EXAMPLE PROGRAMME

001 ADVENTURE YEAR 5

DAY ONE

AM

ARRIVAL

A very warm welcome and a chance to settle into our cosy accommodation.

WOODLAND WELCOME

A fun scavenger hunt to navigate the woods whilst collecting woodland materials to build an exciting bug hotel for our minibeast friends.

PM

SURVIVOR **BUSHCRAFT** Explore the essentials of survival. Work together to build the ultimate woodland shelter using materials found within the woodland. Learn how to safely use a fire-steel and build the perfect campfire to roast marshmallows!

CAMPFIRE

Channel the energy, creativity and inspiration generated by your time outdoors and join us for our Rootd's Got Talent evening!

DAY TWO

AM

ARCHERY

Feel like Robin Hood and discover a new talent as you go for gold amongst the trees!

ABSEILING

Boost your confidence as you descend down the abseiling wall in this exciting & challenging activity.