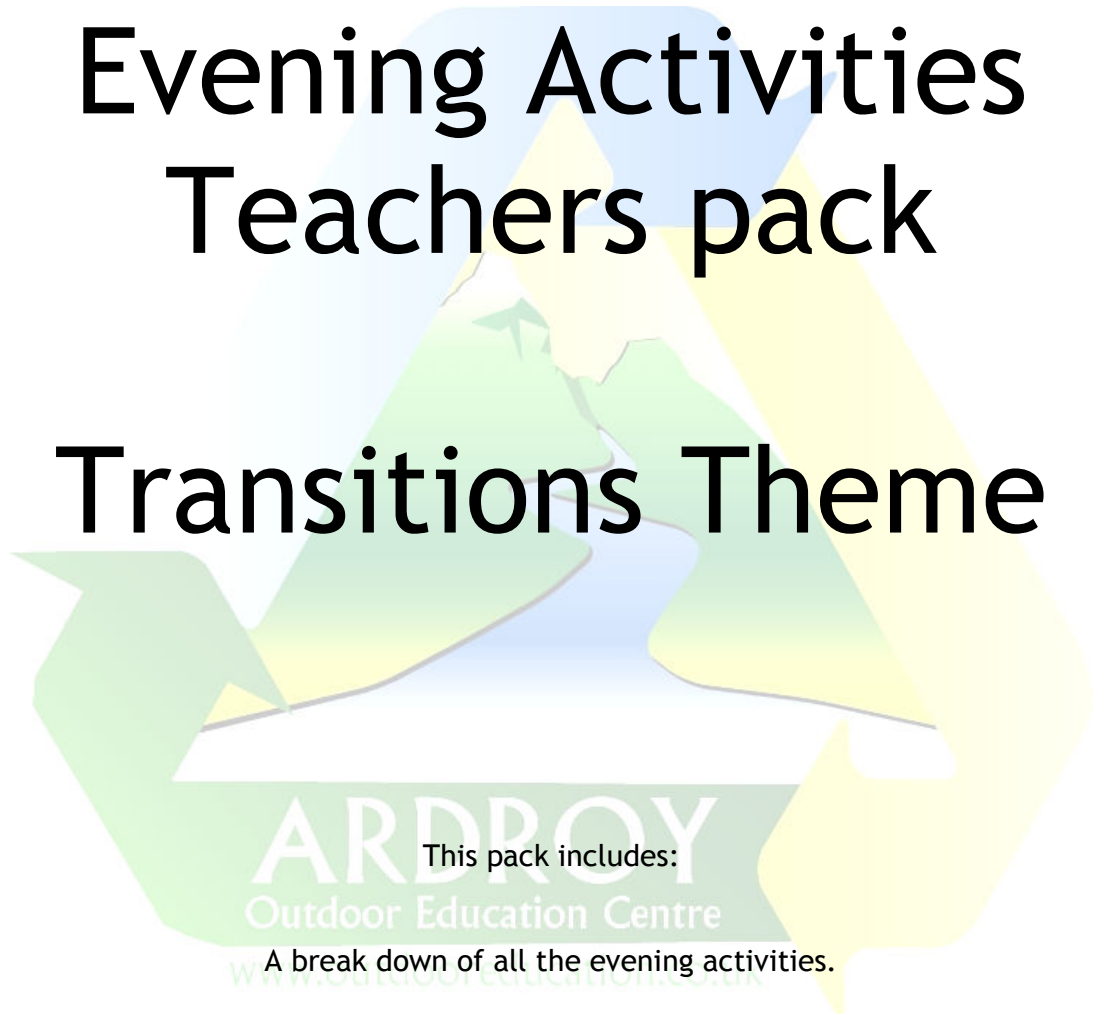


Ardroy OEC

Evening Activities Teachers pack

Transitions Theme



This pack includes:

Ardroy
Outdoor Education Centre

A break down of all the evening activities.

Some top tips for helping with the evening programme.

Links to Briefs for all the activities you may be involved in.

Evening Activities at Ardroy.

First off - **thank you** for assisting us with the delivery of the evening programme.

As a result of an overall reduction in the number of full time instructional staff, we have had to strike a balance between cutting back on the quality of our evening provision, keeping cost effective in the way we deliver our programmes, and not asking too much from visiting teachers. Hopefully we have set an appropriate balance by creating a fixed evening programme per theme (thus ensuring we always have enough instructors to deliver it) and also developing some new activities where less adult input overall is required. Your feedback on whether we have got this balance right or not is important and valued.

