

**CYC**

# BREATHE EXPERIENCE DISCOVER

**PHILLIP ISLAND  
ADVENTURE  
RESORT**



## ADVENTURE CAMPGROUND TEACHERS MANUAL

**WELCOME**

**CYC PHILLIP ISLAND ADVENTURE RESORT**

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## SCHOOL CAMP ORGANISER CHECKLIST

- ☐ **Promote your Camp** - Let your students and parents know about your upcoming camp! Get them excited and remind them often. Refer to your signed Booking Form for your camp details (dates, times, meals, prices, minimum guaranteed requirement)
- ☐ **Head to our Website** - for a range of camp planning resources including Site Maps, Emergency Management policies, Risk Assessments for onsite activities and our Accreditation and Insurance certificates [piar.cyc.org.au/planning-resources](http://piar.cyc.org.au/planning-resources) Many of these items can also be found in MyCYC. 
- ☐ **Questions** - We are more than happy to answer any questions you have along the way. Contact us on 03 5952 2417 or [piarprogram@cyc.org.au](mailto:piarprogram@cyc.org.au) Alternatively, you may ask questions through your MyCYC account.
- ☐ **Log-in to MyCYC** - Approximately 5 MONTHS BEFORE CAMP, we will invite you to log-in to MyCYC, our camp planning portal, to complete camp planning tasks by the due date. Useful camp planning resources can also be found in MyCYC
- ☐ **Camp Program** - complete an Activity Request Form (that we email to you) and upload it to your MyCYC account. We will draft a Program for you based on your requests. Please log-in to MyCYC when prompted to review & confirm your Program.
- ☐ **Final Information** – 14 days before camp, we will collect your final camp information through your MyCYC account:
  - Final Number of students and adults
  - Special Diet requests
  - ASCIA Plans for all students with anaphylactic food allergies
  - Bus Confirmation form (if booking buses through us)
  - Allocate students & teachers to rooms
- ☐ **Prepare lists needed on camp** – come prepared with the following lists:
  - School Activity Leaders – Adults to be trained to run teacher-led Activities. See your Camp Program for required number
  - Duty Groups – students (and adult supervisor) to set tables before meals and clean after meals
  - Activity Groups – students and appropriate number of adult supervisors to rotate through Activities. Your Camp Program will suggest student group sizes.
- ☐ **On arrival to the Resort** - An Adventure Guide will greet you upon arrival and conduct a Welcome & Safety briefing. Please assign a Special Diet Coordinator to liaise with our dining room staff regarding diets throughout your stay. Please have that staff member meet with dining room staff soon after arrival.
- ☐ **On Camp** – Have fun with us on camp! Please keep in mind that First Aid and Student Supervision is your group's responsibility at all times. Be sure to bring first aid supplies with you and ensure an appropriate number of adults are supervising students during activities, teacher activity training, meals, free time, etc
- ☐ **End of camp** - At the end of camp, please complete your Invoice Form and Evaluation. Return these along with your welcome folder and keys before leaving. Please also leave all areas neat & tidy. See 'end of camp clean' further in this manual
- ☐ **Pay your Invoice** – Your final camp invoice will be emailed to you soon after camp. Invoices are due within 7 days. Please make arrangements for payment within 7 days.
- ☐ **Book your next Camp** – At the end of camp, there will be an opportunity to talk about booking future dates. To confirm bookings, please sign and return the Booking Paperwork and pay any applicable deposit within 10 days. Booking paperwork will be emailed to you.



## CAMPGROUND FACILITIES

The Adventure Resort is situated on 80 beautiful acres right in the heart of Phillip Island. The 'under canvas' camping area is located on a secluded 5 acre block on the south side of the Phillip Island Adventure Resort within 500 metres of the residential camp. It has large lawn areas and an abundance of native trees surrounding the site. The Campground is ideally suited for groups of 50-60 students plus staff.

### ACCOMMODATION

#### STUDENT ACCOMMODATION

Large glamping tents are available for student accommodation. Glamping tents have one large central space and can sleep a max of 10 students plus luggage (for primary aged students, high school is a max of 8 people). 3 person canvas Tourer tents are utilised when needed for additional accommodation. They are a single pole setup, 2.6 x 2.6 metres and have a front & rear entrance and window flaps. There is a maximum of three campers per Tourer tent to allow for luggage.

#### STUDENT BEDDING

Students in tents are provided with bushwalking-style, self-inflating sleeping mats. Students must bring their own sleeping bag/bedding & pillow.



#### STAFF ACCOMMODATION

School staff are accommodated in two converted shipping containers. Each container has two single beds, ensuite, lighting, heating & cooling, and a gas hot water system. Additional school staff sleep in canvas Tourer tents with provided camping stretchers (max of two staff per tent).

#### STAFF BEDDING

For staff staying in Containers, pillows and an extra bedspread are provided for warmth. Staff in Containers must bring their own pillowship, sheets, and warm bedding. Staff in tents are provided with camping stretchers and must bring their own pillows and sleeping bag / warm bedding.



## OTHER FACILITIES

Facilities include an open campfire, large lawn areas, toilet / shower block (with individual toilet & showers), electricity and mains water. A large kitchen gazebo (with a well-equipped camp kitchen and pizza oven) and second dining / recreation gazebo (with fold down tables) are available.





## CAMPSITE PROCEDURES

### ARRIVAL AND DEPARTURE TIMES

Please refer to your Booking Form for your contracted arrival & departure times and first & last meals. Typical arrangements are 11:30am arrival with the first meal of Afternoon Tea (groups bring their own lunch for the first day) and 11:30am departure with the last meal a packed lunch. However please refer to your Booking Form as this may vary. A Resort Guide will greet you and lead a Camp Welcome upon arrival.

### FIRST AID

Supplying first aid equipment and administering first aid is the responsibility of your group. Schools are required to bring their own first aid supplies including hot/cold packs. In case of an injury requiring treatment, call for professional assistance if required (see Emergency Contact Numbers below), inform site staff as soon as practical and complete a Resort Incident / Accident report form (provided on arrival).

### EMERGENCIES

| EMERGENCY CONTACT NUMBERS |                                        | LOCAL MEDICAL CENTRES                                                     |           |
|---------------------------|----------------------------------------|---------------------------------------------------------------------------|-----------|
| Office                    | 5952 2417 (Mon to Fri 8:30am - 5:00pm) | Phillip Island Health Hub - Urgent Care Centre<br>50 Church Street, Cowes | 5951 2100 |
| Site House                | 0413 413 863                           |                                                                           |           |
| Manager                   | 0407 540 709 – Marcel Edmonds          |                                                                           |           |
| Police                    | 000 or 5952 2037                       | Wonthaggi Hospital – Bass Coast Health<br>235 Graham St, Wonthaggi        | 5671 3333 |
| Fire / Ambulance          | 000                                    |                                                                           |           |
| SES                       | 9256 9450                              |                                                                           |           |

#### EMERGENCY PROCEDURES - In the event of an Emergency

- Please follow the instructions located in the EMP Resource Kit
- Assemble at Emergency Assembly Area
- Check that all guests are present
- Await further instruction from Phillip Island Adventure Resort staff or Emergency Service Personnel

**NOTE:** An Emergency Resource Kit is made available for the group leader to safely carry out their role during an emergency when no Phillip Island Adventure Resort staff is on site. Group leaders will be informed of the location during their orientation by a Resort staff member

### END OF CAMP CLEANUP

- Remove all luggage from tents and sweep clean. Carefully fold and pack away tents (and all parts) as shown by Resort staff.
- Move all luggage to the designated area. Keep hand luggage (eg. day packs) to be taken on the bus separate.
- Return all equipment to their appropriate places eg: sleeping mats, activity & kitchen equipment, etc.
- Pick up all rubbish & recycling and place in the appropriate bins.

### FINAL INVOICE

A final invoice will be emailed at the conclusion of your camp. Final invoices are due within 7 days of issue. All costs incurred on camp will appear on your invoice including camp fees, transport and attraction costs (if booked through Resort), damaged or missing items, etc.

For school groups, typically 1 teacher/adult may come free of charge per 10 students in full attendance. If your Activity Program requires more teachers/adults than this ratio, you will not be charged for the additional teachers required to run the Activities in your Program. In addition, two Teacher Aides may come free of charge. Additional Aides will be charged 50% the 'extra adult' fee (shown on your Quote).

## CATERING & DINING

### MEALS

Our catering team is pleased to provide a quality camping menu. Typically the first meal provided on arrival day is Afternoon Tea (with the group bringing their own lunch) and the last meal provided is packed lunch (unless otherwise arranged). A sample menu is available on request.

### MEAL TIMES

Standard Meal times: Breakfast 8:00 am Lunch 12:30 pm Dinner 5:30 pm

Meal times may vary depending on the individual requirements of your program particularly if your group is visiting the Penguin Parade. Please refer to your Program in MyCYC once it has been written for your specified meal times.

### SNACKS

- Morning and afternoon tea will be available
- Supper will be available – It is the group's responsibility to serve, supervise and clean up after supper
- Tea and coffee is available from the camp kitchen area at all times for adults
- A fruit basket is available at all times in the camp kitchen

### SPECIAL DIET REQUESTS

We are able to cater to most special diet requests however, it is extremely important to submit clear requests in a timely manner. All special diet requests must come through MyCYC (our camp planning portal) as it collates requests and is connected to our kitchen screens and menu system. Please follow the prompts in MyCYC to submit requests due 14 days prior to camp. Due to safety procedures, we may not be able to cater to new requests made on camp.

