
ACTIVITIES @ NUNYARA

(and Belair National Park)

Effective May 2021



Archery Tactics

Ready? Aim! Loose! Participants will master the basics of using a recurve bow, including launching and catching a specialty padded arrow, before being let loose in the epic team vs team battle. Who can conquer the most territory? (Ideal for years 7+)

Amazing Race

Set in the grounds of Nunyara, participants race their way through a series of challenges that stretch their physical and mental capabilities.

Billy Carts

Groups split into smaller teams to assemble a billy-cart, design a track and race each other on their technical, timed circuit. (Ideal for years 3-7).

Brain Twister

Participants' problem solving skills are challenged through a series of team activities that require 'out of the box' thinking. Tribes will need to draw on each other's skills and individually play their part if they are to be successful. Sometimes the quietest tribe member is the one with the best things to say!



Bush Cooking

Participants will be learning how to build and start a cooking fire in a controlled environment, create some delicious food and then eat it!

Challenge Course

In groups, participants navigate their way through a series of fun yet challenging activities that require teamwork, problem solving and initiative to achieve success.

Disc Golf

Participants work in small teams as they find their way around the 9-hole disc golf course. This can also be used as a free time activity.

Epic Oval Game

On an oval at the Belair National Park, groups go head to head as participants work together to accomplish the task of gaining as much loot as possible from the other team, with other challenges along the way. This activity is high energy and lots of fun.

Escape Room

How are your detective skills? Faced with a series of mysterious clues, participants will need to work together to solve the puzzle and win their freedom!

Initiative +

Finding balance in life can be difficult, particularly when working with a group of others! Initiative+ (plus) gives participants a chance to use their balance, communication and team work skills in a range of activities including Aslan's Table (a giant balancing platform), the Skinny Log and the Toxic Swamp.

Mountain Biking

Riders begin with an introduction to their mountain bike, undergo a competency test and then embark on a journey exploring the wilderness and beauty that is the Belair National Park. Will they spot a wild emu, a kangaroo with its joey on board, or a koala high in the trees? There's no better way to experience South Australia's oldest National Park than on two wheels.

Narrow Escapes

Participants engage in a series of challenges featuring wires, webs, tyres, walls and ropes. Success is dependent upon the group's level of teamwork, cooperation and encouragement.

Orienteering

Learn to interpret maps, explore and discover landmarks and use a compass, while navigating a course in small groups. This is completed as an Orienteering Introductory Session on-site at Nunyara or participants can jump straight into the vast array of orienteering courses within Belair National Park.



Parachute Games

Participants are engaged in a series of team games which take place on top of, around, and underneath a giant parachute, all where teamwork and cooperation is a must. (Ideal for Years R-3)

Playford Lake Discovery Walk

Situated in the beautiful Belair National Park, participants become local experts during a guided walk around Playford Lake by discovering some of the flora and fauna found in the area. They create their own map and complete a questionnaire of the surrounding lake.

Sculptionary

Participants are engaged in a whole group challenge where communication is a must to accomplish the task set before them. This sculpting task may sound easy, but it's anything but simple! A great way to finish off camp.

Shelter Building

The storm is coming! Will you stay safe and dry? Working together with their tribe mates, participants will build a shelter to protect the group from the coming wind and rain.

Tower Tumble

How tall will your tower be? The real question is will it be strong enough? We all know the real joy of building a tower is knocking it down in fun, creative and competitive ways!



Tree Climb

Participants will have the challenge of climbing up a tree as far as they can to a maximum height of 12m, supported by their tribe mates. Will they face their fears and push their limits?

Water Obstacle

In the spirit of 'Survivor', tribes work together to build a series of elements that will transport water between two points in order to release a puzzle. A fun activity, not for the faint hearted. Be prepared to get wet and muddy!

Ask us about our Social Justice or Aboriginal focused programs!