Every evening will have at least one instructor to set up and introduce it but teachers/leaders may be required to help run parts of the activities - in many respects this has always been the case. Some activities such as initiative games will have more Ardroy staff assigned to them, but to offset this other activities which require more general supervision and less direction will require more assistance from teachers.

The Ardroy staff running the evening should brief you before the activity begins, but if you can have read through the relevant session plans this will both speed up the process, and improve your ability to assist. We leave a copy of this pack in every teacher's bedroom, so if you are having difficulty sleeping may we recommend you read on!

Other things that might help.....

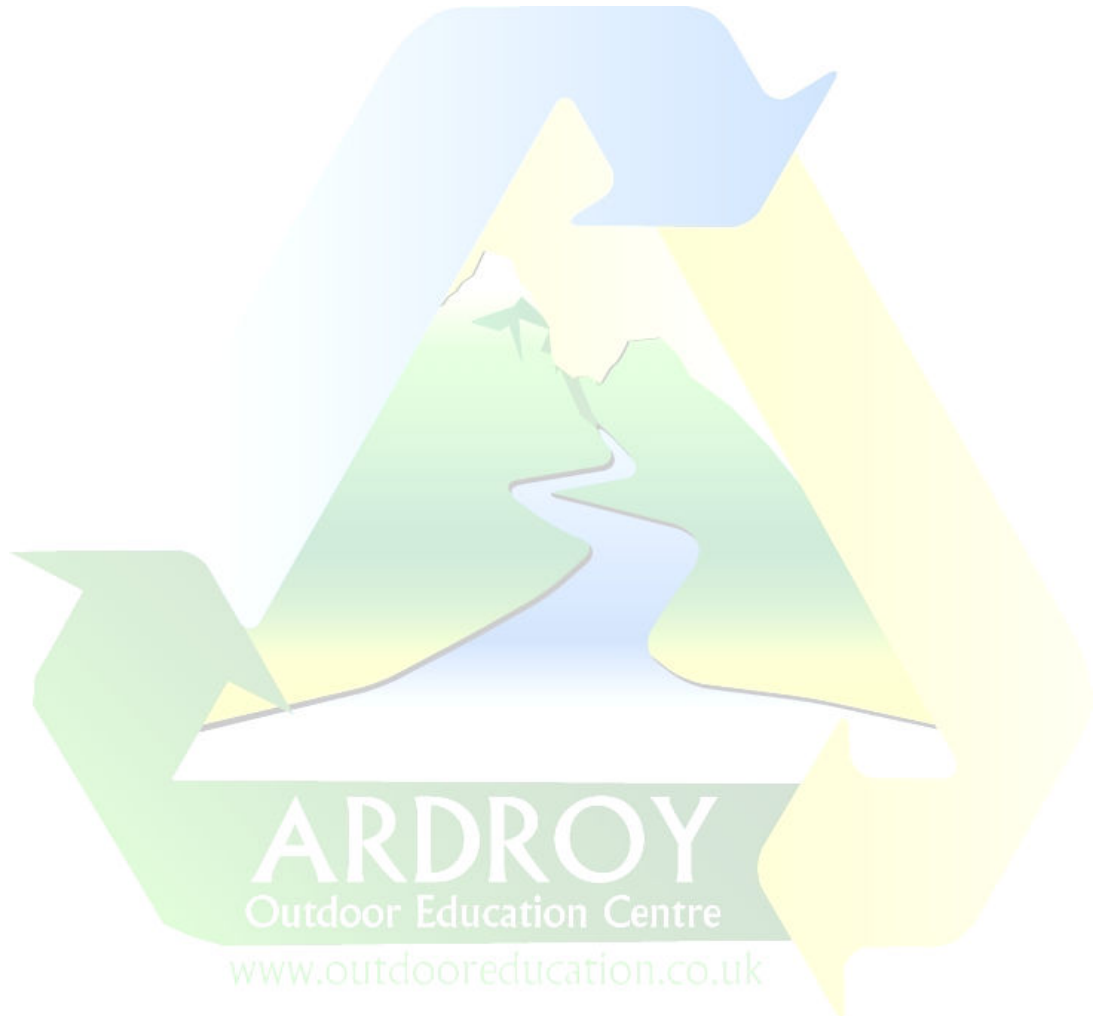
Instructors can have their brains picked at any time. If you want clarification on anything they will be happy help.