Please allocate a school staff member to liaise with your camp cook(s) regarding your group's special diets and duty group procedures. Upon arrival, please have that staff member meet with our cook to review diet requests and confirm all Anaphylactic Plans (ASCIA) are submitted and up-to-date. Meal procedures cannot proceed until this confirmation is complete.

### DUTY GROUPS

All students take turns being a part of a duty group. Duty groups are accompanied and supervised by a school adult at all times and stay after each meal (approx 15 minutes) to clear remaining items on tables, wipe tables and sweep the floor.

### MEAL PROCEDURE

- A member of the duty group will ring a bell when the meal is ready
- All students line up near the kitchen servery, wash their hands with the provided sanitiser, collect their meal, and sit in the dining gazebo.
- At the end of the meal, students will clear their dishes and cutlery to the wash-up area and wash their own dishes and cutlery. To avoid congestion, we recommend sending one table at a time to head to the wash-up area.
- When tables are cleared, students are dismissed and the Duty Group stays to clear remaining items, wipe tables, and sweep the floor.

## TEACHER / LEADER RESPONSIBILITIES

It is a pleasure partnering with you as we prepare for a great camp! Please be aware of the following responsibilities and prepare accordingly.

### CAMP PLANNING WITH MYCYC

Approximately 5 months before camp, we will invite your school's nominated Primary Contact to log-in to MyCYC, our camp planning portal, and complete camp planning steps including choosing activities and submitting special diet requests. Please nominate your Primary Contact for camp at least 5 months before camp.

### GUEST REGISTER & PRIVACY POLICY

The Health (Prescribed Accommodation) Regulations 1990 Statutory Rule No 81/1990 requires the full name of every person (**including staff**) staying at the campsite to be collected from group organisers and kept in a register. Please enter the names and required details of all attendees into MyCYC when prompted. Information gathered is treated as confidential. Please view our [privacy policy](#) here.

### CAMPER SUPERVISION

Student Supervision is your responsibility at all times on camp. Please ensure an appropriate number of adults are supervising students during activities, teacher activity training, meals, duty groups, free time, night time etc.

### FIRST AID

Supplying first aid equipment and administering first aid is the responsibility of your group. Schools are required to bring their own first aid supplies including hot/cold packs.

### SPECIAL DIET COORDINATOR

Each group must allocate a staff member to liaise with our camp cook regarding diet requirements and procedures for each meal. Please have that staff member meet with us soon after arrival.

### SCHOOL ACTIVITY LEADERS

Some of our onsite activities are run by qualified Resort staff (Resort-led activities) and some are run by trained school staff (Teacher-led activities). School Activity Leaders will be trained accordingly. Please see your Program for the number of School Activity Leaders required.

## CAMPER RESPONSIBILITIES

Upon arrival, your Resort guide will conduct a Camp Welcome and review: general campsite rules and boundaries, activity usage, and emergency evacuation procedures. The majority of these items relate to the following three Camper Responsibilities:

- 1. Respect for yourself** – Look after yourself by observing all campsite and activity rules given by camp and school staff. Wear appropriate footwear and clothing, stay within your boundaries, have adequate sun protection (sunscreen and hats), eat fresh fruit and vegetables, stay hydrated by drinking plenty of water, and get good sleep.
- 2. Respect for your peers, teachers and camp staff** – Ensure your peers look after themselves by observing all campsite and activity rules.
- 3. Respect for the camp environment** – Minimal impact camping is encouraged - leave the campsite as / or better than you found it. Place all rubbish in the bins provided, stay within your identified boundaries and keep ball games away from tents and gazebo area.



## PROGRAM / ACTIVITY OPTIONS

The Phillip Island Adventure Resort camping program specialises in providing a unique range of quality activities. Activities include practical camping skills such as site selection, safety, and pitching a tent as well as various nature / environmental and adventure based activities. Fully qualified activity staff are on hand to cater for each school's needs.

We will email you an 'Activity & Attraction Request Form' approximately 5 months before camp where you can choose your preferred activities. We will draft a program for your approval based on your requests.

### SAMPLE PROGRAM

| CAMP PROGRAM | DAY 1 | 9.00am             | 10.15am            | 11.30am                          | 12.30 - 2.30pm                                                   |               | 2.30pm                                     | 3.00 - 4.15pm | 5.30pm | 7.00pm               |
|--------------|-------|--------------------|--------------------|----------------------------------|------------------------------------------------------------------|---------------|--------------------------------------------|---------------|--------|----------------------|
|              |       | Depart School      | Arrive at San Remo | Arrive at Resort & Orientation   | Equipment briefing with PIAR Staff<br>Tent Instructions & Set up |               | Afternoon Tea                              | ROTATION 1    | Dinner | Night Activity       |
|              |       |                    | BYO Morning Tea    | BYO Lunch                        | School Staff to assist in setup                                  |               |                                            |               |        |                      |
|              | DAY 2 | 8.00am             | 9.00 - 10.15am     | 10.45 - 12.00pm                  | 12.15pm                                                          | 1.15 - 2.45pm | 3.15 - 4.45pm                              |               | 5.30pm | 7.30pm               |
|              |       | Breakfast          | ROTATION 2         | ROTATION 3                       | Lunch                                                            | ROTATION 4    | ROTATION 5                                 | Free Time     | Dinner | Koala Spotlight Tour |
|              |       |                    |                    |                                  |                                                                  |               |                                            |               |        |                      |
|              | DAY 3 | 7.00am             | 8.00am             | 9.00am                           | 10.00am                                                          |               | 10.30am                                    |               | 1.00pm | 2.30pm               |
|              |       | Start Pack up:     | Breakfast          | Continue Packing                 | Debrief / farewell by camp staff<br>Morning Tea                  |               | Depart for Nobbies                         |               | Depart | Arrive               |
|              |       | Pack Bags          |                    | Tent Pack up                     |                                                                  |               | Boardwalk & Cowes with Packed Lunch        |               | for    | at School            |
|              |       | Roll Sleeping Mats |                    | Take luggage to collection point |                                                                  |               | Buses to p/u luggage and lunch from Resort |               | School | (Approx.)            |
|              |       | Clear tents        |                    |                                  |                                                                  |               |                                            |               |        |                      |

\* Typically access to bedrooms is approx. 2pm on arrival day and check out 9am on departure day.

### CAMPGROUND ACTIVITIES

#### ADVENTURE ACTIVITIES:

Adventure Activities are usually run in Rotations. Typically, groups will have two Resort staff to run activities. School staff will be trained to run additional activities. See the Activity Descriptions later in this manual for more info.

- Raftmaking
- Archery
- Low Ropes
- Initiative Games
- Hut Building
- Bushman's Breakfast
- Camp Cooking
- Photo Hunt
- Nature Spotto
- Nature walks
- Night walk



#### FREE TIME ACTIVITIES (SUPERVISED BY TEACHERS):

- Camp games – Bocce, ball games (football, cricket etc), initiative games

#### ACTIVITIES SUPERVISED BY RESORT STAFF

Adults from your group are required to be present for the duration of all activities (including those run by Resort staff), as school staff have overall responsibility for the general safety and welfare of the students at all times. The supervising adult from your group is included in the staff / student ratio therefore they need to be actively involved and assisting Resort staff.

#### SCHOOL STAFF ACTIVITY TRAINING

Typically, Campground groups will have two Resort staff to run rotational Activities. School staff will be trained to run additional activities. Before running Activities, School staff must complete an Activity Training session:

1. For safety reasons, School Activity Leaders must receive activity training from a qualified Resort staff member prior to use.

2. When training and instruction is complete and the School Activity Leader feels confident in supervising the activity, they must sign the Activity Training Log.
3. By completing and signing the Activity Training Log, School Activity Leader understands they have a duty of care for the safety of those they are supervising and must comply with all instructions given.
4. When supervising activities, School Activity Leaders must follow all safety procedures and activity guidelines explained / demonstrated by Resort staff and outlined in provided Activity Safety Guides.

*Please note: As we update/review our Safety Operation Procedures annually, all School Activity Leaders need to undergo activity training, even if they have previously been trained on a similar/same activity.*

## NIGHT ACTIVITIES

School staff are responsible for running and supervising all night activities. Resort staff will however help organize night activities i.e. provide maps for night walks. Night activities options include various off-site attractions such as the Penguin Parade (additional cost), night walks & spotlighting, campfire.

