*

Student Course Tuition - *from: \$2998 per student. ALL student pricing is based upon double occupancy. That means there are two students sharing a room.*

- 10-Weekly Sessions Per the Syllabus. **Begins in Nov. '23. Adventure Date: 1/2024.**
- 7-Days/6-Night Domestic Itinerary.
- Number of participants - Minimum 6 Students, Maximum of 12 Students.
- **Enrollment Price - \$3298 - \$300 = \$2998 per student. (See Itinerary and Inclusions Below).**
- SAVE \$300 if enrolled and paid on or before November 1, 2023. Prices are per person, based upon double occupancy accommodations.

Adventure ONLY - Non-hiking Guests and family members - **SAMPLE - \$1698 a person.**

Includes all amenities provided to program participants, with the exception of the guided hikes.

Guests do not receive any pre-adventure training and do not count toward the minimum number of student participants. By definition, a guest is any non-student participant who utilizes a seat on any form of Divergent Adventures transportation or participates in any program function.

Single Occupancy - **SAMPLE - \$680 a person and is on a space-available basis.**

Special Guides and Adventure Accommodations - *Should a student require a special guide for any reason or they require additional services or accommodations, a service fee of \$600 minimum per day will be charged.* This fee is directly related to the additional services and accommodations that may be required. Depending upon the circumstances, additional charges may be incurred, and payment is due by the responsible party as they are incurred.

Student Cancellation, Penalties, and Refunds:

- Student tuition fees are 50% refundable 60 days or more prior to class sessions beginning.
- Student tuition fees are non-refundable 0-59 days prior to class sessions beginning.
- All other fees are non-refundable.
- There are no refunds for no-shows or any unused portion of the adventure by participants or guests.

Student Group Cancellation By The University:

For Cancellations for the entire Spring and/or Fall 2024 seasons, 90 days or more in advance of the scheduled start of the session, there are no penalties. All non-licensed and student tuition fees will be refunded. For Cancellations 0-89 days prior to the scheduled start date, a cancellation fee in the amount equal to 50% of the total student tuition is due with cancellation.

###

Divergent Adventures – Divergent Adventures Education - EXHIBIT A

Course Syllabus

Course Description:

This course brings the dream of adventure travel to life. Through discussions, activities, real-world examples, and short presentations, this course brings forth the components needed to plan, manage and complete all facets of a travel adventure. In addition, it answers some of the questions or concerns participants have when visiting new places and experiencing novel things. Our teaching adventures create higher-order thinking and executive functioning skills through planned challenges and physical activity. Participants form and expand meaningful connections to the real world and the people around them in a way that is both unique and FUN!

Course Dates and Times:

The course meets virtually 1x per week for 1.5 hours per session. All classes take place on ZOOM. Specific days/times are individualized to the academic calendar of the school or student.

Instructor Contact Information: TBD

Instructors Background: All classes are facilitated by master’s level clinicians and certified educators. Each adventure is accompanied by Divergent Adventures curriculum support staff. All Divergent Adventures program staff are trained in ASD and have experience in the practice and application of evidence-based interventions and strategies. Each is safety trained, first-aid, and CPR certified.

Course Objectives:

- Show proficiency in preparing and attending a travel adventure.
- Initiate, maintain, and complete a physical training program.
- Demonstrate how to engage in reciprocal social interactions to make and maintain friendships.

Required Course Materials:

- Divergent Adventures Physical Training online Guide.
- Divergent Adventures Adventure Destination Outline
- Minimum 2.0-liter water container
- Hiking Boots
- Smart Phone – Health Measuring Application (step counter)
- All Trails Application

Course Policy:

To receive a certificate of completion for the course, participants must complete 100% of the course activities with satisfactory responses and spend the required minimum time in the system. Course REQUIREMENTS include regular attendance, active participation in online discussions and activities, ongoing physical training, three in-person meet-ups, and attendance in the final group adventure.

Students are allowed a maximum of three excused absences. Excused allowances are made for unscheduled life events, illness or emergencies. Active communication with the instructor is required for any missed classes. Missing three or more classes may exclude students from participating in the class-ending adventure. In this case, each student's participation in the final adventure will be re-evaluated, and the Divergent Adventures Director of Development will determine their readiness.

Upon completion, all students will receive a course completion certificate.

Commitment to Integrity

Students are expected to maintain high degrees of professionalism, commitment to active learning, and behavior in and out of the classroom and on all adventures.

Difficult Conversations

In our in-person meet-ups, online discussions, and dialogues, we will have the opportunity to explore challenging issues and increase our understanding of different perspectives. Our conversations may not always be easy. Students and teachers occasionally make speaking, listening, and comprehension mistakes. However, patience, courage, and imagination are essential for the free flow of ideas, concepts, and communications.

Respect for each other and the class as a whole is a requirement. Thus, an essential aim of our interactions will be to increase students' flexibility with difficult conversations that arise in social justice, politics, economics, morality, religion, and other issues where reasonable people often hold diverse perspectives. Ultimately, this deepens our understanding of people and teaches us how to engage and interact with them within our community.

