

Standard School Packages are based on total participant numbers and group sizes as outlined below.

Premium activities have a higher Instructor to Participant ratio, requiring additional Adventure staff. Choice of Standard or Premium activities is made in consultation with the Adventure Program Coordinator and is subject to availability, environmental factors and age/height restrictions.

**Standard 3D/2N package:** Group size max 16  
8 Activity Sessions

<b>Up to 32 participants</b>	7 x Standard	1 x Premium
33 - 80 participants	6 x Standard	2 x Premium
81 - 128 participants	5 x Standard	3 x Premium
129+ participants	n/a (custom program required)	

**Standard 2D/1N package:** Group size max 16  
6 Activity Sessions

<b>Up to 32 participants</b>	5 x Standard	1 x Premium
33 - 80 participants	4 x Standard	2 x Premium
81 - 96 participants	3 x Standard	3 x Premium
97+ participants	n/a (custom program required)	

<b><u>Activity</u></b>	<b><u>Description</u></b>	<b><u>Ideal Age Range</u></b>
<b>Premium Activities (require a higher staff:participant ratio)</b>		
Canoeing	Participants are fitted with a PFD before learning basic canoe techniques and going for a paddle along the river	Year 5+
Crate Stacking	Participants work together in teams to build a tower of milk crates while one participant at a time challenges their fears and stands on top of the tower	Year 3+
Flying Fox	Participants are harnessed in before zooming 200 metres down the Flying Fox	Year 3/4+ (weight/height restrictions)
Mountain Biking	Basic skills mountain biking within the Mylor property progressing from flat surface skills to introductory single track downhill	Year 6+
Giant Swing	Participants are harnessed in and hauled up 8m in the air where they pull the release cord and swing back through the air	Year 3/4+ (weight/height restrictions)
<b>Standard Activities</b>		
Archery	Participants are taught basic archery technique before trying their hand at target archery	Year 5+
Bouldering Wall	Participants learn basic bouldering and spotting technique before attempting to make their way around sections of the indoor bouldering wall	Year 3+
Bridge Building	Participants work together in a team to problem solve and build a bridge out across the river to a platform (without falling in!)	Year 3+
Challenge Course	Participants work together in a team to negotiate a multi-stage muddy obstacle course	Year 4+
Frisbee Golf	Participants learn correct Frisbee throwing technique before completing the 8 frisbee golf course around the campsite	Year 5+

Initiative Pursuits	Participants work together in a team to complete a range of team building based problem solving and communication challenges	Year 2+
Low Ropes	Participants wear a helmet and have a spotting team to help them climb over, across and through a range of elements between the trees	Year 3+
Nature Treasure Hunt	Participants are guided through a range of nature based activities that explore the campsite and their surrounds	Reception to Year 2
Nature Village	Participants learn about traditional Indigenous shelters and build their own "cubbies" using natural materials from the scrub	Year 2+
Parachute Games	Participants have fun playing a wide range of games structured around a parachute	Year 4 or below
Raft Making	Participants (in 2 groups) use a range of equipment to design, build, test and race a raft across the indoor heated swimming pool	Year 3+
Scavenger Hunt	Participants navigate around the campsite to find a range of clues, riddles and problem solving puzzles	Year 3/4
Swimming Pool games	Participants have supervised free time in the swimming pool with access to a volleyball net and a range of pool toys and equipment	Any age
Fresh Water Life	Participants use aquatic nets to collect macroinvertebrates from the river then observe and identify them	Year 2+
Arts & Crafts	Passive art/craft activities, including nature-based and traditional mediums	Year 1+
On the ropes	Participants work through a series of group challenges indoors (wet/hot weather alternative only)	Any age
Ball games	Individual or group games involving passive to medium level activity. Can be modified to suit special needs	Any age
Orienteering	Navigating around the campsite using a map and compass	Year 5+
Fishing / Yabbing	Participants use hand reels and/or nets and see what they can catch in the Onkaparinga River	Year 3+
<b>High Ropes (additional cost)</b>		
High Ropes	Participants learn basic belay techniques to keep each safe while challenging each other to traverse across elements 8-10m off the ground	Year 6+ (instructor ratios increased for yrs 6 & 7)
<b>Other Activities (customised program – additional costs)</b>		
Damper making		Year 2+
Trangia Cooking		Year 6+
River Race	Participants complete a half day challenge incorporating crate stacking, raft building and team-based challenges across the whole campsite and down the river to the weir	Year 6+
Night Activities		Year 2+
Night Walk		Year 2+
Hand Drumming		Year 3+
Mylor Adventure Challenge	Geocash, using technology	Year 4+
Enviro Education Session	Hands on interactive session with reptiles, native animals etc	Year 2+
Day Walk to Jupiter Creek		Year 4+