## WET WEATHER

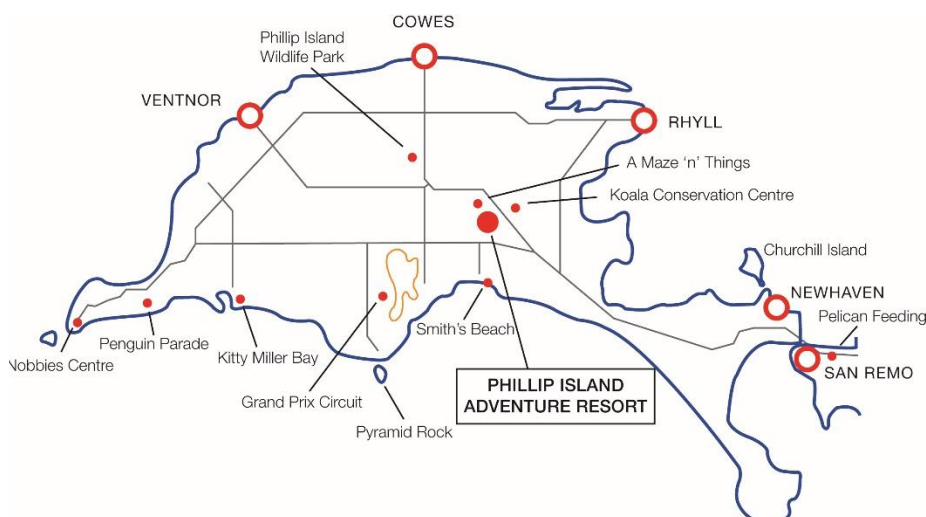
While we have some wet weather activities, we recommend groups come prepared with some of their own wet weather options. Resort staff will work in cooperation with school staff to run and organize wet weather activities.

## NEARBY EDUCATIONAL / TOURIST ATTRACTIONS

Phillip Island has a number of local attractions that many schools choose to visit. Approximately 5 months before camp, we will email you an 'Activity & Attraction Request Form' where you can choose the attractions you would like to visit. We will book attractions for you and include any associated fees on your final camp invoice. All Attractions are subject to availability and some have minimum number requirements.

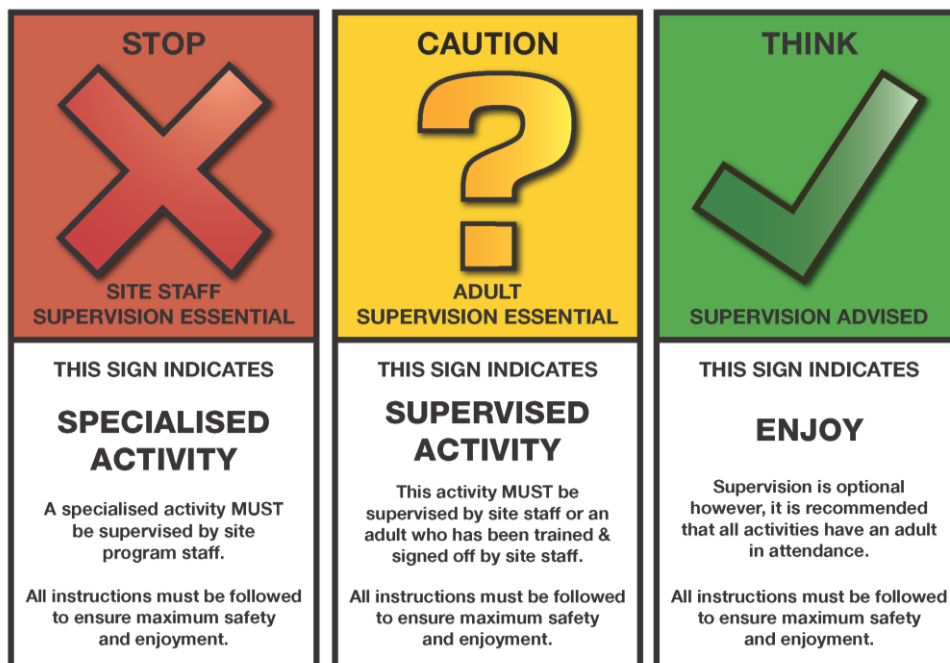
We recommend visiting attractions on the way to or from camp. Our 'With Travel' School Camp packages include up to 4 hours with buses each trip. Alternatively we can arrange local transport for you. See the Attraction descriptions later in this manual.

- A Maze 'n' Things
- Cape Woolamai Coastal Walk
- Churchill Island
- Cowes foreshore and township
- Koala Conservation Centre (self-guided)
- Maru Fauna Park at Grantville
- Oswin Roberts Koala Reserve
- San Remo Pelican Feeding
- Penguin Parade – Night Visit
- Phillip Island Chocolate Factory
- Phillip Island Grand Prix Circuit
- Phillip Island Wildlife Park
- Rhyll Wetland and Bird Sanctuary Walk
- Smiths Beach
- Surfing Lessons
- Vietnam Veterans Museum
- Wildlife Coast Cruises
- Nobbies Boardwalk & Centre



## ACTIVITY SAFETY KEY

For your safety, one of these three activity safety signs can be found at each onsite activity. These signs will be explained during your camp Welcome. Please ensure that the appropriate level of supervision is provided when completing activities.



## CAMPGROUND PACKING GUIDE

|                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Clothing</b> <ul style="list-style-type: none"> <li>Underwear (socks &amp; jocks)</li> <li>Comfortable clothing for Activities</li> <li>Long pants &amp; long sleeved shirt</li> <li>Jumpers (woollen or fleece are ideal)</li> <li>Pajamas</li> <li>Swimwear (if applicable)</li> <li>Rain Coat and Beanie</li> <li>Handkerchiefs</li> </ul> | <b>Footwear</b> <ul style="list-style-type: none"> <li>Comfortable closed-toes shoes</li> <li><u>1 pair closed-toe shoes to get wet</u></li> </ul> <b>Toiletries</b> <ul style="list-style-type: none"> <li>Toothbrush &amp; Toothpaste</li> <li>Shampoo &amp; Conditioner</li> <li>Soap</li> <li>Bath Towel</li> </ul> | <b>Sleeping</b> <ul style="list-style-type: none"> <li>Sleeping bag</li> <li>Pillow</li> </ul> <b>Personal equipment</b> <ul style="list-style-type: none"> <li>Water bottle</li> <li>Sun Hat, Sunscreen, Sunglasses</li> <li>Beach Towel (if applicable)</li> <li>Torch &amp; Insect Repellent</li> <li>Laundry or Plastic bag for dirt /wet clothes</li> </ul> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

### What not to Pack

- Alcohol, Cigarettes, Illegal Substances/Materials
- Aerosol Cans
- Items containing Nuts as an ingredient
- Other items as advised by your Teachers

### Leader Packing Checklist

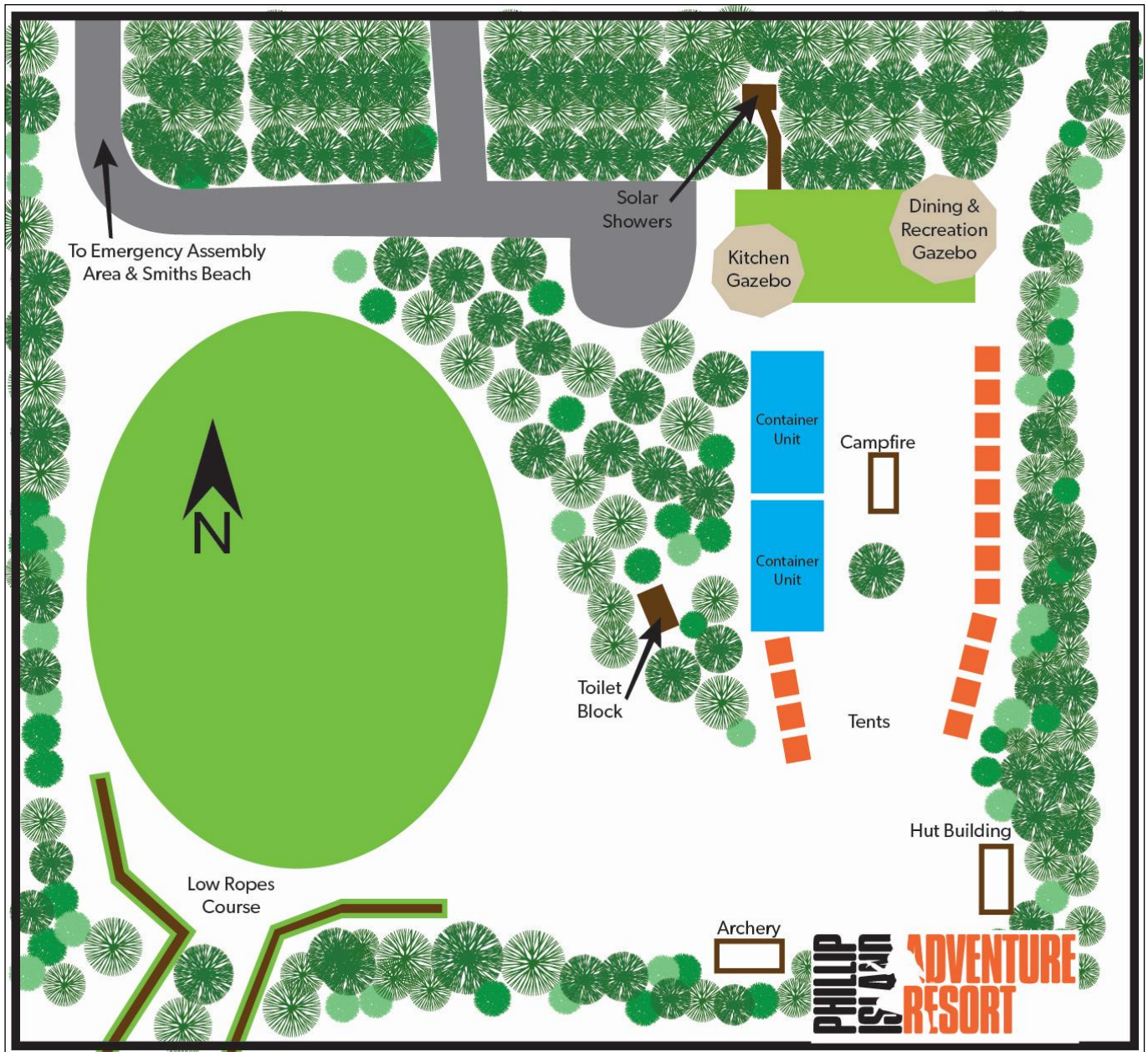
- First Aid Kits
- Sports Equipment for Free Time
- Wet Weather & Night time Equipment
- Staff Car (for Emergencies)
- List of Campers, Activity Groups, Duty Groups, Special Diets

### Pro Tips:

- A day pack and **SMALL to MEDIUM** sized luggage is recommended as there is limited space available in the tents.
- Personal items and baggage should be clearly marked with the owner's name. The Resort cannot take responsibility for lost items.
- Clothing on camp should be comfortable and protective in a range of conditions. Unsuitable clothing can increase risk on activities.
- If using Raftmaking, see the Attraction descriptions further in this manual for clothing requirements.
- Communicate to students and parents your policy on electronic devices and if money is needed (if any) for incidentals during camp.
- See '[School Camp Packing Guide](#)' on our website for a version suitable to send to Campers.



