Year 10 Camp 2021
Program

Day 1

Arrive '*Chaverim*' - 9.00 am
Welcome and housekeeping
Group Development & Team Building Activities incl. 'Mohawk Walk'
Settle into cabins
Lunch - 12.00 noon
Prepare for 'Race Around Chaverim' activities
Set up canoes, review archery, review belay, review compasses, teach abseil
Showers
Dinner - 6.00 pm
Night Rogaine

Day 2

Breakfast - 7.00 am
Pack lunches and prepare for 'Race Day'
'Race Around Chaverim'
Lunch - somewhere along the way as best fits in the activities
Activities include - crate climb, raft crossing, abseil, canoeing,
archery, orienteering, flying fox, leap of faith
Showers
Dinner - 6.00 pm
Night program coordinated by Shalom College staff

Day 3

Pack personal gear and clean cabins
Breakfast - 7.00 am
High Ropes Course
Lunch - 1.15 pm
Depart '*Chaverim*' at 2.15 pm

Activity Precis

Initially, *Abseiling* was developed as a means for climbers and mountaineers to descend after scaling the peaks and crags of their local region.   It has now been adopted as an activity on its own and as part of an Outdoor Education program it is used to develop self-confidence and a sense of team.   Many participants view Abseiling as an activity that requires high levels of skill and daring.   All Abseiling programs at Chaverim are developed to meet the ability of the participant.

Chaverim has an *Archery* range where students can learn some basic archery skills. Archery is not as easy as it seems, so students are challenged to quickly learn new skills and to refine those they acquire to develop accuracy. Targets can be easily moved so as participants gain confidence and skills they can be challenged over longer target distances.

Canoeing can be directed to meet a variety of skill levels. There is ready access to the Burnett River on which canoe sessions can be conducted and aimed at pure fun, basic skills or to more advanced skills. Some programs can include canoe expeditions of varying length. There are 16, two-man Canadian canoes available for use.

The *Crate Climb* is a problem solving activity that requires one group member (who is harnessed in appropriate safety equipment) to attempt to climb a tower of milk crates as it is being built with the aid of the rest of the group.

The *Flying Fox* is the departure element for the High Ropes Course. However, it is often used as an activity in its own right. For many it provides an adventure through height. It is an activity enjoyed by all ages.

Icebreakers, Games & Group Development Activities form an important beginning to any program. They are the energizers and group formation activities that will set the tone for the rest of involvement in our programs. We have a wide range of activities that can be modified to meet the abilities and ages of many groups.

The *Mohawk Walk* is a team problem similar to a low ropes course.   The group needs to cross a series of elements with minimal support of the element structure but with maximum support from within the group.

Orienteering courses can be designed to use any of the property and the neighbouring farms. Participants are instructed in fundamental map and compass use and then apply learned skills on the courses. There are 2 styles of basic level orienteering courses. These have a number of individual courses within them.

The *Pole Jump* is a high adventure activity that challenges participants to take high, perceived risks and to function capably while under stress.   There is a platform approximately 40 feet up a tree and the participant, in a safety harness is asked to leap 10 feet out to strike a ball.

At *Chaverim*, *Rafting* may take either of two forms. Rafts can be constructed on a base of barrels and poles or on tyre tubes.   The decision as to the type of construction is based on the age of the

participants and time of year of the program.   As an activity rafting offers the potential to meet group cooperation, decision-making and planning objectives.

Rogaining is an orienteering activity that that allows for group decision-making and problem solving skills to work out the best way to collect as many markers as possible. It uses our entire property as participants move to collect markers in a set timeframe.