

Phillip Island Adventure Resort



Adventure Camping Teacher's Manual

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PHILLIP ISLAND ADVENTURE RESORT



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 yet controlled 5 acre block on the south side of the Phillip Island Adventure Resort within 500 metres of the residential camp. The camping area has large lawn areas and an abundance of native trees surrounding the site.

The camping program starts with a short walk from the Resort entrance to the campsite area.

ACCOMMODATION

4 person canvas Tourer tents are provided. All tents are a single pole setup and have a front & rear entrance as well as a front awning and window flaps for ventilation. The tents sleep four, however there will only be a maximum of three campers in each tent to allow sufficient room for luggage.

Bushwalking style self inflating sleeping mats are provided for the students. Camping stretchers are provided for the school staff (maximum of 2 staff per tent).

NB: Staff tents are setup by camp staff prior to the arrival of the group. This will enable the school staff to assist the students with their tents.

FACILITIES

Facilities include a large gazebo with a well equipped camp kitchen, pizza oven & BBQ. A second gazebo is used as a dining / recreation area, it features fold down tables and camp stools for meal times and other activities. A campfire, large lawn areas, shower block for solar showers and toilet block is also provided.

THINGS TO DO

There are a number of adventure activities as well as structured and non-structured camping activities available

Adventure Activities may include:

- Archery, Low Ropes, Orienteering, Initiative Games, beach activities (Beachcombing or Rockpooling etc).

Structured PIAR supervised camping activities may include:

- Site selection & safety, camping equipment types, selection & how to use.
- Outdoor cooking, hygiene & safety considerations.
- Survival scenarios – survival at sea, survival in the bush or desert.
- Survival skills – how to find & purify water, how to find north without a compass

Non-structured activities or activities supervised by teachers:

- Camp games – bocce, croquet, quoits, ball games etc.
- Nature walks, night walk & spotlighting
- Campfire games & songs,

NEARBY

There are a variety of attractions within walking distance of PIAR, including; A Maze 'n' Things, Koala Conservation Centre and Smiths Beach which is one of the safest surf beaches on Phillip Island and is well known for its abundant rockpools.

There are many other tourist and educational attractions nearby, as well as bush and coastal walks, transport will be required for many of these attractions, so why not make use of the buses being available to you in the 'With Travel' package that we offer and visit some of the attractions on your way to or from the campsite.

Bookings are required for many of the attractions; this may be arranged with the Program Co-ordinator at Phillip Island Adventure Resort.

TRANSPORT

Transport can be arranged from / to anywhere in Victoria.

ENQUIRIES

Phillip Island Adventure Resort

1775 Phillip Island Rd, COWES 3922

Ph. (03) 5952 2417 Fax. (03) 5952 1627

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TABLE OF CONTENTS

SECTION 1 – ESSENTIAL INFORMATION	PAGE
Camp Leader's Checklist	5
Location and nearby attractions	6
PIAR whole site map	7
Campground map	8
Campsite facilities	9
Campsite procedures	10
Catering requirements	11
Program activity options	12
Camper responsibilities	14
Telephone contacts	15
Emergency procedures	16
User information register	17
SECTION 2 – PROGRAM OPTIONS AND ACTIVITY DESCRIPTIONS	
Activity Supervision Ratios	19
Activity Overview	19
Archery	20
Camp Cooking (Campfire)	20
Initiative activities	21
Low Ropes Course	21
Spotlighting	22
Orienteering	22
Bush & Coastal Walks	23
Smiths Beach – Beachcombing	26
Smiths Beach – Rockpooling	27
Educational / Tourist Attractions	28



