



Beech Bluff County Park

GROUP PROGRAM GUIDE FOR ORGANIZED GROUPS



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Parks, Recreation
and Open Space

About Beech Bluff County Park

Beech Bluff County Park is a 300-acre park that was farmed since the late 1700s. Today it offers hiking trails, educational programs, a canopy walk, a playground, a community garden and orchard, picnic shelters and a variety of habitats.

Park Features

Restrooms
Picnic Shelters
Picnic Area

Playground
Exhibit / Interpretive Trails
Garden / Orchard

Art Sculptures
Nature Trails
Open Play Field



View Park Map

Click here to check out our park map for more information on our trails and the park features.

Planning Your Group's Visit

Booking Your Group Program

To schedule your group program, please complete the [Beech Bluff County Park Group Program Request](#) form. If you have questions or would like more information about our offerings, you can contact us at BeechBluff@wake.gov. All group programs are free to book.

You are able to book up to 4 staff-led programs per visit; there are self-led activities available if desired. Staff-led group programs may be booked up to a year in advance and must be booked at least 1 month in advance of your desired program date.

Group Size



Groups have a minimum of 10 participants and a maximum of 30 participants. Groups are limited to 120 participants per day and will be broken up into smaller groups of up to 30 participants per group.

It is recommended you review our **staff-led programs** and our **self-led activities**, including recommended grade levels & descriptions, prior to booking your field trip to ensure age appropriateness.

Chaperone Requirements

Chaperone requirements exist to maintain a safe environment and ensure a quality experience for your group and others in the park as well as to protect our natural resources. Chaperones will be responsible for any behavioral or disciplinary issues that occur during the field trip. Chaperones may be teachers, school staff, group leaders or adult family members accompanying the group on their visit. Chaperones must be prepared to actively participate and assist park staff.



Chaperone to Participant Ratio

A minimum of 1 adult per 10 participants is required. Chaperones must be at least 18 years old and are not attending as a participant.

Park staff reserve the right to discontinue a program and/or remove individuals from the program if their behavior compromises the safety of others, harms park wildlife, or disrupts the experience for the group. Adults not acting as chaperones to the group may be asked to leave the group if they are being disruptive to the group's ability to learn.

Cancellations & Weather

Please inform park staff as soon as possible if your group will be unable to attend your booked group program for any reason. If weather is deemed unsafe, park staff may cancel your program. We will run programs in light rain or move indoors when possible. We will do our best to reschedule any cancelled programs.

Program Modification for Disability or Medical Condition

Wake County Parks, Recreation and Open Space welcomes people of all abilities into our parks and preserves. In accordance with the Americans with Disabilities Act (ADA), our staff are committed to providing reasonable modifications to our programs for participants with disabilities or medical conditions. Group leaders who request a program modification for their program will be contacted by park staff to create an inclusion plan on a case-by-case basis. Requests should be made at least two weeks prior to the scheduled program in order to properly facilitate a potential modification.



Group Program Modification Requests

A link to our modification request form will be provided with your booking confirmation email. If you have questions about program modifications for disabilities or medical conditions prior to booking your program, please don't hesitate to reach out.



Staff-Led Programs

Many of our programs can be offered virtually or at your site (outreach) if coming to Beech Bluff County Park is a barrier to your group. Programs have been developed for the age noted, so if you wish to book a program for a group other than the recommended age, please let us know and we will work with you to adapt the program to your group's age.

Team Development (Ages 8+)

Enhance your meeting at Beech Bluff by adding a team development session. Strengthen your team by collaborating, problem solving, and achieving shared goals. Activities are tailored to your group based on your unique goals, from building initial connections to fostering communication and developing leadership skills.

Park Tours

Beech Bluff County Park Tour (All Ages)

Discover Beech Bluff County Park as we walk the site, stopping at significant facilities and resources along the way. Explore what makes the park unique, what it has to offer to the community, and how we utilized sustainability in the park's design, landscape and operation.

Growing Green: A Beech Bluff Agricultural Tour (All ages)

Step into the heart of sustainability with Growing Green, a delightful tour designed for curious minds and green thumbs alike! Explore our vibrant agricultural site and uncover the wonders of regenerative farming and sustainability practices. Growing Green isn't just a tour; it's an invitation to connect with the land, learn about sustainable practices, and understand the agricultural history of Beech Bluff County Park. Join us for a journey that promises both inspiration and education!