## CAMPGROUND MAP



## ACTIVITY SUPERVISION RATIOS

### RESORT-LED ACTIVITIES

During your stay, Resort staff may run some of your Activities. (Responsible adults from your group are required to assist.) Generally Resort groups have access to two Resort instructors, though please refer to the staffing chart on your Activity Request Form.

### TEACHER-LED ACTIVITIES

Are run by trained responsible adults from your group. Prior to use, qualified Resort staff will train adults from your group to run teacher-led activities

### WATER-BASED ACTIVITIES

For Adventure Campground groups, water-based activities are generally run by a Resort instructor with the assistance of School staff.

### TEACHER ACTIVITY TRAINING

Before teacher-led activities are used, appropriate training is required. We will schedule Activity Training time into your Program. We update our safety documents annually, and require training each year.

## ACTIVITY SUPERVISION RATIO TABLE

| ACTIVITY                         | SITE STAFF                       | SCHOOL STAFF | NUMBERS – PER ACTIVITY GROUP | ORGANISATION / ACTIVITY TYPE                       |
|----------------------------------|----------------------------------|--------------|------------------------------|----------------------------------------------------|
| Archery                          |                                  | 1            | 1 – 20 students              | NSW Education Department                           |
| Bushman’s Breakfast              |                                  | 2            | 1 – 20 students              | CYC Limited                                        |
| Boulderwall                      |                                  | 2            | 1 – 24 students              | Victorian DET Challenge Ropes Course - Low Element |
| Low Ropes                        |                                  |              |                              |                                                    |
| Hut Building                     |                                  |              |                              |                                                    |
| Camp Cooking                     |                                  | 1            | 1 - 20 students              | CYC Limited                                        |
| Lost at Sea                      |                                  |              |                              |                                                    |
| Nature Spotto                    |                                  |              |                              |                                                    |
| Photo Hunt                       |                                  |              |                              |                                                    |
| Oval Games                       |                                  |              |                              |                                                    |
| Raftmaking<br>(Venue Type 1 & 2) | 1 qualified staff + 1 assistant  |              | 1 – 20 students              | Victorian DET – Recreational Swimming              |
|                                  | 1 qualified staff + 2 assistants |              | 21 – 30 students             |                                                    |
|                                  | 1 qualified staff + 3 assistants |              | 31 – 40 students             |                                                    |



## ACTIVITY OVERVIEW

The following information applies to all adventure activities. Refer to the individual activity descriptions for further info for specific activities.

### GROUP SIZE

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The recommended group size for all activities is 12-14 participants.

### ACTIVITY STAFFING

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There is usually one or two site program staff that will be available to assist with activity supervision. In these cases site staff will take responsibility for the technical skills and related safety of participants, however, the User Group Leader/s are deemed to be responsible for overall supervision, behaviour and safety of the campers at an activity.

User group leaders will usually be required to supervise some 'low element' adventure activities. As these activities are considered specialised and potentially dangerous activities, a PIAR staff member will train User Group Leaders to supervise the running of each activity.

### GROUP LEADER RESPONSIBILITY

---

Key responsibilities for the User Group Leaders include:

- Follow all safety procedures explained by site program staff and outlined in the Activity Safety Guides provided;
- Complete a safety briefing at the beginning of the activity session and actively supervise students throughout;
- Provide continual encouragement and support for the individual and the group during the activities;
- Provide instructions that are clear and concise and clarify any questions.

Management reserves the right to withdraw equipment or access to facilities should they not be adequately supervised, used in an unsafe manner or abused.

### PARTICIPANT RESPONSIBILITY

---

Participants are required to; follow safety guidelines and instructions, act sensibly with the welfare of the other group members in mind and listen to leaders and stay at the activity location unless other arrangements have been made.

### PARTICIPANT CLOTHING

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Participants should wear suitable protective clothing for cold conditions. Sunsmart strategies are encouraged for hot conditions. Closed toe footwear must be worn for all activities. There should be no loose jewellery or clothing worn that may become entangled when completing activities.

There are some activity specific clothing requirements for harnessed and water based activities. Please refer to the individual activity descriptions for specific clothing requirements.

### WEATHER

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Outdoor activities are not suitable for operation in adverse weather conditions such as thunderstorms, strong winds and constant rain. Alternative activities will be arranged in consultation with the Program Co-ordinator.

## ARCHERY

### DESCRIPTION: SPECIALISED ACTIVITY

The aim of this activity is to provide group members with a new recreational experience and to understand the fundamental skills and safety issues associated with archery. Requires close supervision at all times.

### AGE SUITABILITY

This activity is generally suitable for participants aged Grade 3 and above.

### ACTIVITY SUPERVISION RATIOS

This activity is not listed on the Victorian DEECD Safety Guidelines for Education Outdoors website. Therefore the supervision ratios are based on NSW Education Department Archery Guidelines.

| Staff Required | Participant Numbers | Organisation        |
|----------------|---------------------|---------------------|
| 1              | 1 – 20 students     | NSW Education Dept. |

For camping groups this activity will usually be supervised by Resort Program Staff with the assistance of school staff.

### LEADER EXPERIENCE

If school staff are supervising this activity, no previous experience is needed. A qualified site staff member will train User Group Leaders to supervise the running of this activity. When the training is complete and the User Group Leader feels confident in supervising the activity, an Activity Training Log sheet must be signed.

An Activity Safety Guide will be provided to reinforce the training received.

## BUSHMANS BREAKFAST (CAMPFIRE)

### DESCRIPTION: SPECIALISED ACTIVITY

The aim of the bushman's breakfast activity is to cook and eat some yummy pancakes whilst maintaining a small fire safely in a team environment. To achieve success the students will need to use their organisational skills to keep the fire alight. Students must follow all safety directions including kitchen safety and hygiene practices. Throughout the process students will be working together, co-operating and sharing.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 5 and above.

### GROUP SIZES

When conducting a session, we recommend having a small amount of students (10-16 max) around the campfire at any one time.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. It is not listed in the Victorian DEECD Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios are set based on CYC recommendations. The minimum accepted ratios are:

| Staff Required | Participant numbers | Organisation |
|----------------|---------------------|--------------|
| 2              | 1 – 20 students     | CYC Limited  |

## LEADER EXPERIENCE

Leaders must be able to construct light and maintain a small fire, and ensure the safety of the group members at all times. A qualified site staff member will train User Group Leaders to supervise the running of this activity. An Activity Safety Guide will be provided to reinforce the training received.

## CAMP COOKING (CAMPFIRE)

### DESCRIPTION: SPECIALISED ACTIVITY

Using the designated campfire areas, group members work together and follow a recipe to make a damper mixture and safely cook the damper on the campfire. This is a usually a night time activity only and requires close supervision at all times.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 5 to Year 8.

### GROUP SIZES

When conducting a camp cooking session, we recommend a small amount of students (12-14 max) around the campfire at any one time.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. It is not listed in the Victorian DEECD Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios are set based on CYC recommendations. The minimum accepted ratios are:

| Staff Required | Participant numbers | Organisation |
|----------------|---------------------|--------------|
| 1              | 1 – 20 students     | CYC Limited  |

## LEADER EXPERIENCE

Leaders must be able to construct light and maintain a campfire, and ensure the safety of the group members at all times. A qualified site staff member will train User Group Leaders to supervise the running of this activity. An Activity Safety Guide will be provided to reinforce the training received.

## HUT BUILDING

### DESCRIPTION SPECIALISED ACTIVITY

An activity group may choose to work as a collective group to make one hut, to split into two even teams or into teams of three to four participants. It can be a competition judged on the sturdiness or how waterproof the hut is.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 and above.

### GROUP SIZES

When conducting a hut building session, we recommend having a small amount of students (12-16 max) per activity group.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. It is not listed in the Victorian DEECD Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios are set based on CYC recommendations. The minimum accepted ratios are:

| Staff Required | Participant numbers | Organisation |
|----------------|---------------------|--------------|
| 1              | 1 – 20 students     | CYC Limited  |

### LEADER EXPERIENCE

A qualified site staff member will train User Group Leaders to supervise the running of this activity. An Activity Safety Guide will be provided to reinforce the training received.