Section 1

ESSENTIAL INFORMATION

CAMP LEADERS CHECKLIST

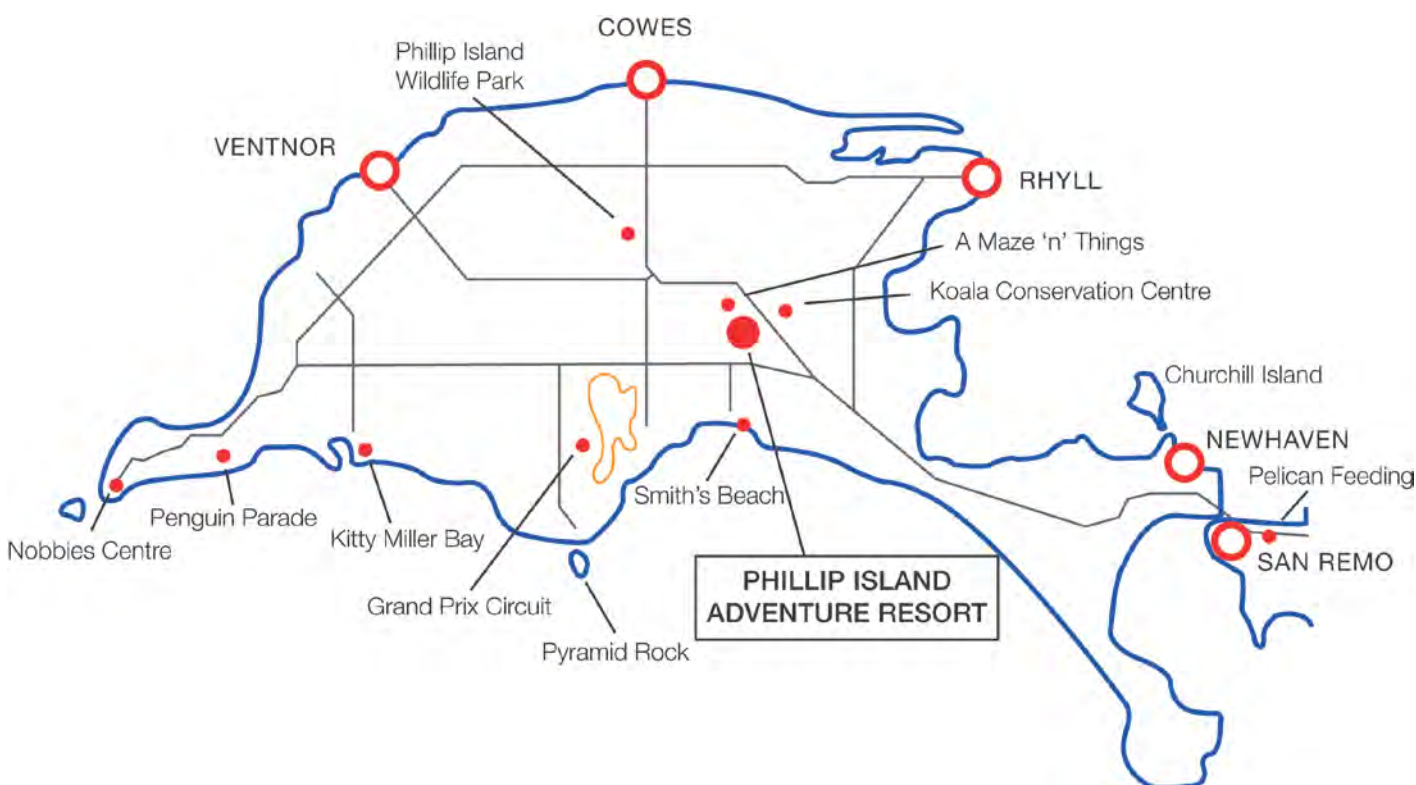
<input type="checkbox"/>	Read this manual carefully
<input type="checkbox"/>	Organise a visit to the campsite if you haven't been before to help with your planning of program (please telephone to arrange a time), OR ring to speak with our program staff who can help with your program planning.
<input type="checkbox"/>	Plan your program: Discuss program requirements with PIAR's Program Coordinator.
<input type="checkbox"/>	Advertise your camp. Draw up an application form (include date and times, costs, what to bring, and parent/guardian medical consent section, etc.). Perhaps conduct a parents' information session.
<input type="checkbox"/>	Confirm Camp Program and attractions as soon as possible
<input type="checkbox"/>	Complete and Return Bus Form if choosing a 'With Travel' package, or if using own buses please organise and confirm own arrangements
<input type="checkbox"/>	Arrange or ensure you have the following: <ul style="list-style-type: none"> • First aid equipment. • Sports equipment for free time activities • Equipment for night activities • A staff vehicle at camp for emergency purposes • Sufficient school staff are appropriately trained / qualified for First Aid / CPR.
<input type="checkbox"/>	Appoint camp personnel to various roles (Activity supervision, First Aid, leader to liase with kitchen staff regarding dietaries and meal procedures etc.)
<input type="checkbox"/>	Allocate campers to: <ul style="list-style-type: none"> • Tent groups / Activity groups / Duty groups
<input type="checkbox"/>	5 days prior to camp please return: <ul style="list-style-type: none"> • Total number of campers (full and part time) divided into staff/adults and students • Strict dietary requirements
<input type="checkbox"/>	Print copies of: <ul style="list-style-type: none"> • Program • Duty lists
<input type="checkbox"/>	Please ensure that all necessary students' medical records and first aid equipment are brought to camp.
<input type="checkbox"/>	On arrival <ul style="list-style-type: none"> • You will be greeted by PIAR Host and receive a safety briefing and information from them. • Please confirm final numbers for attractions and organize for dietary leader to meet with kitchen staff.

LOCATION

Phillip Island Adventure Resort is located on the Phillip Island Tourist Rd, 10kms past the San Remo Bridge. We are on the left hand side just before A Maze 'n' Things. (Melways Ref Map 932 B5)

Transport can be arranged for your group from/to anywhere in Victoria (a minimum of 38 students is required for the WITH TRAVEL package option).

The Phillip Island Adventure Resort camping program specialises in providing a unique range of quality activities. The activities will mainly include practical camping specific activities such as; site selection and safety, pitching a tent, sustainable camping practices, survival scenarios, survival skills as well as various nature / environmental and adventure based activities. Fully qualified and enthusiastic activity staff are on hand to cater for each schools needs.



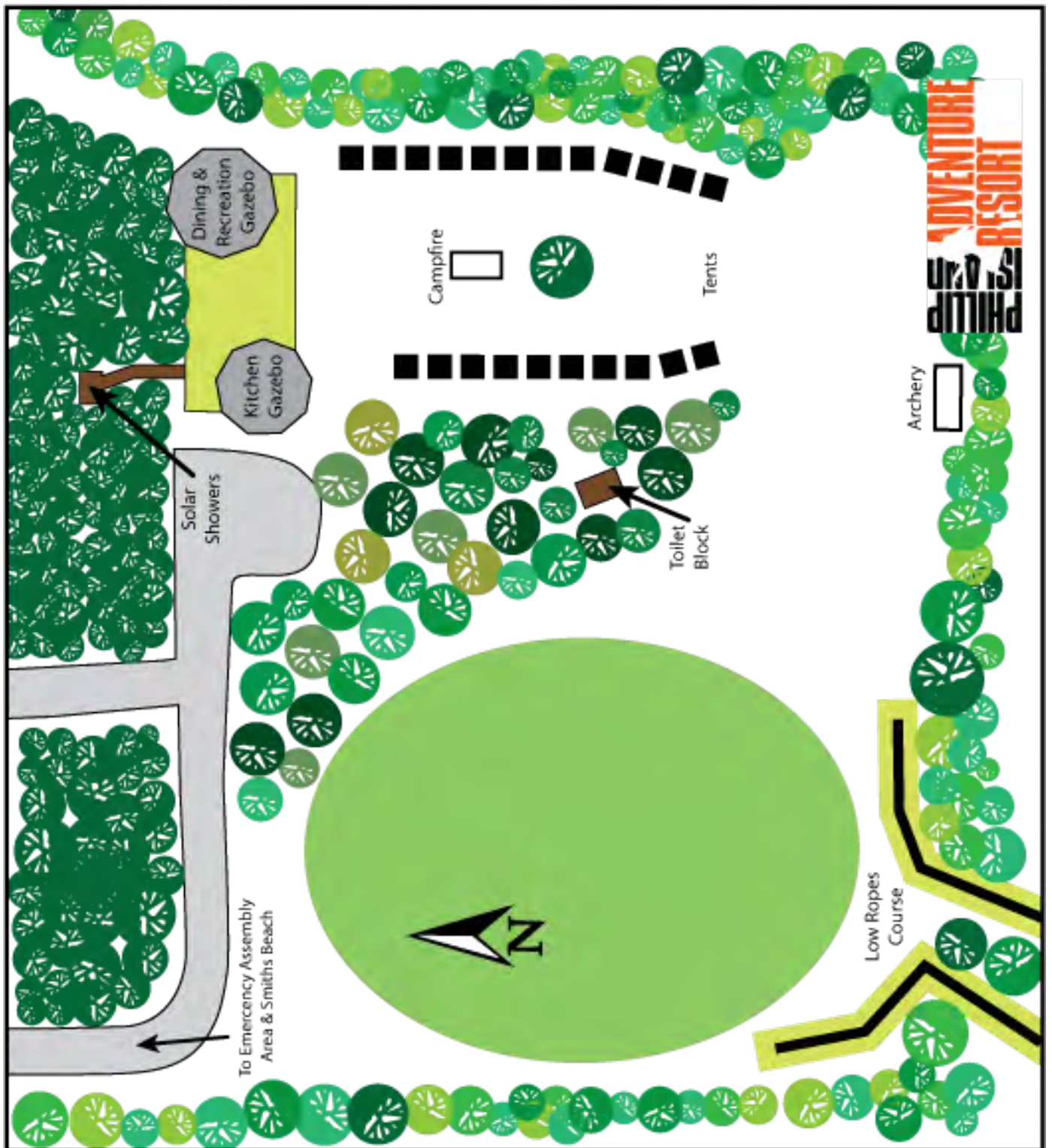
NEARBY EDUCATIONAL / TOURIST ATTRACTIONS

