WAINUI PARK CAMP

SCHOOL PROGRAMME ACTIVITY OPTIONS

3 Hour Instructor Led Activities (2 timeslots)

Activity	Description	Number or participants	Year group suitability
Tree Climb	A challenging and exciting activity where participants push themselves outside of their comfort zones and clamber to reach the heights of Wainui.	11	Year 6
Coasteering	Adventure capital! We are going on, around, under and in the coastline with its rocks, seaweed, bird life, sea life, and constantly changing sea.	11	Year 4
Giant Swing	If you thought swings where just found in children's parks then think again! This is a huge swing, great for teenagers and adults! A real adrenaline buzz and one of the best views around!	11	Year 6
Paddling	Take to the Wainui water using sit on kayaks and stand up paddle boards for adventure and exploration of the Wainui harbour. Develop team work and paddle skills while playing games and having fun.	11	Year 6
High Ropes	This is perfect for groups who want to build up trust, cooperation, confidence and self-awareness. Traversing a playground	11	Year 6

90 Minute Instructor Led Activities (1 timeslot)

Activity	Description	Number of participants	Year group suitability
Archery	Archery is a 90-minute session where you'll get to shoot a bow and arrow at a target. Channel your inner hunter as you try to get a bullseye! Your instructor will bring this activity to life, helping teach you how to shoot accurately, as well as setting challenges.	11	Year 4 +
Flying Kiwi	The Flying Kiwi is a unique, fun and exciting experience for participants. It is a great progression to build confidence and it aims to provide a challenge and introduction to heights. It can also build group trust.	11	Year 4 +
Flying Fox	This is quite a ride, beginning at the top of a small valley and speeding down past the trees. This is both exhilarating and fun, but can be a little scary for the ones who like their feet on the ground.	11	Year 4+
Raft Building	Work as a team to try and stay dry! This involves strategic thinking, decision making and communication but above all, team work.	11	Year 6+
Low Ropes	The low ropes session is intended to focus on building string teamwork and leadership qualities. Low Ropes is a series of activities and challenges that require cooperation, communication, trust, planning and being a reliable team member.	11	Year 4+
Snorkelling	Our emphasis while snorkelling is on learning basic snorkel skills while taking in the local underwater world. This activity is most reliable during Term 1 and 4 but can still be dependent on the weather.	11	Year 5+
Fire Building	Learn about fire triangles, safety and structures then build a fire to cook a traditional camp snack.	11	Year 4+

90 Minute Activities, can be Instructor Led or Self-Led (1 timeslot)

Activity	Description	Number of participants	Year group suitability
Orienteering	Use your traditional map reading skills combined with a 'treasure hunt' to find different mapped points around Camp Wainui. Can participants find all of the symbols and break the code?	11	Year 4+
Search and Rescue	Where's Bob? We have lost an instructor; can you work together to locate him? Using clues and Land Search and Rescue skills, teams work together to find Bob who is somewhere around the Camp.	11	Year 6+
Outdoor Skills	Learn all about different outdoor shelter types and have a go at designing your own waterproof outdoor shelter. You can build these using natural resources first and then with some different suitable materials.	11	Year 4+
Adventure Based Learning (ABL)	This is a team-based session that focuses on building strong communication skills and challenges participants to find their inner leader using a series of games and challenges.	11	Year 4+
UHF Radios	This activity has a fantastic balance of instant appeal and worthwhile curriculum links. while learning to use walkie-talkie style radios, the participants explore the camp and play games. This activity is fun and exciting and allows participants to actively use listening and communication skills.	11	Year 4+

Whole Camp Activities- a great add on!

Activity	Description	Number of participants	Year group suitability
Challenge Event	This is a goal orientated activity, structured around age appropriate challenges given to the group that emphasizes cooperation, communication, trust and planning. This might include Rogaine or Wizards and Warlocks. This activity can be catered for all ages and abilities.	100+	Year 4+
Wide game	These are mainly our ice breakers or an energizer activity at the start of camp, or they can be run as an evening activity with an emphasis on fun. They are normally structured with a series of games such as colours or capture the flag.	100+	Year 4+
Campfire	The true kumbaya Campfire. Singing, socializing, games and chants are abundant in this much loved Wainui Camp tradition. Our instructors love being able to showcase their musical and entertainment talents!	80-100	Year 4+
Tramp 2 Camp	Tramp over the hill from beautiful Tikao Bay to Wainui Camp. A good challenge for all age groups and is an entry level tramp. Participants are rewarded with stunning scenery and seeing our native farmland and animals.	100+	Year 6+
Guided Walk	Just a short drive from camp out to The Heads to a wee locally known spot called Scenery Nook where the magic can be felt in the air. This is an entry to intermediate level tramp that takes 4-6hours to complete.	100+	Year 6+