

MASTER!



Bushcraft adventures

Sample itinerary

DAY 1

Arrival & Welcome
Shelter Building
Knot Skills
Night Navigation

DAY 2

Problem Solving
Raft Building
Fire Making
Knife Skills
Campfire

DAY 3

Catapult
Adrenaline Activity
Depart

*Master new skills,
solve problems and
build abilities*

Practical New Skills:

- Building Shelters
- Tying Knots
- Handling a Knife Safely
- Using Flint and Steel to start a Fire
- Campfire skills
- Building Rafts
- Basic First Aid
- Compass/Orienteering
- Learning to be resourceful in the great outdoors



What is it? A bushcraft adventure

Who is it for? Year 5 **Travel dates:** Spring & Early Summer

In a nutshell: Master critical problem-solving and real-life survival skills in the great outdoors

Learning Outcome

How is this achieved

PROBLEM SOLVING

Hands on activities that encourage critical thinking

BUILD RESILIENCE

Tackle new challenges outside the classroom

IMPROVE COMMUNICATION SKILLS

Activities focused on active listening and teamwork

INCREASE ENVIRONMENTAL AWARENESS

Immersing pupils in the outdoor environment

Available at:



Liddington



Newby
Wiske
Hall



Ford
Castle



Boreatton
Park



Winmarleigh
Hall



Dalguise



Marchants
Hill



Bawdsey
Manor



Dearne
Valley



Overstrand
Hall