- A Maze 'n' Things
- Cape Woolamai Coastal Walk
- Churchill Island
- Cowes foreshore and township
- Koala Conservation Centre
- Maru Fauna Park at Grantville
- Nobbies Centre and boardwalk
- Oswin Roberts Koala Reserve
- Pelican Feeding at San Remo
- Penguin Parade – Visitors Centre
- Penguin Parade – Night Time
- Phillip Island Chocolate Factory
- Phillip Island Grand Prix Circuit
- Phillip Island Nature Park – Ranger Talks (various locations)
- Phillip Island Wildlife Park
- Rhyll Wetland and Bird Sanctuary walk
- Smiths Beach
- Surfing lessons
- Vietnam Veterans Museum
- Wildlife Coast Cruises

SITE LAYOUT



CAMP GROUND LAYOUT



CAMPSITE FACILITIES

The camp ground is ideally suited to a maximum group size of 50-55 students plus staff.

CAMPSITE DESCRIPTION

The camping area is located on a secluded yet controlled 5 acre block on the south side of the Phillip Island Adventure Resort within 500 metres of the residential camp. The camping program usually starts with a short walk from the Resort entrance to the campsite area.

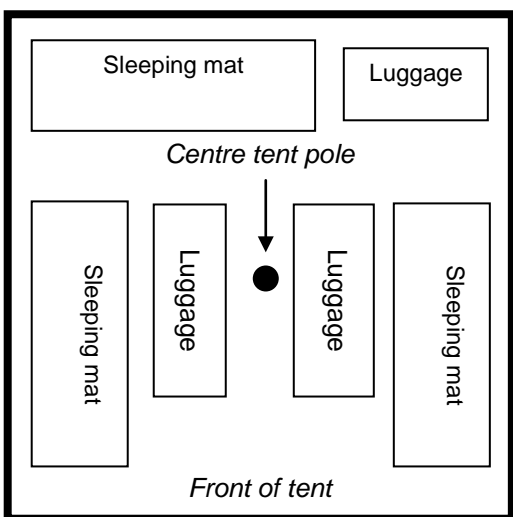
ACCOMMODATION

3 and 4 person canvas Tourer tents are provided. All tents are a single pole setup and have a front & rear entrance as well as a front awning and window flaps for ventilation. Whilst the 4 person tents are capable of sleeping four guests, there will only be a maximum of three campers in each of these tents to allow sufficient room for luggage.

Bushwalking style self inflating sleeping mats are provided for the students. Camping stretchers are provided for the school staff (maximum of 2 staff per tent).

NB: Staff tents are setup by camp staff prior to the arrival of the group. This will enable the school staff to assist the students with their tents. Tents will be situated to enable easy supervision. Campers must bring their own sleeping bag & pillow

TENT LAYOUT



NB: The picture on the right shows 4 sleeping in the tent, but there will be a maximum of 3 students per tent (in most cases)

OTHER FACILITIES

Facilities include a large gazebo with a well equipped camp kitchen, pizza oven & BBQ. A second gazebo is used as a dining / recreation area that features fold down tables and camp stools for meal times and other activities. Both gazebos feature solar powered lights. Mains drinking water is available, there is also a 240v power inverter to enable staff to re-charge mobile phones or laptops.

An open campfire, large lawn areas, shower block for solar showers (note: 'camping' solar shower bags used, refer picture right) and toilet block are also provided.



Solar Shower Bag

FREE TIME ACTIVITIES

There are various free time activities available for camping groups. These activities are usually conducted at the end of the day, between the final activity session and dinner.

The activity options may include:

- Traditional ball games such as: Football, Cricket, Soccer
- General group games such as: Bocce', Quoits, Croquet
- Word Searches, Crosswords & other puzzles relating to camping / beach / nature.

PIAR will provide equipment for all of the above listed activities. If groups wish to complete any other free time activities they will need to bring their own equipment.

Adult supervision is required when any of the free time activities are being conducted.

CAMPSITE PROCEDURES

ARRIVAL AND DEPARTURE TIMES

According to the Hire Agreement the standard arrival and departure times are 11.30am. These times may vary depending on the type of program being completed.

FIRST AID

Supplying first aid equipment and administering first aid to participants is the responsibility of the user group.

During activity rotations when the students are in various locations, the location of designated first aiders should be noted before commencing the activity.

In the case of an injury requiring treatment the leader should;

- Stop the activity and gather the remainder of the group together;
- Assess the situation and either:
 - Assist the injured participant in an appropriate way yourself
 - Call for backup / extra assistance if required (first aid officer for the group – if not already on the scene)
 - Call for professional assistance if required (Ambulance)
- Inform site staff as soon as is practical;
- Complete an Incident / Accident report form.

