



Choice of activities is dependent on School Adventure Package selected and made in consultation with the Program Coordinator. Activities are subject to availability, environmental factors and age/height restriction.

Max group size 16-17 participants.

High Ropes (Ultimate School Adventure Package only)		
Activity	Description	Ideal Age Range
High Ropes	Participants challenge themselves for a half-day session and learn basic belay techniques to keep each safe while challenging each other to traverse across elements up to 8m high off the ground. This activity also includes the Giant Swing.	Year 7+
Premium Activities		
Canoeing	Participants are fitted with a PFD before learning basic canoe techniques followed by a paddle along the Onkaparinga river including some on water games.	Year 5+
Crate Stacking	Participants work together in teams to build towers 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+ (weight/height restrictions)
Archery Tag	Participants compete in a series of different combat game modes with padded arrows and face shields on our inflatable obstacle course. Can include a rotation of standard Archery as well.	Year 5+
Giant Swing	Participants are harnessed in and hauled up to 8m in the air where they pull a release cord and swing down from their chosen height.	Year 3+ (weight/height restrictions)
Flying Possum	Participants are harnessed in and hauled up by a team up to 6m in the air!	Year 3+ (weight/height restrictions)
River Race	Participants compete in a half day challenge incorporating raft building and team-based challenges across the campsite before racing up and down the river.	Year 7+
Standard Activities		
Archery	Participants are taught basic archery technique before trying their hand at a target.	Year 5+
Bouldering Wall	Participants learn basic bouldering and spotting technique before attempting to make their way around sections of the indoor bouldering wall and bouldering table.	Any age
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 4+
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 9-hole frisbee golf course around the campsite.	Year 3+
Initiative Pursuits	Participants work together in a team to complete a range of team building based problem solving and communication challenges.	Year 3+
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+
Raft Making	Participants up to 3 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 solve puzzles.	Year 2 to Year 7
Nature Treasure Hunt	Participants are guided through a range of nature-based activities that explore the campsite and their surroundings.	Reception to Year 3
Nature Village	Participants learn about traditional Indigenous shelters and build their own "cubbies" using natural materials from the scrub.	Reception to Year 6
Parachute Games	Participants play a series of games structured around a parachute.	Reception to Year 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.	Any age
Orienteering	Participants navigate around our bush block using a map and compass.	Year 5+
Fishing & Yabbying	Participants use hand reels and nets to see what they can catch in the Onkaparinga River.	Year 3+
Gaga Ball	Participants compete in a fast paced, high-energy sport played in an octagonal pit.	Any age
Night Activities (Additional cost)		
Excalibur	Fun, large, interactive WIDE game set in Medi Eval times where Houses compete against each other for the ultimate glory.	Any age
Minute to Win it	Participants attempt in teams to complete a series of challenges in under a minute.	Year 3+
Prison Break	Campers play as 'Escapees' and must escape from jail and move from safe house to safe house working as a team through hostile territory patrolled by "Security Guards".	Year 3+
Night Hike	Students hike the Mylor Adventure Camp loop and learn about their surroundings and stars!	Year 3+
Quiz Night	Questions will be divided into various categories including TV, Film, Sports, Geography, General Knowledge, Astronomy, and a special Mylor round.	Year 3+
Damper Making	Students learn how to cook the delicious Damper, an iconic Australian side dish cooked over a campfire! Max 50 participants.	Year 3+
Giant Games	Mix and match a bunch of outdoor and indoor games for hours of entertainment and enjoyment.	Any age