
ACTIVITIES @ NUNYARA

Effective October 2019



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 bill-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 each 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 are placed into small teams as they work 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 challenges along the way. This activity is high energy and lots of fun.

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

Participants begin their ride 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 the ropes. Success is dependent upon the group's level of teamwork, cooperation and encouragement.



Orienteering

Participants learn to interpret maps, explore and discover landmarks and using a compass, navigate 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.

Oval Games

In teams, participants undertake a number of activities designed to maximize teamwork and encourage physical participation – a great way to start camp. This activity is at the 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 2-4)

Playford Lake Discovery Walk

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. Playford Lake is situated in Belair National Park.

Sculptionary

Participants are engaged in a whole group game 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? Work together with your tribe mates to build a shelter to protect you from the coming wind and rain.

Tree Climb

Participants will have the challenge of climbing up a tree as far as they can to a maximum height of 12m. 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 camps!
