

EXAMPLE PROGRAMME



2 NIGHT ADVENTURE

DAY ONE

AM ARRIVAL

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

WOODLAND WELCOME

Dive into your adventure by getting to know your new tentmates and our instructors through team games, creative challenges, and mind-bending puzzles.

PM TEAM QUEST

Work as a team to solve a sequence of tests and challenges. Only the most determined will be victorious!

BRAVE THE CAVE

Face your fears while experiencing the thrill of potholing in a safe environment and exploring like never before!

TEAM TREE TRAIL

Walk the tightrope and take a leap of faith as you navigate your way around our purpose-built low-ropes course.

EVENING ACTIVITY

Unplug, switch on, and have fun in a variety of woodland games, or* Put your newfound knowledge to the test in our ultimate woodland quiz.

CAMPFIRE

The perfect end to the day, sit around the campfire and wind down with a cup of hot chocolate.

DAY TWO

AM SHELTER BUILDING

Work together to build the ultimate woodland shelter by combining materials found within the woodland with newfound knot skills.

FIRE LIGHTING & MARSHMALLOWS

Explore the uses of fire, the science behind heat production and the principles of the fire triangle, before learning how to safely use a fire-steel and perfect the art of marshmallow roasting!

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PM **BUGGY BUILD** Combine rope skills with teamwork to build the ultimate buggy and win the race against your peers.

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

CLIMB & CONQUER Develop your confidence and trust as you work out the best route up our outdoor climbing wall.

CAMPFIRE Channel the energy, creativity and inspiration generated by your time outdoors to share your hidden talents and sing together under the stars.

DAY THREE

AM **CAMOUFLAGE & CONCEALMENT** Discover how to blend into your surroundings by combining the traditional and military techniques of camouflage and concealment.

KNIFE SKILLS Develop independence and confidence through knife skills as you learn to carve your very own tent pegs.

TRACKING & SIGNS Learn to look out for the signs of our feathered & furred woodland inhabitants before making a trail of your own.

PM **LUNCH & DEPARTURE** Picnic in the woods before heading back to school

**Depending on the weather and availability*

Our KS3 activity programme has been arranged around larger group sizes. If your group size falls below 60, you may be programmed to do two out of the three activities in each block.