

School Residential Suggestion Adventure Plus



This should hopefully give you an idea of what an Adventure Plus residential could look like. Timings, activities and the overall length of the residential and call be changed or tweaked. Or feel free to rip the whole thing up and suggest something completely different!

Example Programme 1 – Up to 20 Pupils – 1 night - Activities, food, and timber yurt accommodation all provided.

	08.30	Session 1		13.00-14.00	Session 2		18.00	Evening	
		09:45-11.15	11.30-13.00		14.00-15.30	15.45-17.15		19:00-19:30	19:30-21:00
Day 1	Arrival at 09:00 – settle in and site tour	A: Archery B: Climbing	A: Climbing B: Archery	Bring your own packed lunch	A: Canoeing B: Slacklining	A: Canoeing B: Bushcraft	DIN NE R	Evening Thought/ Diary Time	Campfire
Day 2	BREAKFAST	A: Slacklining B: Canoeing	A: Bushcraft B: Canoeing	LUNCH	Pack up and final large group games	Travel Home			

Example Programme 2 – Up to 30 pupils – 2 nights - Activities, food, and timber yurt accommodation all provided.

	08:30	Session 1		13:00-14:00	Session 2		18:00	Evening	
		09:30-11:00	11:15-12:45		14:15-15:45	16:00-17:30		19:00-19:30	19:30-21:00
Day 1	Arrive, settle in and site tour	Team Games		Bring Own Packed Lunch	A: Canoeing B: Archery C: Climbing	A: Canoeing B: Climbing C: Archery	DIN NE R	Evening Thought/ Diary Time	Wide Games
Day 2	BREAKFAST	A: Archery B: Canoeing C: Slacklining	A: Climbing B: Canoeing C: Bushcraft	LUNCH	Whole Group Expedition			Evening Thought/ Diary Time	Bonfire
Day 3		A: Slackling B: Bushcraft C: Canoeing	A: Bushcraft B: Slacklining C: Canoeing		Pack up and final large group games	Travel Home			

Activities we can run:

On site: Archery, Biking - Off Road and Obstacle Course, Bushcraft, Circus Skills, Climbing, Fencing, Orienteering, Slacklining, Team Building Activities, Wide Games, 4 Way Tug of War

Off Site Activities (half day): Canoeing, Kayaking, Raft building, Real Rock Climbing (full day), Walking Expeditions

Evening Activities: Campfires, Night Hike, Team Building Activities, Wide Games

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Example Programme 3 – Up to 40 pupils – 3 nights - Activities, food, and timber yurt accommodation all provided.

	08.30	Session 1		13.00-14.00	Session 2		18.00	Evening	
		9.30-11.00	11.15-12.45		14.15-15.45	16.00-17.30		19:00-19:30	19:30-21:00
Day 1		Arrival, Site Tour	Team Games/ Problem Solving Circuit	Bring your own packed lunch	A: Canoeing B: Raft Building C: Biking D: Climbing	A: Canoeing B: Raft Building C: Biking D: Archery	DIN NE R	Diary Time/ Evening Thought	Wide Games
Day 2	BRE AKF AST	A: Raft Building B: Canoeing C: Climbing D: Biking	A: Raft Building B: Canoeing C: Archery B: Biking	LUNCH	A: Climbing B: Biking C: Canoeing D: Raft Building	A: Archery B: Biking C: Canoeing D: Raft Building		Diary Time/ Evening Thought	Night Hike
Day 3		A: Biking B: Climbing C: Raft Building D: Canoeing	A: Biking B: Archery C: Raft Building D: Canoeing		A: Bushcraft B: Slacklining C: Fencing D: Circus Skills	A: Circus Skills B: Bushcraft C: Slacklining D: Fencing		Diary Time/ Evening Thought	Bonfire
Day 4		A: Fencing B: Circus Skills C: Bushcraft D: Slacklining	A: Slacklining B: Fencing C: Circus Skills D: Bushcraft		Final Large Group Games	Travel Home			

Activities we can run:

On site: Archery, Biking - Off Road and Obstacle Course, Bushcraft, Circus Skills, Climbing, Fencing, Orienteering, Slacklining, Team Building Activities, Wide Games, 4 Way Tug of War

Off Site Activities (half day): Canoeing, Kayaking, Raft building, Real Rock Climbing (full day), Walking Expeditions

Evening Activities: Campfires, Night Hike, Team Building Activities, Wide Games