

How to organise your programme at High Adventure

At High Adventure each programme is tailored to suit the specific needs of your group. We find that the simplest way for you to organise your programme is to chat to us about what you would like your residential to achieve for your young people and allow us to advise you on some options that we feel would benefit your particular group. We offer a wide range of activities that will enthral and inspire your young people but not all activities fit well together, we will help you organise a programme which flows and offers a balance between simple excitement and rewarding achievement.

We do not offer simple generic programmes from which to choose because we are yet to have two groups whose needs are identical, we hope you appreciate this more personal approach and the benefits it has for your group.

Please use the lists of activities and the programme formats below to give you an idea of the possibilities and then contact **Henry (E-mail works best) at henry@highadventure.co.uk or telephone on 01535 630400.**

Half Day
Local Adventure Walk
Bouldering
Team building
Stream Scramble
High Ropes
High Ropes & Zipwire
Labyrinth
Indoor Climbing & abseil
Orienteering (offsite MB)
Canoe rafts or Raftbuilding (MB)

Full Day
Cave Day (plus part day activity MB)
Mountain Activities (off-site MB)
Mountain Activities (on HA-site)
Watersports (plus part day activity MB)

Part day or evening
Low Ropes
Sumo Suits
Orienteering (onsite)
Archery
Teambuilding
Eggbert
Labyrinth
Blindline
Campfire & Circus skills
Bouldering

Activities from the part day or evening list work on their own as one of your evening activity sessions or combined with up to two others to fill a half day

Most of the half days will fit together nicely to form a full day, we will advise you about what options will work best for your group.

Programme Examples & Rules:

Below are three examples of common residential stay lengths and activities that fit with them.

5 Day Programme

Monday	Tuesday	Wednesday	Thursday	Friday
11am Arrival	Full	Full	Full	Half day
Half day	Day	Day	Day	1pm Departure
Eve. Activity	Eve. Activity	Eve. Activity	Own Thing	

We work with activity groups of up to 12 with each instructor

Activity groups will all do the same activities but may work through them in different orders

3 Day Programme

Monday	Tuesday	Wednesday
11am Arrival	Full	Half day
Half day	Day	1pm Departure
Eve. Activity	Own Thing	

With the exception of a one night stay your programme will include an "Own Thing" evening where we do not provide an activity

2 Day Programme

Monday	Tuesday
9am Arrival	Full
Full	Day
Day	5pm Departure
Eve. Activity	

Minibus use:

Offsite activities which use a minibus are highlighted above with (**MB**)

Two or three day programmes can choose up to a half day using buses

Five day programmes can choose up to one and half days using buses