## LOW ROPES COURSE

### DESCRIPTION: SPECIALISED ACTIVITY

The Low Ropes course consists of a number of different elements requiring a range of skills to complete. Participants climb around the course with the aim of completing all of the elements without touching the ground or receiving physical assistance from their spotters. This activity can foster self confidence, group support and increased physical co-ordination and agility. Safety is achieved by safe and effective spotting.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 2 to Year 8. However it may also be used by older students and adults.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. This staff / student supervision ratios required for this activity have been taken from the Victorian DEECD Safety Guidelines for Education Outdoors (Challenge Ropes Course – Low element).

| Staff Required | Participant Numbers | Organisation    |
|----------------|---------------------|-----------------|
| 2              | 1 – 24 students     | Victorian DEECD |

### LEADER EXPERIENCE

No previous experience is needed. A qualified site staff member will train User Group Leaders to supervise the running of this activity. When the training is complete and the User Group Leader feels confident in supervising the activity, an Activity Training Log sheet must be signed. An Activity Safety Guide will be provided to reinforce the training received.

## NATURE SPOTTO

### DESCRIPTION

Working in small groups or all together the students search the allocated area of the campsite to locate objects from photos provided in a booklet. Students need to work as a team to identify details on the photos and to locate listed objects. Photo Hunt challenges student's observation, time management and communication skills to find all objects in the quickest time possible.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 to Grade 6.

### ACTIVITY SUPERVISION RATIOS



This activity is usually supervised by User Group Leaders. It is not listed in the Victorian DET Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios are set based on CYC recommendations. The minimum accepted ratios are:

| Staff Required | Participant Numbers | Organization |
|----------------|---------------------|--------------|
| 1              | 1 – 20 Students     | CYC Limited  |

### LEADER EXPERIENCE

No previous experience is needed. A qualified site staff member will train User Group Leaders to supervise the running of this activity. When the training is complete and the User Group Leader feels confident in supervising the activity, an Activity Training Log sheet must be signed by all User Group Leaders supervising this. An Activity Safety Guide will be provided to reinforce the training received.

## PHOTO HUNT

### DESCRIPTION

Working in small groups or all together the students search the allocated area of the campsite to locate objects from photos provided in a booklet. Students need to work as a team to identify details on the photos and to locate listed objects. Photo Hunt challenges student's observation, time management and communication skills to find all objects in the quickest time possible.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 to Grade 6.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. It is not listed in the Victorian DET Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios are set based on CYC recommendations. The minimum accepted ratios are:

| Staff Required | Participant Numbers | Organization |
|----------------|---------------------|--------------|
| 1              | 1 – 20 Students     | CYC Limited  |

### LEADER EXPERIENCE

No previous experience is needed. A qualified site staff member will train User Group Leaders to supervise the running of this activity. When the training is complete and the User Group Leader feels confident in supervising the activity, an Activity Training Log sheet must be signed by all User Group Leaders supervising this.

An Activity Safety Guide will be provided to reinforce the training received.

## RAFT MAKING

### DESCRIPTION: SPECIALISED ACTIVITY

This activity involves participants working in teams. They are required to design and build a raft using the basic materials provided. Team members are then required to paddle the raft over a prescribed course on a sheltered flatwater lake. This activity encourages teamwork, communication, planning and problem solving skills, as well as introducing the concept of leadership. Requires close supervision at all times.

**Note:** This activity is not suitable in cold, wet and windy conditions. If you select Raftmaking as an activity and the weather conditions are not suitable for the participant age and experience or if participants do not have appropriate clothing then an alternative activity will be arranged.

## AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 5 and above.

## ACTIVITY SUPERVISION RATIOS

This activity is not listed in the Victorian DET Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore the supervision ratios and qualifications required have been taken from the Victorian DET Canoeing guidelines as this best represents Raftmaking.

| Staff Required            | Participant Numbers | Organization  |
|---------------------------|---------------------|---------------|
| 1 qualified + 1 assisting | 1 – 12 students     | Victorian DET |
| 1 qualified + 2 assisting | 13 – 18 students    |               |
| 1 qualified + 3 assisting | 19 – 24 students    |               |

## LEADER EXPERIENCE / QUALIFICATIONS

If **site staff** are instructing this activity they are deemed to be the Activity Leader whilst additional school staff are considered the Assistant Activity Leaders. Site program staff have all necessary qualifications and are aware of all relevant safety factors as outlined in the Raftmaking Activity Guidelines.

If **school staff** are instructing this activity they must hold the appropriate qualifications (unless Canoeing is being conducted in the same area with a qualified staff member). A site staff member will train User Group Leaders to supervise the running of this activity. When the training is complete and the User Group Leader feels confident in supervising the activity, an Activity Training Log sheet must be signed. A Raftmaking Activity Safety Guide sheet will be provided to reinforce the training received.

**Note:** For Raftmaking, 'qualified staff' may be site staff or qualified User Group Leaders. If a group is conducting both Canoeing and Raftmaking at the same location then only the Canoeing supervisor requires the appropriate qualifications.

Appropriate qualifications include the following:

- An Australian Canoeing Instructor or Guide qualification appropriate for the level of activity being undertaken
- Equivalent documented training and experience from another training provider or education institution
- Equivalent documented experience in lieu of certification / accreditation

## ASSISTANT LEADER EXPERIENCE / RESPONSIBILITY

When User Group Leaders are assisting site staff with the activity, it is the User Group Leaders who have overall responsibility for the supervision, behaviour and safety of the campers at the activity and to and from the activity. Assistants need no previous experience, however a qualification in CPR is preferred.

## PARTICIPANT CLOTHING

Clothing must give adequate protection from the weather conditions that are expected during the activity.

The protective qualities of the clothing should not be significantly reduced when the material is wet (ie cotton or denim). Participants must wear footwear suitable for use in the craft, in the event of a capsize and for walking to and from the activity. Old runners, strap on sandals or specific 'water shoes' are suitable, thongs are not appropriate as they can fall off easily.

Suitable clothing includes but is not limited to:

- Cold Weather – synthetic fleece (Polar Fleece), thermals and waterproof clothing (cotton t-shirts and denim jeans are not recommended)
- Hot Weather – board shorts, rash shirts, synthetic sports shirts

## ADVENTURE INTO NATURE - BUSH & COASTAL WALKING

### LOCATION

There are some short walks available around the Phillip Island Adventure Resort and some longer walks around the surrounding areas.

### DESCRIPTION

Bushwalking is different from simply walking for exercise because an integral part of the bushwalking experience is the appreciation of the natural environment through which you walk - the flora, fauna and scenery. All suggested bushwalks are on well-marked routes with up-to-date track notes and maps available.

Phillip Island offers a variety of walks, many with spectacular scenery. This includes coastal, wetland and woodland walks.

### AGE SUITABILITY

There are no limitations on the group size or age limit. It is up to the User Group Leader to determine whether the participants are capable of completing a particular walk. Factors such as age, experience, fitness level, medical conditions should be taken into account.

### ACTIVITY SUPERVISION RATIOS

This activity is usually supervised by User Group Leaders. The staff / student supervision ratios required for this activity have been taken from the Victorian DET Safety Guidelines for Education Outdoors (Bushwalking guidelines).

| Staff Required | Participant Numbers   | Organization                              |
|----------------|-----------------------|-------------------------------------------|
| 2              | 1 - 20 Students       | Victorian DET<br>(Bushwalking Guidelines) |
| 3              | 21 - 30 students      |                                           |
| 4              | 31 - 40 students etc. |                                           |

### LEADER EXPERIENCE

The User Group Leader must have experience in leading day walks and be confident of their own ability to complete that walk. The choice of location should be based on the recent and first-hand knowledge of at least one member of the planning and supervising staff. Where this is impractical, planning should be consulted with the program administrator. This will ensure that User Group Leaders receive first hand knowledge and information on the general characteristics and conditions found in the locations as well as the walk map.

At least one member of staff must hold, as a minimum, a current Level Two first aid qualification, a current CPR qualification and have a first aid kit applicable to the level of training.

### LEADER RESPONSIBILITY

Leaders are responsible for the supervision, behaviour and safety of the participants during the activity. Details should be checked, especially the direction of walk and the weather forecast. A head count should be taken before, during and after the activity is complete. Adequate refreshments should be taken or arrangements made for refreshment stops.

User Group Leaders should have a suitable means of communication with emergency services or camp staff in case of emergency (mobile phone or UHF radio). Emergency contact numbers for the local area should be carried by the instructor (in the camp booklet).

### PARTICIPANT EXPERIENCE / RESPONSIBILITY

Participants need no previous experience however they will need an appropriate level of fitness in order to complete the bush walk.

### CLOTHING AND FOOD SUPPLIES

The following items are appropriate for walks not longer than one day:

- Adequate supplies of food and water suitable for the length / nature of the walk (a day pack may be required), alternatively make arrangements for refreshments to be delivered to specific locations.

- Footwear that is comfortable, well broken-in and in good condition (thongs and sandals are not appropriate)
- Clothing suitable for the expected conditions
  - > Hot weather – walkers need protection from the sun, so sunscreen, hats and suitable protective clothing is required
  - > Cold weather – warm clothing such as synthetic fleece (Polar Fleece), thermals and waterproof clothing. Layering is recommended.