Emergency contact numbers are located in the Camp Booklet.

EMERGENCY EVACUATION PROCEDURE

All campers are made aware of the emergency evacuation procedure upon arrival at camp.

In case of an emergency, the entire group should stop what they are doing, gather in a central location at the camp ground and make their way as a group to the emergency evacuation area. They are required to wait at this location until further notice.

The group leaders should have a suitable means of communication with emergency services or camp staff (mobile phone). Emergency contact numbers for the local area should be carried by the group leader (in the camp booklet).

Refer to page 16 of this booklet for details of the emergency procedure

END OF CAMP CLEANUP

- All tents are to be cleaned out of all luggage and other items and should be swept clean. Tents should be inspected for cleanliness before they are folded, packed away and stored in the manner instructed by PIAR staff.
- All luggage should be placed in the designated area. Hand luggage (day pack) that is required for the final day and will be taken on the bus should be kept separately.
- All equipment is to be returned to the appropriate areas eg. Sleeping mats, camp stools, solar showers, activity & kitchen equipment.
- All rubbish & recycling should be placed in the appropriate bins

CATERING REQUIERMENTS

MEALS

Our qualified catering team are pleased to be able to provide for you a menu that will appease the hungry tummies of your staff and students. The first meal provided is usually Afternoon Tea on the day of arrival (unless otherwise arranged). In this case group members are required to bring their own lunch on the first day. The last meal provided is usually a packed lunch on the day of departure (unless otherwise arranged). A sample menu is listed below however this is subject to change.

Breakfast

A hot breakfast is provided including; a selection of cereals, toast & spreads, Spaghetti or Baked Beans

Lunch

Day 1 – BYO lunch

Day 2 – Home made hamburgers with salad

Day 3 – Self filled rolls (final day)

Dinner

Day 1 – Wood fired pizzas with a variety of toppings

Day 2 – Roast Beef with a selection of vegetables & gravy

DUTY GROUPS

Meal preparation and food hygiene is an important part of the camping experience. All students will take turn in being a part of a duty group to assist the camp cook with the following duties:

- Preparation of lunch & dinner
- Wash up & pack up of all dishes for breakfast, lunch & dinner, clear and wipe tables after the meal.

A duty group is required to report to the kitchen 20 minutes before lunch and 30 minutes before dinner. Check with the kitchen staff member to determine what is required.

MEAL PROCEDURE

The typical procedure is as follows:

- i) A member of the duty group will ring a bell when the meal is ready
- ii) All students will line up near the kitchen gazebo and wash their hands with the hand sanitiser provided
- iii) Students will then collect their meal from the servery and sit down in the other gazebo

At the completion of the meal the tables will need to be cleared of all cutlery and crockery. To avoid congestion, this can be completed in one of the following ways;

- a) Designate a duty group member to collect the cutlery and crockery from each table and take to the washup area
- b) Select one person per table to take all plates etc. to the washup area
- c) Select one table at a time to clear the dishes from their table to the washup area

When all tables are cleared, the students are dismissed and the Duty Group stays behind to complete the following; clear away any remaining items from the tables, wipe the tables and sweep the floor if required.

MEAL TIMES

Breakfast 8:00 am, Lunch 12:30 pm, Dinner 5:30 pm

- Lunch times may vary slightly depending on the activity program
- Dinner times may vary if the group is also attending the evening Penguin Parade

OTHER CATERING NOTES

- Morning and afternoon tea will be available.
- Supper is available for groups – home made biscuits or damper (damper to be cooked by group). It is the groups responsibility to serve 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 DIETARY REQUIREMENTS

We are able to accommodate most requests when it comes to special dietary requirements. However, it is extremely important for groups to be clear with any requirements so that every camper has a happy and healthy stay. In order to handle any needs, groups will need to provide the relevant information to PIAR no later than five days prior to their camp. This ensures that we have enough time to order any specific foods.

- Upon arrival at camp a teacher should report to the camp kitchen to discuss dietary requirements and duty group procedures with the camp cook

PROGRAM / ACTIVITY OPTIONS

SAMPLE PROGRAM

DAY 1												
1.00pm		1.30pm		2.00 – 4.00pm		5.30pm						
Arrive at camp via San Remo Pelican feeding. Carry luggage to campground (BYO lunch)		Welcome & briefing by camp staff.		Tent & mattress instructions. Distribution of equipment & setup camp. Settle into tents		Free Time Duty group dinner prep	Dinner	Night Activities				
DAY 2												
8am		9.00am		9.30–12.00pm		12.30pm		1.30 – 4.30pm		5.30pm		
Breakfast		Tent inspections & fill solar showers		Activity rotations (Archery, Low Ropes etc.)		Lunch		Structured Activities with PIAR staff (Smiths Beach)		Free Time / showers Duty group dinner prep	Dinner	Night Activities
DAY 3												
7am		8am		9am		10.00am		10.30am		1.30pm		
Pack bags, clear out tents		Breakfast		Pack up / clean up rest of campsite		Debrief / farewell by camp staff		Depart for Nobbies Boardwalk & Cowes with packed lunch		Depart for School		

NOTE: any camp timetable must be discussed with the PIAR program co-ordinator

There are a number of adventure activities available, as well as other structured and non-structured camping activities.

Adventure Activities

- When completing adventure activities such as Archery, Low Ropes, Initiative games and Orienteering in a rotational program, PIAR staff will supervise at least one of these activities, however school staff will be required to be trained to supervise additional activities.

Structured PIAR supervised activities may include:

- Site selection & safety, camping equipment types, selection & how to use.
- Outdoor cooking, hygiene & safety considerations.
- Survival scenarios – survival at sea, survival in the bush or desert.
- Survival skills – how to find & purify water, how to find north without a compass,
- Beach activities – Beachcombing / Rockpooling (depending on tides),

Non-structured activities or activities supervised by teachers:

- Camp games – bocce, croquet, quoits, ball games etc.
- Nature walks, night walk & spotlighting,
- Campfire games & songs,

Activities supervised by PIAR staff

While PIAR program staff have the technical knowledge and expertise to instruct the students on various activities. Teachers / leaders from the user group are required to be present for the duration of the activity sessions, as they have overall responsibility for the general safety and welfare of the students at all times.

