

Example Programme for 5-day school residential

Day	8.00	9.00 – 10.30	10.45 – 12.15	12.30-1.30	1.45-3.15	3.30-5.00	6.00	Evening	
Monday	BREAKFAST	Travel		LUNCH	Arrive, settle in & tour	Problem solving circuit	DINNER	Sports	Thought
Tuesday		A. Bushcraft B. Circus skills C. Fencing D. Archery E. Canoeing	A. Circus skills B. Bushcraft C. Archery D. Fencing E. Rafting		A. Walk B. Walk C. Bushcraft D. Canoeing E. Archery	A. Walk (cont) B. Walk (cont) C. Tree climb D. Bushcraft E. Fencing		Night Hike	Thought
Wednesday		A. Fencing B. Rafting C. Canoeing D. Circus skills E. Bushcraft	A. Archery B. Canoeing C. Rafting D. Low Ropes E. Circus skills		Team problem solving features in the woods			Wide Game	Thought
Thursday		A. Canoeing B. Fencing C. Low Ropes D. Rafting E. Tree climb	A. Rafting B. Archery C. Circus skills D. Tree climb E. Low Ropes		A. Tree climb B. Low Ropes C. Walk D. Walk E. Walk	A. Low Ropes B. Tree climb C. Walk (cont) D. Walk (cont) E. Walk (cont)		Thought	Bonfire
Friday		Clear out rooms	Team Challenge						