



## Belize Immersion Trip Sample Schedule

### **Sunday**

Group arrives on  
Enroute to house grab sandwich at Brodie's  
1:00 pm Arrive at Starfish House: Lunch at house with orientation  
2:00 pm Leave for Belize City Tour  
5:30 pm Dinner at Starfish House  
6:30 pm Leave for Mass at St. Martin de Porres

### **Monday**

7:00 am Prayer / Breakfast  
8-8:30 am Leave Starfish House:  
- Building for Change Tour  
- Visit Frank Lizama Woodcarving Shop  
10-10:30 am Arrive at worksite  
12:30 pm Lunch at worksite  
1:00 pm Return to work  
4:00 pm Return to Starfish House  
6:00 pm Dinner & Presentation with Bernie Panton

### **Tuesday**

7:00 am Prayer / Breakfast  
8:00 am Leave Starfish House  
- Visit Outreach Center; Talk by Nadia  
10-10:30 am Arrive at work site  
12:30 pm Lunch at work site  
4:30 pm Return to Starfish House  
5:30 pm Dinner  
6:30 pm Optional visit by Nadia

### **Wednesday**

7:00 am Prayer / Breakfast  
8:00 am Leave Starfish House for worksite  
12:30 pm Lunch at worksite  
4:30 pm Return to Starfish House  
5:30 pm Dinner  
7:00pm Garifuna Dancers

**Thursday**

7:00 am Prayer / Breakfast  
8:00 am Leave Starfish House for work site  
12:30 pm Lunch at worksite  
1:00 pm Return to work  
4:00 pm Return to Starfish House  
5:30 pm Dinner  
Free Evening

**Friday**

7:00 am Prayer / Breakfast  
7:30 am Leave for Water Taxi  
8:00 am Leave for Caye Caulker / Orientation on Caye

**Saturday**

Fun and Sun Caye Caulker  
4:30 pm Leave Caye Caulker for Belize City  
5:30 pm James pikcs group up from water taxi  
6:30 pm Dinner  
Free Dinner

**Sunday**

7:30 am Prayer / Breakfast  
Leave for airport

\*\*House Blessing to be confirmed

**Abel Vargas: Director of Belize**

**Bernie Panton: Director of Building for Change Program**

**Nadia Armstrong: Director of Outreach Program**

**James Muschamp: Immersion Trip Coordinator**

*Entrance into Altun Ha, Water Taxi are covered by Hand in Hand Ministries  
Saturday night dinner and Caye Caulker fun with meals covered by participants  
Schedule is subject to change*