## WEATHER CONDITIONS

A group should not go walking when temperatures are over 30 degrees or during heavy rain, thunder and lightning storms. User Group Leaders should be alert for changes in weather conditions and shorten the walk if necessary.

## FIRST AID REQUIREMENTS

A first aid kit tailored to your group and journey should be taken on all walks. The person responsible for first aid should attend to all first aid needs for group members. In the case of an injury requiring treatment, the group should stop the activity and be seated together in a safe location nearby. The User Group's designated first aid trained officer should administer any first aid requirements to participants.

## EMERGENCY RESPONSE

Suitable assembly points along the designated walking trail should be determined before departure. In case of an emergency, the entire group should assemble at an appropriate pre-determined assembly point (or wait where they are). The User Group Leaders should have a suitable means of communication with emergency services or camp staff (mobile phone or UHF radio). Emergency contact numbers for the local area should be carried by the User Group Leader (in the camp booklet). Resort staff should be informed as soon as possible.

## TRANSPORT

Transport will be required for many of the suggested walks listed on the following page, so why not make use of the buses being available to you in the "With Travel package" that we offer and complete a walk that is of interest on your way to or from the campsite. This may be arranged with the Program Co-ordinator at the Resort.

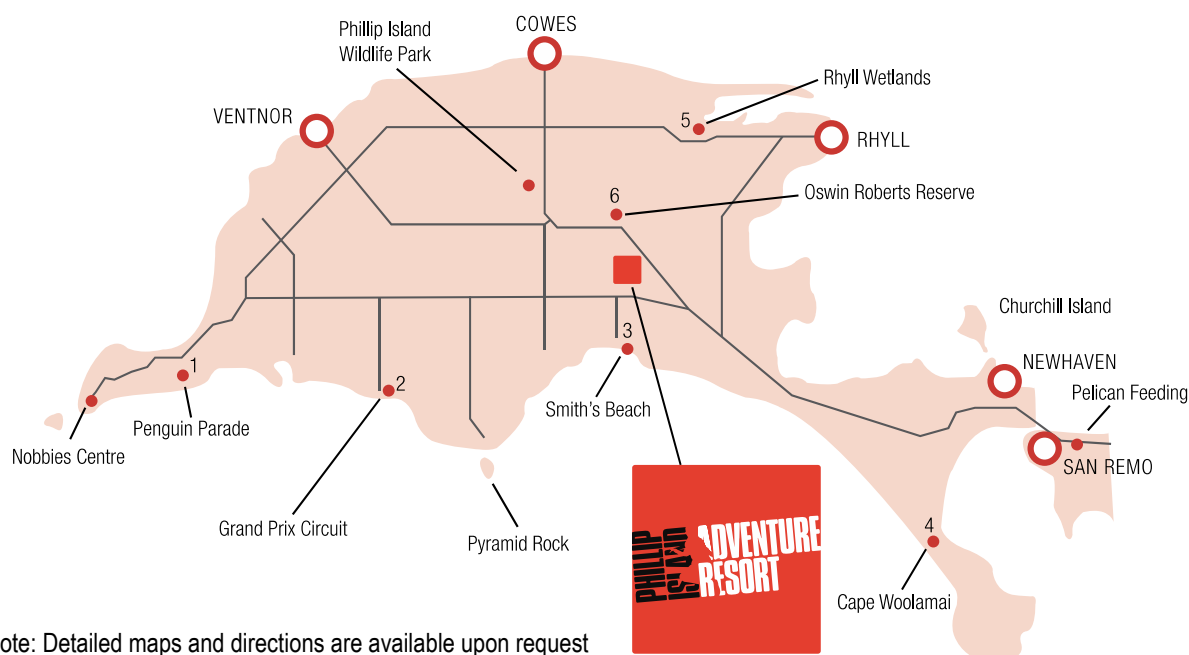


On Berry's beach track looking towards Pyramid Rock



The Pinnacles at Cape Woolamai

## SUGGESTED WALKS ON PHILLIP ISLAND



Note: Detailed maps and directions are available upon request

| Name of Walk / Description                                                                                                                                                                                                                              | Grade                    | Bus required      | Estimated Time Needed (walk only)    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|-------------------|--------------------------------------|
| 1) Penguin Parade to Nobbies Centre – Spectacular coastal views along the way.                                                                                                                                                                          | Easy– Medium             | Yes               | 1.5 hours                            |
| 2) Berry's Beach to Pyramid Rock – Spectacular coastal views along the way.                                                                                                                                                                             | Easy– Medium             | Yes               | 1 hour                               |
| 3) Smiths Beach – This is a great area to complete Rockpooling or Beachcombing activities.<br>a) Smiths Beach to Express Point<br>b) YCW Beach to Express Point                                                                                         | Easy<br>Easy             | No<br>No          | 1 hour<br>1.5 hours                  |
| 4) Cape Woolamai – a variety of walks are available to suit all ages.<br>a) Pinnacles Lookout<br>b) Cape Woolamai loop<br>c) Cape Woolamai loop and old quarry site extension                                                                           | Easy<br>Medium<br>Medium | Yes<br>Yes<br>Yes | 1.25 hours<br>3.5 hours<br>4.5 hours |
| 5) Rhyll Wetlands – This wetland area is world renowned for its importance to migratory birds. You can learn more through the interpretive signs along the way.<br>a) Conservation Hill to Observation Point<br>b) Conservation Hill to Rhyll boat ramp | Easy<br>Easy             | Yes<br>Yes        | 1 hour<br>1.5 hours                  |
| 6) Oswin Roberts Reserve - This is one of the most heavily treed areas on the Island where you can view birds and sometimes see koalas and wallabies<br>a) Loop 1<br>b) Loop 2<br>c) Loop 3                                                             | Easy<br>Easy<br>Medium   | No<br>No<br>No    | 30 min<br>1 hour<br>2 hours          |





## SMITHS BEACH – BEACHCOMBING

### LOCATION

Beachcombing is conducted along the Eastern shore of Smiths Beach. About a 20 minute walk from camp.

### DESCRIPTION

This activity explores the flotsam and jetsam washed ashore by the daily high tides and how the beach is made up of volcanic rocks and alluvial deposits. This is a great beach activity if you do not want a water based activity or the tide is too high for rockpooling. This activity requires close supervision at all times.

### AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 and above

### GROUP SIZES

After completing the initial briefing, the participants will then be split into small groups each with a supervisor (groups of 8-15 are ideal)

### ACTIVITY SUPERVISION RATIOS

This activity is not listed in the Victorian DEECD Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios have been taken from the Victorian DET Safety Guidelines for Education Outdoors (Bushwalking guidelines), as this is considered the closest representation of Beachcombing

| Staff Required | Participant Numbers   | Organization                              |
|----------------|-----------------------|-------------------------------------------|
| 2              | 1 - 20 Students       | Victorian DET<br>(Bushwalking Guidelines) |
| 3              | 21 - 30 students      |                                           |
| 4              | 31 - 40 students etc. |                                           |

### LEADER EXPERIENCE / RESPONSIBILITY

Leaders need no previous experience however they must be able to manage the group in a restrictive and potentially dangerous area. A qualified site staff member will explain the equipment needed and how to conduct the activity safely. Beachcombing Guiding Instructions will be provided and must be observed as they take into account all legislated regulations, Codes of Conduct and Phillip Island Nature Park Minimal Impact Procedures

### PARTICIPANT EXPERIENCE / RESPONSIBILITY

Participants need no previous experience. Participants are required to act sensibly, with the welfare of the other group members in mind and be aware that they are sharing this sensitive habitat with the creatures that live here. They are required to listen to the leader and observe all legislated fisheries regulations and Codes of Conduct.

### EQUIPMENT REQUIRED

A backpack containing all equipment, procedural information, commentaries, and codes of conduct is provided to the User Group Leaders and explained by Phillip Island Adventure Resort program staff prior to the groups' departure.

### CLOTHING

Participants should wear suitable protective clothing for cold conditions (polar fleece jumper / pants and a waterproof jacket). Sunsmart strategies are encouraged for hot conditions. Closed toe footwear must be worn for all activities. Thongs, sandals or 'croc's' are not appropriate.



## WEATHER

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Beachcombing should not be conducted in adverse weather conditions.

## FIRST AID REQUIREMENTS

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Refer to Activity Overview for First Aid requirements. In addition to these requirements an awareness of the first aid response to Blue Ring Octopus and Cone Shell stings is advised.

# SMITHS BEACH – ROCKPOOLING

## LOCATION

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Smiths Beach rock platforms. About a 20 minute walk from camp.

## DESCRIPTION

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This activity explores the amazing bio diversity of Phillip Island's abundant marine life and creates an awareness of how we can rock pool safely and with minimum impact to this amazing habitat. The Smiths Beach rock platform on the eastern side of the stairs is protected from major wave action by an offshore reef and lagoon making it an ideal place to explore and discover the bio diversity of this area. This activity requires close supervision at all times.

## AGE SUITABILITY

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This activity is generally suitable for participants aged from Grade 3 and above

## GROUP SIZE

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After completing the initial briefing together, the participants will then be split into small groups each with a supervisor (groups of 8 to 15 are ideal) There should be a maximum of 60 participants on the rock platform at one time. For larger groups it is recommended to have group members alternating between Rockpooling, sandcastle building and ball games on the beach.

