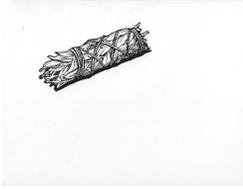


VillageKeeper Experience



Who is a VillageKeeper?

A VillageKeeper is anyone who is excited to be a part of a growing community focused on Earth skills, caring for future generations, and learning with our elders. We are a group of parents, primitive skills practitioners, college students, and volunteers coming to White Pine to practice our skills, teach the students, and contribute towards the evolution of White Pine's campus and community.

What is the time commitment for a VillageKeeper?

We have different levels of commitment and types of programming for our VillageKeepers.

Starting Point	Interest	Commitment	Activity in FS	Result	Title
Parent	co-op	Wind → Fire	Play and supervise	Be with child and community	Co-Op
Adult Skills Classes	Practice space	Wind → Fire	Showcase skills and communicate	Enhance skills	Skills
Intern	Professional	Wind → Fire	Float, play and find a project to contribute	Resume build/network	Pro
Shikari	Hands-on instruction	Wind → Fire	Float, supervise, and initiate creative mentoring strategies	Enhanced competency with concepts	Mentor
W/Toddler	volunteer/toddler space	Wind → Fire	Supervise toddlers/students, and offer relationship opportunities to students	Playspace, community	Toddler

	Wind	Water	Earth	Fire
Commitment	flexible	1-2x Unit	3-5x Unit	Every Week
Perks	Present at Camp	Present at Camp, First Priority to Shikari	Merch (Hat, Shirt)	Merch and Stipend

As a VillageKeeper, what do you need to know?

White Pine has a flow to our day that we have found encourages focus when needed and allows for plenty of self-directed time with nature connection. It goes like this:

1. **Drop-Off is Self-Directed Time:** As a VillageKeeper take time to help students with their cubbies, get acquainted with space for the day, and play games!
2. **Crow Call and Opening Circle:** As a VillageKeeper, you may find yourself helping students to settle into the yurt for opening circle, and encouraging our youth to listen and engage at the appropriate times.
3. **Guild Time is Focus Time: As a VillageKeeper,** you could be doing a couple of different things depending on the day and your familiarity with the curriculum. You may support Instructors in leading a Guild or you may be leading your own. Clean up is an important part of the cycle of behaviors in guild time.
4. **Lunch Time:** You will hear a Crow Call once again, and students will begin their lunch. This is a low key time where stories, jokes, and sometimes games occur. You may be asked to help a student open their lunch, prepare something, or recycle/toss their excess away.
5. **Wandering Walkabouts:** We love getting out into the forests and playing near the river during our day. We hear the Crow Call to end lunch and begin getting personal necessities (water, jackets, gloves, hats, First Aid Kits, etc.) You may carry tools and equipment needed for activities to be done in the Forest, our "Invisible Classroom".
6. **Closing Circle and Pick-Up:** This is the end of the day, and may look like the morning. Students find a seat in a circle to share reflections of the day, and Instructors sign-out students when their parents arrive. You may help lead a game, get belongings together, or talk with parents.

Take time to get to know the amazing instructors present during your day. They can help you with nuances to the day outside of normal rhythm and can support you as your interest opens to leading games and guilds.

As a VillageKeeper what do I do about discipline?

At White Pine, we use The 4 Behavior Shields as our model for discipline. It focuses that safety is always most important, and the quality of a student's time at White Pine is best when focused on being engaged, having fun, and feeling connected.



Each Shield has its own indicators of need, indicators of success, vocabulary, and qualities. As your experience grows then you will have insight into using this model.