The user group leader is included in the staff / student ratio therefore they are required to be actively involved and assisting camp staff.

WET WEATHER

Whilst we have some suitable wet weather activities, it is recommended that groups come prepared with some of their own wet weather activity options. Resort staff will work cooperatively with school staff to run any wet weather activities.

SPORTS EQUIPMENT

Please refer to the 'Free Time Activities' section of Campsite Facilities (Page 9)

NIGHT ACTIVITIES

School staff are responsible for the conduct and supervision of all night activities. However, PIAR staff will assist with the organisation of activities ie. provide maps for night walks, campfire song books etc.

Night activities options could include – Penguin Parade (additional cost), night walks & spotlighting, damper cooking, campfire games.

SCHOOL STAFF ACTIVITY TRAINING

Purpose

The purpose of the activity training is to ensure all User Group Leaders are aware of their roles and responsibilities regarding activity usage. As a result User Group Leaders will be able to provide a safe and enjoyable experience for the participants under their supervision.

Procedure

In order to supervise the various activities that are offered at PIAR the User Group Leaders must take the following steps:

1. All activities are considered specialised and potentially dangerous; therefore, User Group Leaders must receive specific training on activities from a qualified site staff member.
2. When training and instruction is complete and the User Group Leader feels confident in supervising the activity, the Activity Training Log must be signed by all User Group Leaders supervising some specific activities
3. By completing and signing the Activity Training Log, the User Group Leaders understand they have a duty of care for the safety of those they are supervising; therefore, they must comply with all instructions given.
4. When supervising activities, the User Group Leaders must follow all safety procedures and activity guidelines explained and / or demonstrated by site staff and outlined in the Activity Safety Guides provided.

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 to all staff and students during your camp welcome. Please ensure that the appropriate level of supervision is provided when completing activities.

ACTIVITY SAFETY KEY		
<p>STOP</p>  <p>SITE STAFF SUPERVISION ESSENTIAL</p>	<p>CAUTION</p>  <p>ADULT SUPERVISION ESSENTIAL</p>	<p>THINK</p>  <p>SUPERVISION ADVISED</p>
<p>THIS SIGN INDICATES</p> <p>SPECIALISED ACTIVITY</p> <p>A specialised activity MUST be supervised by site program staff.</p> <p>All instructions must be followed to ensure maximum safety and enjoyment.</p>	<p>THIS SIGN INDICATES</p> <p>SUPERVISED ACTIVITY</p> <p>This activity MUST be supervised by site staff or an adult who has been trained & signed off by site staff.</p> <p>All instructions must be followed to ensure maximum safety and enjoyment.</p>	<p>THIS SIGN INDICATES</p> <p>ENJOY</p> <p>Supervision is optional however, it is recommended that all activities have an adult in attendance.</p> <p>All instructions must be followed to ensure maximum safety and enjoyment.</p>

EDUCATIONAL / TOURIST ATTRACTIONS

Phillip Island is becoming increasingly popular with school camps and the general public. Therefore it is important that groups inform us of their interest in visiting any attractions.

If your group would like to visit an attraction outside of PIAR such as A Maze 'n' Things, Penguin Parade or the Koala Conservation Centre, we require you to confirm this as soon as possible after receiving your camp program to ensure you get the booking.

We will not book any additional onsite or offsite attractions unless we receive confirmation from you. If you do not contact us to confirm an attraction we will assume that you do not want to visit that attraction.

CAMPER RESPONSIBILITIES / REQUIREMENTS

Upon your arrival at the campsite, a program staff member will meet your group and complete a camper briefing. Among other things, the briefing will discuss the following:

- General campsite rules and boundaries
- Outdoor activities and free time activity usage
- Emergency evacuation procedure

The majority of items discussed in the briefing relate to the following three areas;

1. Respect for yourself – Look after yourself by observing all campsite and activity rules identified by camp staff and school staff. Wear appropriate footwear and clothing at all times, stay within your boundaries, have adequate sun protection (sunscreen and hats), maintain a healthy intake of fresh fruit and vegetables and stay hydrated by drinking plenty of water

2. Respect for your peers, teachers and camp staff – Ensure your peers are looking after themselves by being responsible and observing all campsite and activity rules. Respect others by minimising noise and getting a sufficient amount of sleep.

3. Respect for the camp environment – Minimal impact camping will be encouraged. Leave the campsite as / or better than you found it. Place all rubbish / recycling in the bins provided, stay within your identified boundaries, keep ball games away from tents and gazebo area

CAMPER CLOTHING AND EQUIPMENT LIST

General considerations

Clothing taken on camp should allow participants to be comfortable and protected in a range of conditions. The emphasis is on practicality, rather than being fashionable.

<p>Clothing</p> <ul style="list-style-type: none"> • Sun hat and warm hat (beanie) • Raincoat / Waterproof jacket • Warm jumpers (woollen or polar fleece are ideal) • Long sleeve warm shirts or thermal tops • Tracksuit pants / long pants • T-shirts • Shorts • Changes of underwear and socks for each day • Pyjamas • Handkerchiefs • Shoes (2 pairs of enclosed footwear) • Swimming attire (for solar showers) 	<p>Sleeping</p> <ul style="list-style-type: none"> • Sleeping bag • Pillow <p>Toiletries</p> <ul style="list-style-type: none"> • Toothbrush and toothpaste • Sunscreen • Insect repellent <p>Personal equipment</p> <ul style="list-style-type: none"> • Water bottle • Torch • Regular medication • Camera (optional) • Sunglasses • Towel
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It is recommended that all campers bring a day pack as well as a **SMALL to MEDIUM** sized bag for the rest of their luggage. Large bags are not recommended as there is only limited space available in the tents. All personal items and baggage should be clearly marked with the owner's name.

Minimal Impact camping – toiletries

To minimise the impact on the environment; shampoo, conditioner and soap are not permitted to be used at the camping area. This is because the shower area does not have plumbed drains, the water simply runs off the deck area into the surrounding bush. There is a lake within 50 metres of the shower area so we don't want to impact on the quality of the lake water. The showers are simply an area where students can rinse off at the end of the day using the solar heated shower bags provided.