## ACTIVITY SUPERVISION RATIOS

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This activity is not listed in the Victorian DEECD Safety Guidelines for Education Outdoors or the ORC Adventure Activity Standards therefore ratios have been taken from the Victorian DEECD Safety Guidelines for Education Outdoors (Bushwalking guidelines), as this is considered the closest representation of Rockpooling.

| Staff Required | Participant Numbers   | Organization                              |
|----------------|-----------------------|-------------------------------------------|
| 2              | 1 - 20 Students       | Victorian DET<br>(Bushwalking Guidelines) |
| 3              | 21 - 30 students      |                                           |
| 4              | 31 - 40 students etc. |                                           |

## LEADER EXPERIENCE / RESPONSIBILITY

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Leaders need no previous experience however they must be able to manage the group in a restrictive and potentially dangerous area. A qualified site staff member will explain the equipment needed and how to conduct the activity safely. Rockpooling Guiding Instructions will be provided and must be observed as they take into account all legislated regulations, Codes of Conduct and Phillip Island Nature Park Minimal Impact Procedures.

## PARTICIPANT EXPERIENCE / RESPONSIBILITY

Participants need no previous experience. Participants are required to act sensibly, with the welfare of the other group members in mind and be aware that they are sharing this sensitive habitat with the creatures that live here. They are required to listen to the leader and observe all legislated fisheries regulations and Codes of Conduct.

## EQUIPMENT REQUIRED

A backpack containing all equipment, procedural information, commentaries, and Codes of Conduct is provided to the User Group Leaders and explained by PIAR Program staff prior to the groups departure.

## CLOTHING

Participants should wear suitable protective clothing for cold conditions (polar fleece jumper / pants and a waterproof jacket). Sunsmart strategies are encouraged for hot conditions. Closed toe footwear must be worn for all activities. Thongs, sandals or 'croc's' are not appropriate.

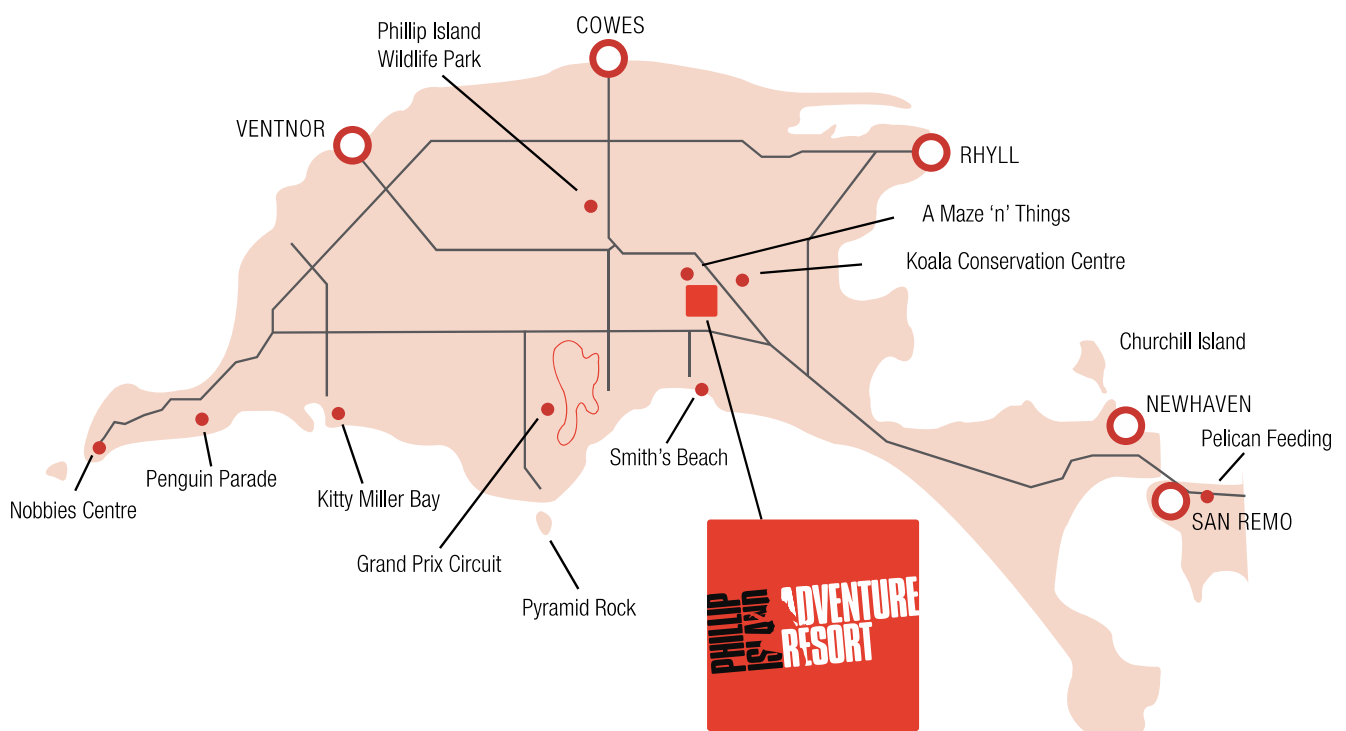
## WEATHER

Do not go rock pooling in adverse weather conditions. Lightning is attracted to basalt rock platforms such as those found at Smiths Beach.

## FIRST AID REQUIREMENTS

Refer to Activity Overview for First Aid requirements. In addition to these requirements an awareness of the first aid response to Blue Ring Octopus and Cone Shell stings is advised.

## EDUCATIONAL / TOURIST ATTRACTIONS



## ATTRACTION LOCATIONS

|   |                                   |    |                                       |
|---|-----------------------------------|----|---------------------------------------|
| 1 | Maru Fauna Park at Grantville     | 10 | Nobbies Boardwalk                     |
| 2 | Pelican Feeding at San Remo       | 11 | Cowes foreshore and township          |
| 3 | Churchill Island                  | 12 | Wildlife Coast Cruises                |
| 4 | Phillip Island Chocolate Factory  | 13 | Phillip Island Wildlife Park          |
| 5 | Cape Woolamai Coastal Walk        | 14 | Rhyll Wetland and Bird Sanctuary walk |
| 6 | Smiths Beach                      | 15 | Oswin Roberts Koala Reserve           |
| 7 | Surfing Lessons                   | 16 | Koala Conservation Centre             |
| 8 | Phillip Island Grand Prix Circuit | 17 | A Maze 'n' Things                     |
| 9 | Penguin Parade                    | 18 | Ranger Talk - please enquire          |

Transport will be required for many of the nearby attractions, so why not make use of the buses being available to you in the 'With Travel' package that we offer and visit one or two of the attractions on your way to or from PIAR.

Bookings are required for many of the attractions; this may be arranged with our Program Co-ordinator.

### MARU – FAUNA PARK AND MINI GOLF

Located on the Bass highway at Grantville, Maru is 20 minutes from the Phillip Island Adventure Resort. It is an ideal place to stop for a BYO lunch en-route to or from Phillip Island.

#### FAUNA PARK

Specialising in a hands-on experience for our guests. Modern enclosures enabling guests to hand feed kangaroos, wallabies, emus and a host of farm animals including sheep, horses and chickens. There is also a large Wombat Nursery housing orphaned young wombats with opportunity to pat and take photos. A modern koala compound enables guests to have a closer look at Koalas. All groups are given animal feed to enable hand feeding as well as having an informative and interactive guided tour by Park Rangers

#### MINI-GOLF

Pirate Pete's 18 Hole Mini Golf Adventure is both entertaining and interactive.

Time Required: 45 minutes for the Fauna Park only. 1.5 hours if also completing Mini Golf

Transport Required: Yes – best to be completed enroute

Additional Cost: Yes

### PELICAN FEEDING AT SAN REMO

San Remo is an ideal place to visit en-route to or from PIAR. Campers may have their lunch on the foreshore and watch the Pelican Feeding before or after. The Pelican Feeding takes place at the San Remo Jetty on the foreshore at 12:00pm daily. Pelicans come from all around as they are fed left-over fish from the surrounding fishing boats by a staff member from the San Remo Fisherman's Co-op. There are barbeques, playgrounds and toilets available near the jetty for public use.

Time Required: The feeding itself lasts for about 10 – 15 minutes

Transport Required: Yes

Additional Cost: No

## CHURCHILL ISLAND

Churchill Island is an interesting and educational attraction to visit on your way to or from camp. Churchill Island Heritage Farm covers 57 hectares and boasts a historic working farm with 'hands on' farming demonstrations reminiscent of a bygone era. Sheep shearing, cow milking, blacksmithing and working dog demonstrations are conducted every day. The island has an important place in the history of European settlement in Victoria. There are also lovely gardens, ancient Moonah trees, wetlands, a visitor's centre and café.

Time Required: 1.5 – 2 hours  
Transport Required: Yes  
Additional Cost: Yes

For an extra cost we can organise a 1 hour Ranger guided walking tour around the Island. The tour investigates the past and present uses of Churchill Island, including the Aboriginal and European history, heritage buildings and working farm. This tour can be extended to a two hour tour involving hands on farming demos such as butter churning, blacksmithing and old time games.