Technical Requirements

The student must have a device that connects to the internet to access email, Zoom, and standard digital applications such as All Trails or GeoCaching. All course materials will be posted on RaiseTheRoofForAutism.com and is compatible with all major web browsers. A high-speed internet connection is recommended. The course should be taken in a quiet, distraction-free area.

Course Outline:

Introduction:

This course is an online instructor-led course. This means the instructor will facilitate and encourage the class to get to know each other, foster a sense of community in the class, and help participants learn from each other. In addition, the use of technology will be actively incorporated to create opportunities for group work and team building.

Domain 1: Increasing Social Communication Skills

Specific strategies include how to have conversations, make and maintain friendships, use electronic communication, and plan/have get-togethers.

Learning Objectives:

By the end of this course, the participant will:

- In the context of daily events, the participant will provide answers to questions that are part of these events on 3 consecutive occasions.
- During selected events, participants will make requests, answer questions, and respond as listeners without prompts/hesitation during conversational exchanges.
- In the context of daily events, the participant will recognize, name, and describe physical sensations and emotions.

Domain 2 - Getting Things Done

Information on the organization, time management, budgeting, and safety skills to plan and attend a travel adventure.

Learning Objectives:

By the end of the course, the participant will:

- Demonstrate how to determine personal items needed for travel and how to organize and care for personal items.
- Use electronic tools in ways that are appropriate to document progress and promote positive personal outcomes.
- Demonstrate how to make purchases using debit/credit card, use dollar up amount, estimate change, and estimate expenses.
- Identify factors that contribute to safe outdoor activities.
- Use visual time management strategies to manage planning and participation in all adventure travel events.

Domain 3 – Toleration and Flexibility

Specific skills needed to adjust and adapt to various adventure environments and social situations.

Learning Objectives

By the end of this course, the participant will:

- Demonstrate tolerance or coping skills in various sensory situations and situations of delayed reinforcement such as, waiting in line, losing in a game, being denied activities, change in schedule, or a store is closed.
- Demonstrate tolerance and problem-solving for missing items needed to complete an activity.
- Demonstrates tolerance for gentle teasing from peers.

Domain 4 – Movement

Specific physical training program participants will use to complete all physical expectations of adventure.

Learning Objectives

By the end of this course, the participant will

- Follow and complete all physical training activities as outlined in the training manual.
- Demonstrate the use of technology to track and monitor physical training goals.
- Demonstrate the use of technology to navigate trails and outdoor environments.

Domain 5 – Self Management

Details the skills and behaviors needed to participate successfully in adventure travel.

Learning Objectives

By the end of this course, the participant will:

- Demonstrate appropriate safe and personal behavior. .

End, of Course, Adventure/Application of Skills

At the end of the instructor-led modules, class participants will embark on an active travel adventure. The travel adventure provides participants with multiple opportunities to utilize skills learned during class instruction, including functional packing, physical preparedness, budgeting, time management, self-management, and social engagement with their travel partners.

Course Schedule:

The course will be offered over ten weeks. Below is a weekly schedule outlining topics covered along with homework assignments. ALL modules invite class participation. In addition, in-person meet-ups are scheduled every 3 weeks throughout the course.

Course Calendar

Week/Topic	Session Activities	Homework
Week 1 - Introduction	Review of course outcomes; Introduction to 3 elements of adventure travel; Discussion of organizational and time management tools. Review of training calendar and travel itinerary; getting to know each other exercise	individual goal setting; Week 1 physical training
Week 2 Communication	Review of 3 elements of adventure travel; preparedness brainstorming; traveling with PEERs - conversation basics; time management assessment and discussion; physical training tools.	Contacting peer; Week 2 physical training;
Week 3- Teamwork	Preparing for group outing; introduction to ALLTrails and GeoCaching applications; packing for trail adventure; time management visual strategies; Traveling with PEERs - Being part of a group; sharing information	Packing daypack and attending group outing
Week 4 - Problem Solving	Review of group outing; Introduction to travel safety - personal/environmental; problem solving discussion; travel safety problem solving exercise; using electronic communication with PEERs;	Week 4 physical training
Week 5 - Time Management	Discussion of the 3 truths about time; Travel itinerary and time management activity; Traveling with PEERs - choosing friend groups	Week 5 physical training;
Week 6 - Critical Thinking	Geocaching exercise; day pack preparedness review; Introduction to travel budgeting; Traveling with PEERs - Teasing, feedback and criticism discussion	Packing dayback and attending group outing
Week 7 - Adaptability	Review of group outing; Packing from top down - identifying what to bring; Traveling with PEERs - appropriate use of humor. Discussion of budgeting	Week 7 physical training; complete packing checklist
Week 8 - Interpersonal	Packing suitcase video and activity; Introduction to budgeting for adventure travel; Traveling with PEERs - dealing with rumors and gossip, bullying and bad reputations.	Week 8 physical training activity. Completing travel budget
Week 9 - - Preparing for Adventure	Review packing strategies; Travel budget activity; Problem solving discussion - "I forgot something".	Final week physical training. Pack for adventure
Week 10 - Adventure Expectations and final arrangements	Review Itinerary; Packing for adventure; review time management strategies. Personal goal discussion and reflection exercise	Attend group adventure