USER GROUP LEADER CHECKLIST

- First Aid kits
- Duty groups / activity groups
- Sports equipment (if required)
- Equipment for night / wet weather activities
- Dietary information (to be sent prior to camp)
- Staff car (for emergency purposes)
- Mobile phone
- List of all campers
- Student medical forms

TELEPHONE CONTACTS

PHILLIP ISLAND ADVENTURE RESORT (OFFICE) (03) 5952 2417

If needing to contact staff / leaders or students while on camp, a message can be left at the office, and it will be forwarded to the group for them to return the call.

EMERGENCY TELEPHONE NUMBERS

Fire 000 or 5952 3913

Police 000 or 5952 2037

Ambulance 000

Doctor
Coves Medical Centre, 5951 1800
164 Thompson Ave, Coves

Hospital
Bass Coast Regional Health 5671 3333
Graham St, Wonthaggi

SES 5952 2142

TXU (Power) 131 799

Westernport Water 1800 249 090

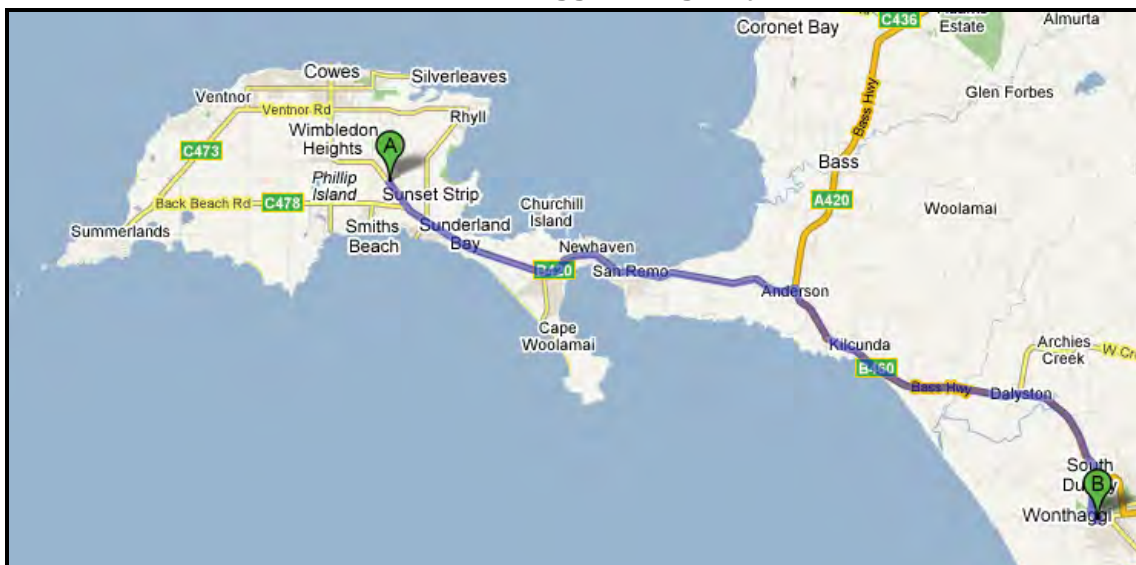
Poisons Information 131 126

Elgas 131 161

Mark Rowe (Mobile) – PIAR Manager 0438 552 193

Glyn Mahon (Mobile) – CYC General Manager 0418 552 193

Directions to Wonthaggi Emergency Services



- | | |
|---|--------|
| 1. Head southeast on Phillip Island Rd towards Anderson | 17.7km |
| 2. At the Anderson Roundabout, turn right onto Bass Hwy | 15.0km |
| 3. Turn right at South Dudley Rd | 2.2km |
| 4. Sharp right at Graham St | 39m |
| 5. Turn left | 50m |

EMERGENCY PROCEDURES

**IN EVENT OF FIRE
OR EMERGENCY**

EVACUATE PEOPLE IN IMMEDIATE DANGER

RAISE THE ALARM

The alarm may be by siren, whistle, verbal,
or a combination of some or all of the above.

NOTIFY CAMP STAFF

Call Fire Brigade / emergency services

**ON HEARING THE ALARM EVACUATE TO
THE 'EMERGENCY ASSEMBLY AREA'**

All meet at the campfire area at the camp ground,
then walk to the Colonnades Giant Swing

ALL PERSONS WILL BE ACCOUNTED FOR

Campsite staff will co-ordinate the Emergency Procedures

Evacuation from the site WILL NOT be attempted unless under
the direction of the Emergency Services

Where a site evacuation is deemed necessary evacuation
vehicles will proceed to a safe place under the escort
of an Emergency Services vehicle



Section 2
PROGRAM OPTIONS AND
ACTIVITY DESCRIPTIONS

ACTIVITY SUPERVISION RATIOS

Activity	Minimum staffing required	Numbers (per activity group)	Organisation / Activity type
Low Ropes Initiative Activities	2	1 – 24 students	Victorian DEECD Challenge Ropes Course – Low Element
Archery	1	1 – 20 students	NSW Education Dept.
Orienteering Spotlighting Camp Cooking	1	1 – 20 students	CYC Limited

NB: Supervising staff may PIAR program staff or school staff. When PIAR staff are supervising an activity it is important to have a school staff member present for the duration of the activity sessions, as they have overall responsibility for the general safety and welfare of the students at all times.

ACTIVITY OVERVIEW

The following information applies to all adventure type activities. Please refer to the individual activity descriptions for additional information and requirements relating to specific activities.

GROUP SIZE

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

ACTIVITY STAFFING

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

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

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 PIAR 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.

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 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

If conducting a camp cooking session, it is recommended to have only a small amount of students (12-14 maximum) around the campfire at any one time.

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 are set based on CYC recommendations. The minimum accepted ratios are:

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

This activity is usually supervised by User Group Leaders.

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.

NB: Due to the costs required for the ingredients used, there may be an additional charge for this activity.

INITIATIVE ACTIVITIES

DESCRIPTION **Specialised Activity**

The aim of this activity is for group members to work as a team and complete a series of initiative activities. There are a number of different activity options available and the degree of difficulty for the elements will vary depending on the group dynamics. Whilst completing the Initiative activities the team members will be required to display the following skills; balance, co-ordination, teamwork, communication, problem solving skills and group support. Requires close supervision at all times.

AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 and above. Some elements of the course are able to be modified to suit groups of different ages and capabilities.

ACTIVITY SUPERVISION RATIOS

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

This activity is usually supervised by PIAR Program 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 Initiative Course Activity Guidelines booklet 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 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

This activity is usually supervised by User Group Leaders.

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.

ORIENTEERING

DESCRIPTION

In this activity students follow a set of instructions to navigate their way to designated points around the campsite using a compass. At each point there will be a marker that will need to be identified. The course completes a loop around the campsite with the start and finish point at the same location. Students will get the opportunity to learn how to use a compass for navigation and their observation skills are tested.

AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 to Year 8.

GROUP SIZES

After the initial briefing involving all participants, the group will then separate into smaller groups of between 3 – 5 participants.

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 are set based on CYC recommendations. The minimum accepted ratios are:

Staff Required	Participant Numbers	Organisation
1	1 – 20 students	CYC Limited

LEADER EXPERIENCE / responsibility

This activity is usually supervised by User Group Leaders, no previous experience is needed. 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.

SPOTLIGHTING

DESCRIPTION

In this activity students follow a marked map around the campsite using torches and spotlights. Along the way participants can look and listen for the sights and sounds of nocturnal wildlife and use an eye shine and night call identification key to determine the type of wildlife located nearby. Students get the opportunity to learn map reading and navigation and their observation skills are tested. This is a night time activity only and requires close supervision at all times.

AGE SUITABILITY

This activity is generally suitable for participants aged from Grade 3 to Year 8.

GROUP SIZES

After the initial briefing involving all participants, the group will then separate into smaller groups of between 8 – 10 participants each with a supervising leader.

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 are set based on CYC recommendations. The minimum accepted ratios are:

Staff Required	Participant Numbers	Organisation
1	1 – 20 students	CYC Limited

LEADER EXPERIENCE / responsibility

This activity is usually supervised by User Group Leaders, no previous experience is needed. 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. Leaders must be with the group at all times during the spotlight walk.

PARTICIPANT RESPONSIBILITY

In order to see and hear animals the group must understand that noise needs to be kept to a minimum. Respect must also be shown at all times to local residents surrounding PIAR and the environment.

EQUIPMENT (per group)

Participants should carry a small personal torch to use for walking. A large spotlight is available from PIAR – this should be used by the User Group Leaders only. A laminated ID sheet is provided to help detect animal sounds and eye shine.

BUSH AND COASTAL WALKING

LOCATION

There are some shorts walks available around the PIAR and some longer walks around the surrounding areas.

DESCRIPTION Specialised activity

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

The staff / student supervision ratios required for this activity have been taken from the Victorian DEECD Safety Guidelines for Education Outdoors (Bushwalking guidelines).

Staff Required	Participant Numbers	Organisation
2	1 – 20 students	Victorian DEECD (Bushwalking Guidelines)
3	21 – 30 students	
4	31 – 40 students etc.	

LEADER EXPERIENCE

This activity is usually supervised by User Group Leaders. The 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 and supervising staff should consult with PIAR Program department. 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). PIAR 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 PIAR.

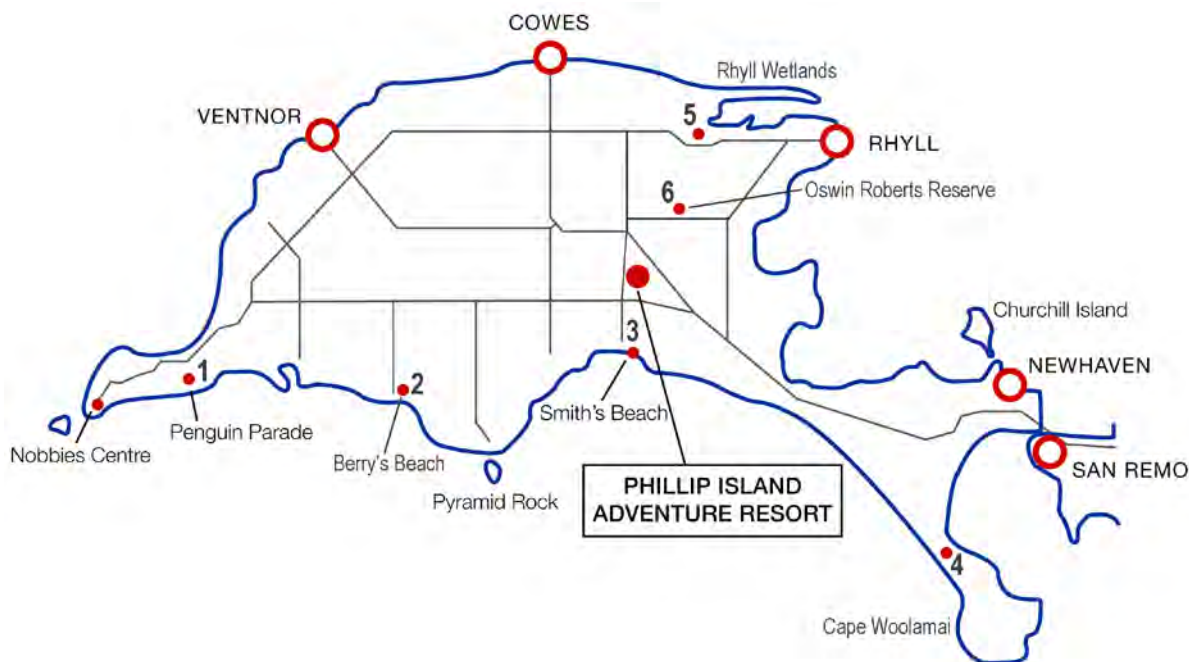


On the Berry's Beach track looking towards Pyramid Rock



The Pinnacles at Cape Woolamai

SUGGESTED WALKS ON PHILLIP ISLAND



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. a) Smiths Beach to Express Point b) YCW Beach to Express Point NB: PIAR is 900m from Smiths Beach and 1.2km from YCW	Easy Easy	No No	1 hour 1.5 hours
4) Cape Woolamai – a variety of walks are available to suit all ages. a) Pinnacles Lookout b) Cape Woolamai loop c) Cape Woolamai loop and old quarry site extension	Easy Medium Medium	Yes Yes Yes	1.25 hours 3.5 hours 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. a) Conservation Hill to Observation Point b) Conservation Hill to Rhyll boat ramp	Easy Easy	Yes Yes	1 hour 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 a) Loop 1 b) Loop 2 c) Loop 3 NB: PIAR is 2km from Oswin Roberts Reserve (approx 30 min each way)	Easy Easy Medium	No No No	30 min 1 hour 2 hours

NB: Detailed maps and directions are available upon request

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 together, the participants will then be split into small groups each with a supervisor (groups of 8 to 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 DEECD Safety Guidelines for Education Outdoors (Bushwalking guidelines), as this is considered the closest representation of Beachcombing

Staff Required	Participant Numbers	Organisation
2	1 – 20 students	Victorian DEECD (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 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 'crocs' are not appropriate.

