



Weekaway activity list:

Ran by Weekaway staff.

Canoeing

Water activity, Learning the basic stroke and water safety through coaching and games.

Learning outcomes – Water safety, team work, learning a new skill, confidence in a craft on water, trying something new and FUN.

Crate Stack

High ropes activity which involves a team of belayers supporting a guest building a tower of crates. The aim is to get to the height of 10 crates with the assistance of your buddy.

Learning outcomes - Incorporates balance, team work, facing fears, strategic planning, communication, safety of others. FUN

Flying Fox

High ropes activity involving walking of a platform and ziplining across the bush.

Learning out comes – Facing fears, trying something new, resilience with a I can approach, encouragement from others in the group, team work and responsibility with PPE/Risk management and FUN.

Glider Possum

High Ropes activity involving a team of belayers catapulting a guest off the ground in the sky like a flying possum. (attached to safety system)

Learning outcomes – Safety and risk management, Team work, trying something new, facing fears, being outside and FUN.

Laser Tag

Laser tag in the bush, geared up in Camo suits depending on the time of year. Learning outcomes - Various games and activities to help groups work as a team and be competitive in a positive fun environment, capture the flag and other games played throughout. Working as a team, bringing technology into a physical sport, strategic planning and stealth but most of all FUN.

Mountain Biking

Mountain bikes activity provided by Weekaway includes playing games and heading out on a trail around the bush. Guests/Participants to bring their own helmets.

Learning outcomes – Developing their own bike skills, trying something new, balance.

Raft making

Using various pieces of equipment, Poles, barrels, plastic containers, ropes, Piping to construct a raft and get your hole team to the island. Games can be played and competition between 2 teams constructing the best raft.

Learning outcomes – Team work, Strategic planning, Creative building, learning core skills such as knot tying, listening to others ideas, leadership.



Weekaway activity list:

Teacher led:

Archery

(run by trained school staff)

Learning outcomes – Learning a new skill, Safety and understanding of equipment in an enjoyable environment. Practice archery skills and develop throughout Via Games.

Damper Cooking and fire safety.

Using flints and steels and various fuel such as cotton wool, Vaseline and wood chippings to understand how fires are created. Touching base on how dangerous they can be and how different fuels ignite. With the camp fire mixing damper ingredients and cooking a simple delicious food in the outdoors.

Hut Building

Heading to the hut build hill and using creativity alongside survival instinct to create a place to service using only what they can find.

Learning outcomes – Working together as part of a team, listening to others, creativity and understanding how the natural elements work in the bush. Bucket of water will be thrown over the huts to test them. FUN.

Initiative Course

(Choice of 7 static elements where the guests have to problem solve to figure out the solution.

Learning outcomes – Teamwork, communication, leadership, listening to others, problem solving, resilience, try something new, trial and error, kolbs cycle of self-reflection/ analysing pros & cons to improve to try a different approach next time & Fun.

Rogaining

Run around activity similar to orienteering.

Learning outcomes - Fitness in a fun environment, competitive, map reading, problem solving and figuring out the code word & FUN.

Ropes Course

Low level ropes course with various static obstacles challenging each individual guest with their balance and resilience and figuring out methods to help each other complete the course with variations of difficulty.

(Low Element, 2 school staff required)

Learning outcomes – Team work, communication, resilience, Leadership, trying something new, balance and fitness & FUN.

Team / Bush Rescue

First aid and rescue scenario – GI Jane (mannequin) has become injured! The guests will build a stretcher for her and take her on a survival mission where clue will be given to locations and various tasks. The aim is to keep GI Jane alive.

Learning outcomes – First aid knowledge, Team work, imagination, Communication, Bush experience, putting someone else first & FUN.

The Maze

A large wooden maze where by the participants run around completing challenges and collect flags.

Learning outcomes – Team work, Communication, competition, problem solving, trying something new, following directions and listening to each other & FUN.

Travel The world

New activity involving flags and questions around camp with an information station, testing the participants knowledge of countries, continents, cuisine and other cultural questions.

Learning outcomes – Fitness and running around, Basic map reading, learning about counties around the world, testing their knowledge & FUN.



Weekaway activity list:

Awareness course.

New activity involving the guests working together as a team developing their sense awareness with build-up games. This will then lead them to a ropes course where they will be blind folded and using their sense to complete the course working a team and communicating.

Learning outcomes – Communication, Team work, resilience, blind folded, empathy for other who may have lost the ability of some of their senses & Fun.

Yabbing.

Using nets and buckets catching yabbies from a variety of different dams around site. Cards provided to understand the different habitats and various wildlife creatures living in the dam.

GOGO /Frisbee golf

Fun enjoyable activity around the camp at a relaxed pace focusing on the fine skill of golf.

WHOLE GROUP ACTIVITIES:

Large groups of children working towards the same goal. Opportunity to meet new people in the school. Generally, they will branch into small groups within the large group.

Bush Cooking / Bush Lunch

Heading to the hut build hill and using creativity alongside survival instinct to create a place to service using only what they can find.

Learning outcomes – Working together as part of a team, listening to others, creativity and understanding how the natural elements work in the bush. Bucket of water will be thrown over the huts to test them. FUN.

Followed by Fire making and cooking snags down by the flying fox dam

Duration Approx 9am – 1pm

Capacity 60 (If your school is larger than 60, we can provide this activity on different days with 2 x groups of 60 etc.)

Initiative Course

(Choice of 7 static elements where the guests have to problem solve to figure out the solution.

Learning outcomes – Teamwork, communication, leadership, listening to others, problem solving, resilience, try something new, trial and error, kolbs cycle of self-reflection/ analysing pros & cons to improve to try a different approach next time & Fun.

Within this activity you will rotate between the 7 elements having the opportunity to complete all of them in a large group.

Duration Approx 9 – 12.15 / 2 – 5.15

Capacity 105 Guests 7 groups of 15 max.

Yabby Person Contest

Involving the whole school in a relay style activity involving water balloons and various tasks set out by the Weekaway staff team. Generally ran at the end of the week.

Duration - 10 – 12

Capacity 100 +



Weekaway activity list:

NIGHT TIME ACTIVITIES:

These are facilitated by you the accompanying adults, Weekaway staff will help to provide equipment and resources.

Camp Fire (unless prohibited by Fire Restrictions/ Weather Conditions)

Night Walks

Dodgeball

Movies

Balls and Equipment provided