Evening routine:

- Everyone meets in the Carnegie room at 5.25pm
- Diner is at 5.30pm - 6.15pm ish
- Evening dorm inspection is at 6.45pm and is completed by instructors.
- Evening activities start around 7pm and go on until 8.30pm approx
- Supper 8.30pm - 9pm

Transitions

- Initiative Games
- Ardroy Quiz
- Night Orienteering
- Social Games Evening



Initiative games

Assistance Required:

Delivery of one or more simple team game. Instructors will deliver more complex / potentially hazardous tasks.

Intended Learning Outcomes:

This is normally run on the first or second night of the course. It offers a chance for some 'benchmarking' and asking the group to work as a team.

By the end of the session participants should be more aware of the plan→ do→review learning cycle, and also the required balance of team individual and task needs. Ideally, before each group leaves each activity, ask them to identify what they would do differently during the next task, in the light of what they have learned from the task they have completed (*note the learning cycle in here*). Even better, when the next group arrives with you, ask them what they have learned from the last task.

Do try and leave time at the end of each task for a snappy review. Good open ended questions include.... *"Did everyone plan what to do beforehand?"*, *"What would you do differently next time?"* *"Was everyone listened to equally?"* *"Did you change the plan during the task?"* *"What different qualities does a team need in order to succeed?"*

Procedure

This activity will be run using a pre ordained round robin where groups visit 'stations'. The instructor or teacher is based at the station for the duration.

Instructors will run the more complex activities and teachers backfill the more straight forward tasks

The exact tasks and number of staff available will be worked out in advance and communicated to you. This will in turn dictate the amount of time per station. All of the children will be briefed on the round robin, timetable etc beforehand. The round robin should conclude at about 8:30 pm

There are numerous games that you can choose for the station you will 'run'. The instructor will make sure you are up to speed before the activity. If you wish to see these briefs follow the link below*, or see the separate Initiative Games briefs folder

Resources Required

Ardroy staff will set up the various activities required beforehand. They are generally run indoors in a series of adjoining rooms, so there is no specific clothing or equipment required from you. A roll of sticky tape may be useful to enable you to stay silent while you potentially watch your pupils make a mess of it!

* Link for Initiative Games Pack - (click to hyperlink)

www.ardroy-oec.co.uk/assets/pdf/eveningbriefs/ardroy%20initiative%20games%20briefs.pdf

Ardroy Quiz

Assistance Required:

Monitoring of participants as they complete the Quiz.

Intended Learning Outcomes:

This is a self guided activity where the group work in small groups to ascertain information relevant to the week's programme and to discover more about recycling in Fife by examining display information around the centre. The group will also have to work in small teams, sharing limited resources and planning the best possible way to utilise them.

Procedure

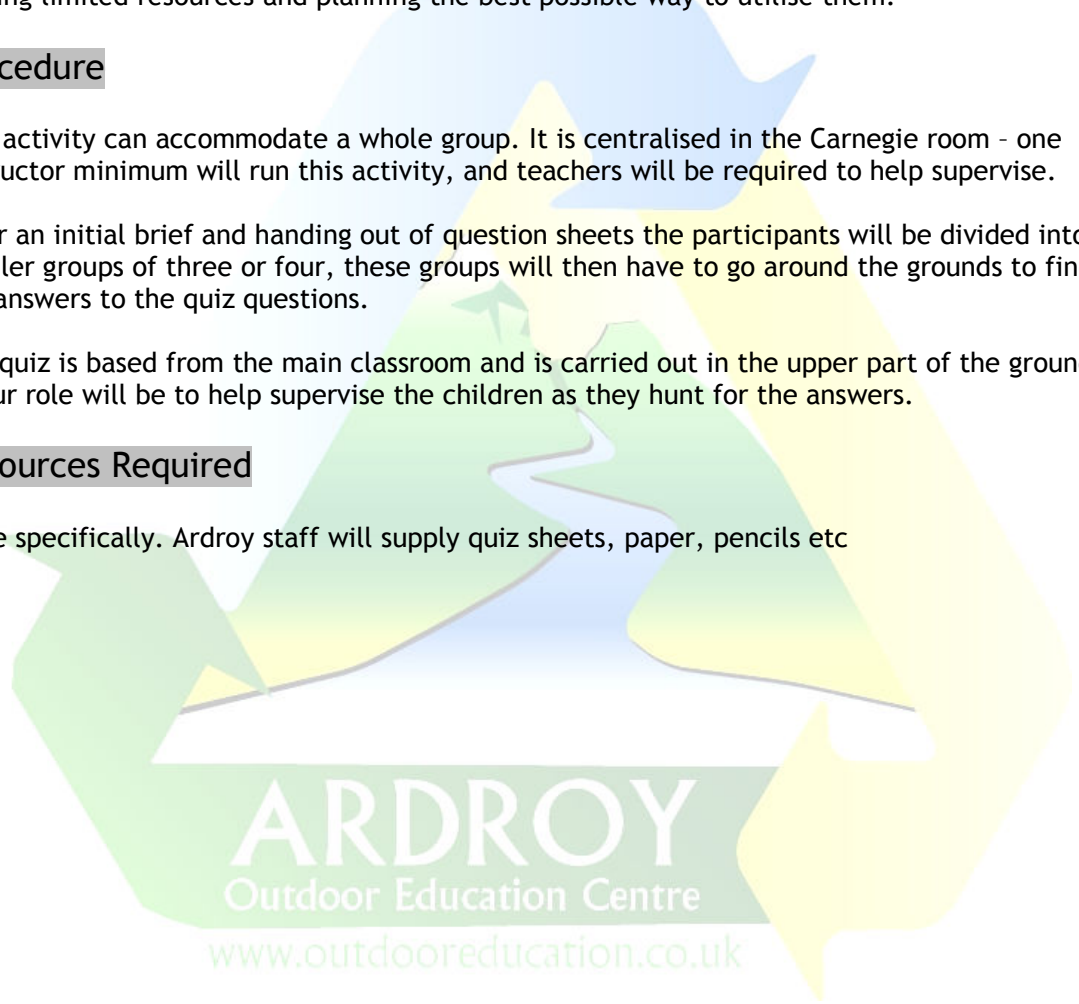
This activity can accommodate a whole group. It is centralised in the Carnegie room - one instructor minimum will run this activity, and teachers will be required to help supervise.