More Than a Park: A Tour of Nature & Sustainability (Ages 8+)

Take a tour of Beech Bluff County Park and learn about what makes it more than just a beautiful park to visit. During this tour, we will briefly introduce you to the park's history, walk our trails to explore its natural features, and share a few of the sustainable features and initiatives at the park.

Girl Scouts of America Badges

Hiker (Brownies)

Girl Scouts love to sing hiking songs, pack fun and tasty snacks and hunt for sounds of animals and birds. Here's what you need to know to become a Brownie hiker - get ready for adventure! During this program, you will complete steps 2, 3, and 5 of the Hiker badge.

Gardener (Juniors)

Creating a bright bouquet of fresh flowers, making a dish with garden-fresh herbs, growing a little green cheer inside with houseplants - these are all things a gardener gets to do. In this badge, dig your hands into the earth and spend time with soil, water, and sunlight to find out how to help life grow from a tiny seed. You can make your own garden - no matter where you live! During this program, you will complete steps 1 – 5 of the Gardener badge.

Design with Nature (Juniors)

Can you imagine the perfect hike and campout? Beautiful hiking trails, interesting sights, a cozy campground and a delicious meal? Enjoying time in nature often requires planning. You might decide where you'll go, how long you'll be gone for, and what you'll bring. In this badge, you'll use math to help you plan and organize a hike and campout. You'll think about all these things as you get ready for your hiking adventure. During this program, you will complete steps 1 – 3 of the Design with Nature badge.

Numbers in Nature (Juniors)

How do you know what time it is or what the weather will be? Can you figure out how old a tree is by looking at it? In this badge, you'll do all of these things! Math can be used to tell us all kinds of things about nature, from how tall or old a tree is to the weather, season, or time. During this program, you will complete steps 3 – 5 of the Numbers in Nature badge.

Special Requests



Don't see a group program that meets your groups needs? Submit your request for an alternative topic utilizing our [Group Program Request Form](#). There is no guarantee we will be able to support the request. If submitting for group program request with specific requirements, please share these with request.

Self-Led Adventure Kits

Have a free block in your program rotation you need to fill? Check out our different self-led Adventure Kits. All Adventure Kits include activity instructions and materials for up to 30 participants.



Reserve Your Adventure Kit

To ensure a particular Adventure Kit is available for your use during your group's visit, please email us at BeechBluff@wake.gov at least one week in advance to reserve it.

A Water's Journey Adventure Kit

This activity will introduce your students to the water cycle through a fun interactive activity in which

they are a droplet of water in the water cycle. This activity has been adapted from the Water Wonders activity from Project Learning Tree.

Creative Writing Adventure Kit

Take time with your students to practice creative writing out in nature! Your students will spend time on a short, .25-mile paved trail reading and engaging with creative texts to learn about elements of stories or poems. Then they will each choose from a list of prompts to inspire them during dedicated brainstorming and writing time.

Exercise Trail Adventure Kit

Pump up your walk around the Beech Bluff by adding these beginner friendly activities to get you moving. Exercise bands and suggested routes are included, but you have the flexibility to take these exercises anywhere.

History Tour Adventure Kit

Learn more about the history of Beech Bluff County Park through a self-guided tour. You will be provided a map with a suggested route, stopping points, and information to share with your group at each stop. Visuals will also be provided to share with the group.

Happy Trails Adventure Kit

Take your group on a nature walk around the Educational Trail! Start at the Park Center and walk along the looped trail, stopping for any or all of the suggested activities. Engage your senses to gain a deeper understanding and appreciation for the natural world.

Harvest Horizons Adventure Kit

This activity will introduce your students to basic agricultural concepts utilizing an exciting choose-your-own-adventure activity in which the group can decide to be a bee, farmer, or seed.

StoryWalk®

Walk along our Educational Trail (located next to Park Center) and read the current month's StoryWalk®. The StoryWalk® Project was created by Anne Ferguson of Montpelier, Vermont, and developed in collaboration with the Kellogg-Hubbard Library. *(This self-led activity is only available 1st - 27th of each month.)*