SAMPLE 2023 Fall/Winter Break 6-Day/5-Night Itinerary Superstition Mountains, Sonoran Desert, Arizona

Please note that the details of this itinerary are subject to change. Many of the planned activities are organized according to availability, events or seasonal dates, appropriate weather conditions, or the discretion of our guides. We make every effort to provide the experience described in the itinerary with the understanding that some things may change.

Day 1 – Phoenix

- Arrive in Phoenix
- Transfer to hotel (Self)
- Welcome Pizza Party
- **Overnight Mesa, AZ (D)**

Day 2 – Superstition Mountains

- Breakfast
- **Hike - Hieroglyphic Trail & Petroglyphs** This is a great hike through Hieroglyphic Canyon in the Superstition Wilderness.
- Divergent Adventure Course - Student Problem solving, Communication - Geocaching.
- Lunch
- AZ Museum of Natural History & Dinosaur Mountain
- Dinner
- **Overnight Mesa, AZ (B,L,D)**

Day 3 – Sonoran Sensory Experience

- Breakfast
- **Hike Hidden Valley Trail**
- Trail lunch.
- i.d.e.a. museum - The i.d.e.a Museum includes popular art and art-inspired activities, adding science, engineering, and design-thinking to multi-sensory experiences.
- Dinner – Mesa, AZ
- **Overnight Mesa, AZ (B,L,D)**

Day 4 – Tucson, Oro Valley, Apache Junction

- Breakfast
- Divergent Adventure Course - Incorporating Sensory Experiences
- Arizona Sonora Desert Museum - World-renowned zoo, natural history museum, and botanical garden, all in one place.
- Lunch
- **Hike - Saguaro National Park**
- Sonoran Desert Sights, Oro Valley/Apache Junction
- Dinner – Apache Junction
- **Overnight Mesa, AZ (B,L,D)**

Day 5 – Sedona – Red Rock State Park

- Breakfast
- **Hike - Papago Buttes**
The magnificent Papago Buttes for our final Sonoran Desert hike. Ancient rock formations, stunning landscapes, and breathtaking views.
- Divergent Adventure Course - Adventure Travel Application and Generalization
- Lunch
- Mystery Castle Tour - Shopping - Free Time
- Farewell Dinner – Mesa
- **Overnight Mesa, AZ (B,L,D)**

Day 6 – Mesa, Phoenix

- Breakfast
- Divergent Adventure Course - Social Communication - using social stories and photographs to create memories and foster communication.
 - Early morning leisure.
 - Depart For Home Or Optional Sedona Red Rocks Tour. **(B)**

****Indicates Physical Activity***

###

Divergent Adventures
Superstition Mountain & Sonoran Desert Adventure Learning Course
Sessions and Adventure Beginning Fall 2023

Adventure Inclusions:

Pre-Adventure 4-Week Virtual Family Adventure Learning Center Course.

- 10-Weeks of student-only virtual class meetings.
- Limited to 12 High School Juniors & Seniors, -OR- College-aged Young Adults.
- 7-day in-person Life-Learning Adventure,
- Individual Adventure Education Plan.
- Membership in Voices from the Spectrum.
- Ongoing Peer Mentorship throughout the program.
- Discounts on RTRFA Alumni Trip, Family Travel, T-shirts, Hats & Gear.

While in Arizona, Your Adventure Includes:

- Adventure Host, Guide, and Educator. Divergent Adventures hosts and guides are masters-level professional educators, behavior analysts, and certified autism travel professionals. They stay with the group throughout the itinerary. Depending upon size, they frequently drive the group.
- Adventure Learning Course throughout the itinerary.
- 5-Night/6-day Adventure
- 5-Nights Hotel Accommodations per the itinerary.
- Meals per the itinerary: Breakfast-5; Lunch-4, Dinner-5.
- Group Transportation throughout the itinerary.
- Access and entrance fees to museums, historical & cultural sites, and parks.
- Detailed “Know Before You Go” information, including recommended websites, reading lists, packing lists, what to bring, weather, and much more.

This Divergent Adventure trip DOES NOT include:

- Arrival and Departure Airport Transfers and all transfers outside of the itinerary schedule.
- All international and domestic airfares with tax.
- All items of a personal nature, including beverages and shopping.
- All passport and visa application fees, vaccination, and medical consulting fees.
- Early check-in or late check-out of rooms.
- Optional tours.
- Photographs or phone calls.
- Discounts/Refunds on any unused portion of the tour.
- Travel Insurance.
- Anything not expressly stated in the itinerary or on the inclusion list above.