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# ACTIVITIES @ TAROOKI

Effective May 2021



## Amazing Race

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

## Beach Games

Participants undertake a number of competitive beach activities designed to maximize teamwork and encourage physical participation – a great way to start camp.

## Bodyboarding

Time spent at the beach is an Australian institution! Under the watchful eye of our qualified facilitators, participants are introduced to the ocean swells whilst learning how to body board and ride the surf.



## 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!



## Bridge Building

This will test a tribe's ability to listen and support one another as they build a series of bridges over the river. Working together, tribes make it to each island gathering materials before moving on to the next island.

## 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.

## Initiative + (Plus)

Finding balance in life can be difficult, particularly when working with a group of others! Initiative + 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), and the Toxic Swamp.

## Historic Robe Walk

Robe is a beautiful town steeped in SA history. Participants will learn about its origins as a port, and marvel at its beautifully preserved historic buildings as they experience the charm of the town by foot.

### **Kayaking**

Explore Robe's waterways in a safe flat water environment. Kayaking is a great way to introduce students to water fun and safety. However, our fleet of double kayaks won't be going anywhere unless participants communicate and cooperate to keep their paddling in sync so that they stay on course.

### **Lost in the Forest**

Participants are grouped together in their tribes as they navigate through the bush. Overcoming challenges and discovering hidden secrets, they earn valuable points for their tribe.

### **Mountain Biking**

Riders undertake a competency skills test followed by a scenic ride along one of the many local bike trails. There are different journeys we can take, depending on the riding ability of the group.

### **Orienteering**

Participants 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 Tarooki.



### **Raft Making**

Would you survive if you needed to stay dry on your own, personally designed raft? Not only does it need to be sturdy, it needs to be quick enough to beat the other groups. Participants will need to practice their knots because they will be needed in this open water challenge.

### **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.

### **Surf Rescue**

Water safety is an essential life skill. Participants learn about the ocean and the dangers that may be encountered on Australian beaches. They also experience activities that surf rescuers have been involved in for generations.



### **Survival Skills**

Could you survive in the wilderness without access to the creature comforts we're used to? Participants will become experts in fire starting (without the use of matches or lighters!) and safety, while learning about many other practical wilderness skills. (Ideal for Years 5+)

### **Water Obstacle**

In the spirit of 'Survivor', tribes work together to build a series of systems 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 grubby!