After an initial brief and handing out of question sheets the participants will be divided into smaller groups of three or four, these groups will then have to go around the grounds to find the answers to the quiz questions.

The quiz is based from the main classroom and is carried out in the upper part of the grounds - your role will be to help supervise the children as they hunt for the answers.

Resources Required

None specifically. Ardroy staff will supply quiz sheets, paper, pencils etc



Night Orienteering*

Assistance Required:

Monitoring of participants at preordained points around the centre grounds as they complete a series of courses.

Intended Learning Outcomes:

By the end of this activity pupils should have improved their ability to navigate- specifically map to ground and ground to map recognition. They are also asked to work as a team of 3 or 4, sharing the same map and control card.

Procedure

This is a centralised activity based in the Carnegie Room and can accommodate an entire group

An Instructor will introduce this activity with a short PowerPoint presentation and explain the boundaries (within the Ardroy grounds)

Your main role will be to help with the supervision of the children as they go around the centre finding the controls. The best places to supervise (in order of priority) are

- (1) Boat sheds
- (2) Top of the dentist stairs
- (3) In front of Jacobs Ladder.

Each group will complete 3-4 courses with 6 markers to find per course.

You may need to help groups get the hang of the maps in the early stages. The instructor in the Carnegie room will be able to identify who is lagging behind by the number of courses they are completing, and will be able to suggest coaching these individuals a little more. It is often a good idea to stand away from but near to a control as children will naturally walk towards you. **Setting** the map is one key skill you can help them to learn (orientating the map to the ground).

Your instructor may give you a radio as they will have to be based in the Carnegie Room throughout to check groups in and out. This will enable you to communicate with them if needed. An 'end of game' time is agreed, and staff at the boat sheds can sweep the group back up to the Carnegie Room.

Resources Required

Waterproofs and wellies are prudent, as are torches in winter and a midge net in the summer. A sense of humour and patience go a long way!

Participants will wear waterproofs and wellies (depending on the weather) and require torches in the winter months.

**this activity is often done before a Lost at Sea briefing. A shortened version of same is delivered.*

Social/Games Evening

Assistance Required:

General assistance and keeping order.

Intended Learning Outcomes:

To be honest - not many! This is always run on the last night, intending as a more relaxed, celebratory evening after several long busy days. A shared experience.

Procedure

This activity can accommodate the entire group; the exact content will depend on what you would like, e.g. disco, talent competition, 'it's a knock out', bonfire, fun quiz etc. Every evening will be headed up by an instructor with the help of teachers.

The best evenings start with a defined task and structure, move into a disco, talent competition or the like, and conclude with a winding down activity.

Resources Required

None! A sense of fun and a willingness to join in.