## PHILLIP ISLAND CHOCOLATE FACTORY

Panny's Amazing World of Chocolate Museum is a great place for school groups of all ages to visit on their way to or from the Phillip Island Adventure Resort. They can combine a learning experience with a whole lot of fun. Starting with the manufacturing process, students will gain a real and practical understanding of a total product lifecycle. Other viewings include: the Statue of David (made from chocolate), mural of Dame Edna consisting of 12,000 chocolate pieces and the chocolate village where even the buildings are made of chocolate. You can also test your chocolate knowledge, watch the 400kg chocolate waterfall and see the chocolatiers make chocolate.

Teachers and Student resource kits have been developed based on the Victorian Essential Learning Standards (VELS). These kits have worksheets and activity ideas that help to develop knowledge prior to the visit and to extend what your students learn after the visit. There is also a café within the complex and they also sell their famous chocolates in the shop.

Time Required: approximately 1 hour  
Transport Required: Yes  
Additional Cost: Yes

## CAPE WOOLAMAI COASTAL WALK

The Cape Woolamai walk offers magnificent views of Phillip Island, San Remo and the ocean. There are a variety of walks available to suit all ages and fitness levels. All walks start and finish at the Cape Woolamai Surf Lifesaving Club car park. This is a free attraction.

Time Required: From 1.5 – 4 hours  
Transport Required: Yes  
Additional Cost: No

## SMITHS BEACH

Smiths Beach is located 1 km from the Phillip Island Adventure Resort and is a comfortable 20 minute walk to get there. It is known as one of the most popular surf beaches on Phillip Island. At low tide Smiths Beach is a wide flat sandy area that is ideal for many beach activities and games. It is a perfect location to complete Beachcombing and Rockpooling activities.

Time Required: 1 – 3 hours + walking time  
Transport Required: No  
Additional Cost: No



## SURFING LESSONS

Surfing Lessons are conducted at Smiths Beach by 'Island Surf'. The two hour lesson includes all equipment provided – softboard, accessories, wetsuit, sunscreen. Learn about surf safety and awareness prior to hitting the water. A safe and encouraging environment is provided while having fun under the supervision of expert qualified coaches who all have a passion for surfing.

Time Required: 2 hours + walking time  
Transport Required: No  
Additional Cost: Yes

## PHILLIP ISLAND GRAND PRIX CENTRE

The Phillip Island Grand Prix Circuit is located only a short drive from the Phillip Island Adventure Resort. The circuit holds major world class sporting events year round, and is booked for over 280 days of the year for various activities. The centre has a gift shop stocked with racing memorabilia and merchandise and a café.

There are two tour options available at the GP Circuit. Visitor Centre Tour: this guided or self guided tour includes the History of Motor Sport Museum plus the panoramic circuit viewing area, you can also stroll through the water gardens and bird aviaries. Circuit Tour: this guided tour begins with the Visitors Centre tour and then continues with access to exclusive and restricted areas such as the control tower, media centre, pit land, pit roof and of course the winners podium.

Time Required: 45 minutes for the Visitors Centre tour. 1.5 hours for the Circuit tour  
Transport Required: Yes – best to be completed enroute  
Additional Cost: Yes

## PENGUIN CENTRE / PARADE

The Penguin Parade is Australia's most popular wildlife attraction and home to the largest Little Penguin colony in the world. Every sunset the wild Little Penguins emerge from the sea and march across the beach to their sand dune burrows. The Little Penguin is the world's smallest penguin and the Penguin Parade is the best place to experience this completely natural phenomenon. You may also enjoy the interactive Visitors Centre and gift shop at your leisure.

Time Required: A self-guided tour of the Visitors Centre is approx 1 hour, and the Penguin Parade will take approx 2 hours plus travel

Transport Required: Yes  
Additional Cost: Yes

For an additional cost a 1 hour ranger talk is available at the Centre. The talk includes a guided tour around the interactive Visitors Centre and a walk to explore the penguin rookeries. If your group is going to the Penguin Parade at night, it is best to conduct the Visitors Centre tour earlier on that day.

## NOBBIES BOARDWALK

The Nobbies Centre and Boardwalk is a great place to visit on your way home from the Phillip Island Adventure Resort. Stroll the boardwalks with awe-inspiring views of Phillip Island's rugged south coast and blowhole, keep a lookout on the boardwalks for nesting seabird colonies and Little Penguins. Within the centre itself you can browse for unique gifts in the gift shop or enjoy a meal or snack from the cafe

Time Required: Approximately 1 hour  
Transport Required: Yes  
Additional Cost: No. However various optional ranger talks are available for an additional cost



## **COWES FORESHORE AND TOWNSHIP**

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Cowes is a great place to visit on your final day of camp and have your packed lunch on the foreshore. The foreshore consists of wide expanses of lawn shaded by a mixture of native and cypress trees, complete with playgrounds, BBQ areas, shelters and pathways. The sloping foreshore extends down to the clean golden sands of the safety beach.

Time Required: 45 min to 1.5 hours  
Transport Required: Yes  
Additional Cost: No

## **WILDLIFE COAST CRUISES**

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### **SEAL ROCKS ECO CRUISE (2 HOURS)**

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A two hour cruise from Cowes to Seal Rocks with full commentary provided by the Captain and Cruise Rangers. Notes on marine life and seals are provided and a marine life documentary is played on the return trip. Students may bring a packed lunch on board to eat on the return trip.

### **DISCOVERY CRUISE (1 HOUR)**

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A one hour cruise departing from San Remo. A local commentary is provided about the fishing industry and life at sea from a former Shark and Cray fisherman. Learn of the history of the island and some of the amazing animals that visit the region.  
Cruise timed to coincide with Pelican Feeding at San Remo.

## **PHILLIP ISLAND WILDLIFE PARK**

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Located on Phillip Island Road only 3.5km from the Phillip Island Adventure Resort. The park is set on a 60 acre property. It is home to over 100 different species of Australian animals. Visitors can not only see the wildlife, but also hand feed and experience close encounters with wildlife.

Time Required: 1 hour  
Transport Required: Yes  
Additional Cost: Yes

## **RHYLL WETLANDS & BOARDWALKS**

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This wetland area is world renowned for its importance to migratory birds. The low-lying land at Rhyll forms a saltwater lagoon that attracts large numbers of migratory wading birds which fly thousands of kilometres to feed and breed at the inlet. A boardwalk, which leads into the midst of the mudflats and mangroves, provides excellent bird watching opportunities and there is a wetland observation tower at Conservation Hill, offering panoramic views of the wetlands. You can learn more through the interpretive signs along the walking tracks.

Time Required: 1 – 2 hours depending on length of walk being undertaken  
Transport Required: Yes  
Additional Cost: No

## **OSWIN ROBERTS RESERVE**

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Oswin Roberts Reserve is located 2km from the Phillip Island Adventure Resort. There are three loop walks available that all start and finish at the Northern Carpark. The reserve is a significant remnant of Phillip Island's original native forest cover and wildlife is abundant – it connects with the Conservation Hill Reserve and the Rhyll Walk.

Time Required: 1 – 3 hours depending on length of walk being undertaken  
Transport Required: Optional  
Additional Cost: No

## KOALA CONSERVATION CENTRE

At the Koala Conservation Centre you can experience wild koalas in their natural habitat. Walk amongst the treetops and see wild koalas on two separate boardwalks. Enjoy the bush walking tracks, look out for wallabies, echidnas, birds and other Aussie wildlife. Learn about the amazing lives of koalas in the interactive Visitor's Centre and browse for unique gifts in the gift shop.

Time Required: 45 minutes – 1 hour  
Transport Required: No – situated opposite Phillip Island Adventure Resort  
Additional Cost: Yes

For an additional cost we can organise for a ranger to greet your group on arrival and give a talk about the koalas. The ranger will complete a one hour walking tour of the bushland area and tree top boardwalks, where they will focus on the koala's adaptations, special features and threats. One ranger per 25 students for ranger talks.

## KOALA PROWL – NIGHT TOUR

Venture into the night for an encounter with the wondrous creatures that come out after dark. Learn about one of Australia's favourite marsupials, on this ranger led bush activity.

Time Required: 1 hour  
Transport Required: No – located next door to Phillip Island Adventure Resort  
Additional Cost: Yes

## A MAZE 'N' THINGS

If you like something bizarre, intriguing and stimulating, look no further. A Maze 'n' Things has optical illusions, mazes, mind games, puzzles and challenges. On arrival at reception, the staff will divide your students into groups and choose which activity each group will start with. Your program scheduling will take into consideration group size, time allowance and weather conditions. Your groups will rotate through an 18 hole mini golf course, a three dimensional timber maze and an illusion rooms and puzzle island which includes a 6.5 metre vertical drop slide. Also of particular interest is the interactive theatre where multiple-choice challenges are conducted that will test the students in either a fun or competitive atmosphere. For an additional cost per student this unique activity could be added to your visit.

After hours bookings are available which can give you exclusive use of the entire facility. This can enhance the experience with the maze being done by torchlight and the mini golf being done under lights. There is a minimum booking of 50 students for night sessions. Teachers are asked to remain with their students at all times to assist with supervision and to experience for themselves all that A Maze 'n' Things has to offer.

Time Required: 2.5 to 3 hours  
Transport Required: No – located next door to Phillip Island Adventure Resort  
Additional Cost: Yes  
Group Sizes: Up to 150 children at one time