WEATHER

Beachcombing should not be conducted in adverse weather conditions.

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.

SMITHS BEACH – ROCKPOOLING

LOCATION

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

DESCRIPTION

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

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

GROUP SIZE

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

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	Organisation
2	1 – 20 students	Victorian DEECD (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. 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 'crocs' 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	11	Nobbies Centre and boardwalk
2	Pelican Feeding at San Remo	12	Cowes foreshore and township
3	Churchill Island	13	Wildlife Coast Cruises
4	Phillip Island Chocolate Factory	14	Phillip Island Wildlife Park
5	Cape Woolamai Coastal Walk	15	Rhyll Wetland and Bird Sanctuary walk
6	Vietnam Veterans Museum	16	Oswin Roberts Koala Reserve
7	Smiths Beach	17	Koala Conservation Centre
8	Surfing Lessons	18	A Maze 'n' Things
9	Phillip Island Grand Prix Circuit	N/A	Phillip Island Nature Park – Ranger Talks (various locations)
10	Penguin Parade		

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.

1. MARU – Fauna park and mini Golf

Located on the Bass highway at Grantville, Maru is 20 minutes from the PIAR. 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 en-route
Additional Cost:	Yes

2. 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

3. 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.

4. 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 PIAR. 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

5. 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.

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

This is a free attraction, however PINP Ranger guided walks are available for an additional cost.

6. VIETNAM VETERANS WAR MUSUEM

Located in Phillip Island Road near Cape Woolamai, the National Vietnam Veterans Museum is the only Museum of its kind in Australia that covers a specific period in Australia's military history. The collection of around 6000 artifacts exists to permanently record Australia's longest commitment to any war, a period of ten years that spanned from 1962 to 1972.

It presents the story of Australia's military involvement at a time of deep division among the Australian population over Conscription. The Museum is of great historical and cultural significance for Australians of all ages and also provides a nostalgic meeting place for Veterans and their families.

Time Required: 1 hour
 Transport Required: Yes – best to be completed enroute
 Additional Cost: Yes

7. SMITHS BEACH

Smiths Beach is located 1 km from the PIAR 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

8. 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

9. PHILLIP ISLAND GRAND PRIX CENTRE

The Phillip Island Grand Prix Circuit is located only a short drive from PIAR. 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

10. 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 will take about 1 hour, and the Penguin Parade at night will take approximately 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.

11. NOBBIES CENTRE AND BOARDWALK

The Nobbies Centre and Boardwalk is a great place to visit on your way home from PIAR. Overlooking the wild water of Bass Strait, the centre showcases Australian Fur Seals and the unique marine life in our Southern Oceans. 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 learn about Seals and other Southern Ocean wildlife through a variety of interactive displays. 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

12. COWES FORESHORE AND TOWNSHIP

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

13. WILDLIFE COAST CRUISES

Seal Rocks Eco Cruise (2 hours)

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)

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.

Fast Boat Ride

A 10 minute burst of twists, turns and speed on the water in a 12 person Rigid Inflatable Boat. The fast boat can reach speeds up to 100km/hr (Minimum 36 passengers, 3 runs).

Time Required:	Varies depending on type of cruise
Transport Required:	Yes
Additional Cost:	Yes

14. PHILLIP ISLAND WILDLIFE PARK

Located on Phillip Island Road only 3.5km from PIAR. 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

15. RHYLL WETLANDS and BOARDWALKS

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

16. OSWIN ROBERTS RESERVE

Oswin Roberts Reserve is located 2km from PIAR. 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

17. 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 PIAR
 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 koalas 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 – situated opposite PIAR
 Additional Cost: Yes

18. 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 PIAR
Additional Cost:	Yes
Group Sizes:	Up to 150 children at one time

PHILLIP ISLAND NATURE PARK – RANGERS

The Phillip Island Nature Park is an organisation dedicated to the conservation of Phillip Island's wildlife and natural features. Revenue made through the attractions and commercial aspects of the park are directed back into the environment, research and education of the Nature Park. The mission of the Park's Education programs is to welcome, inform and inspire students and to promote a greater understanding and empathy for the natural environment so it is protected for future generations.

A variety of Ranger talks from 1 to 2 hours are available and can be organised at local beaches and various attractions on the Island or here at PIAR.

All talks, walks and activities are presented by Rangers who possess an intimate knowledge of the area, and organisms that inhabit it, which comes from working in the Nature Park each day and season. The educational programs are linked with the Victorian Essential Learning Standards (VELS).

Ranger talk options include:

- Beachcombing at Smiths Beach (1 hour)
- Cape Woolamai coastal walk (2 hours)
- Churchill Island walk and talk (1 or 2 hours)
- Koala Conservation Centre walk and talk (1 hour)
- Nobbies Centre – various talks (1 hour)
- Penguin Parade Visitors Centre walk and talk (1 hour)
- Rhyll Wetlands walk (1 – 2 hours)
- Rockpooling at Smiths Beach (90 minutes)
- Wildlife Stories at PIAR (1 hour)

For further information on ranger talks / walks / tours please contact the Program Co-ordinator at Phillip Island Adventure Resort.

There is an additional cost for all Ranger talks, transport may be required depending on the location of the Ranger talk.

ISLAND

SURFBOARDS PHILLIP ISLAND AUSTRALIA

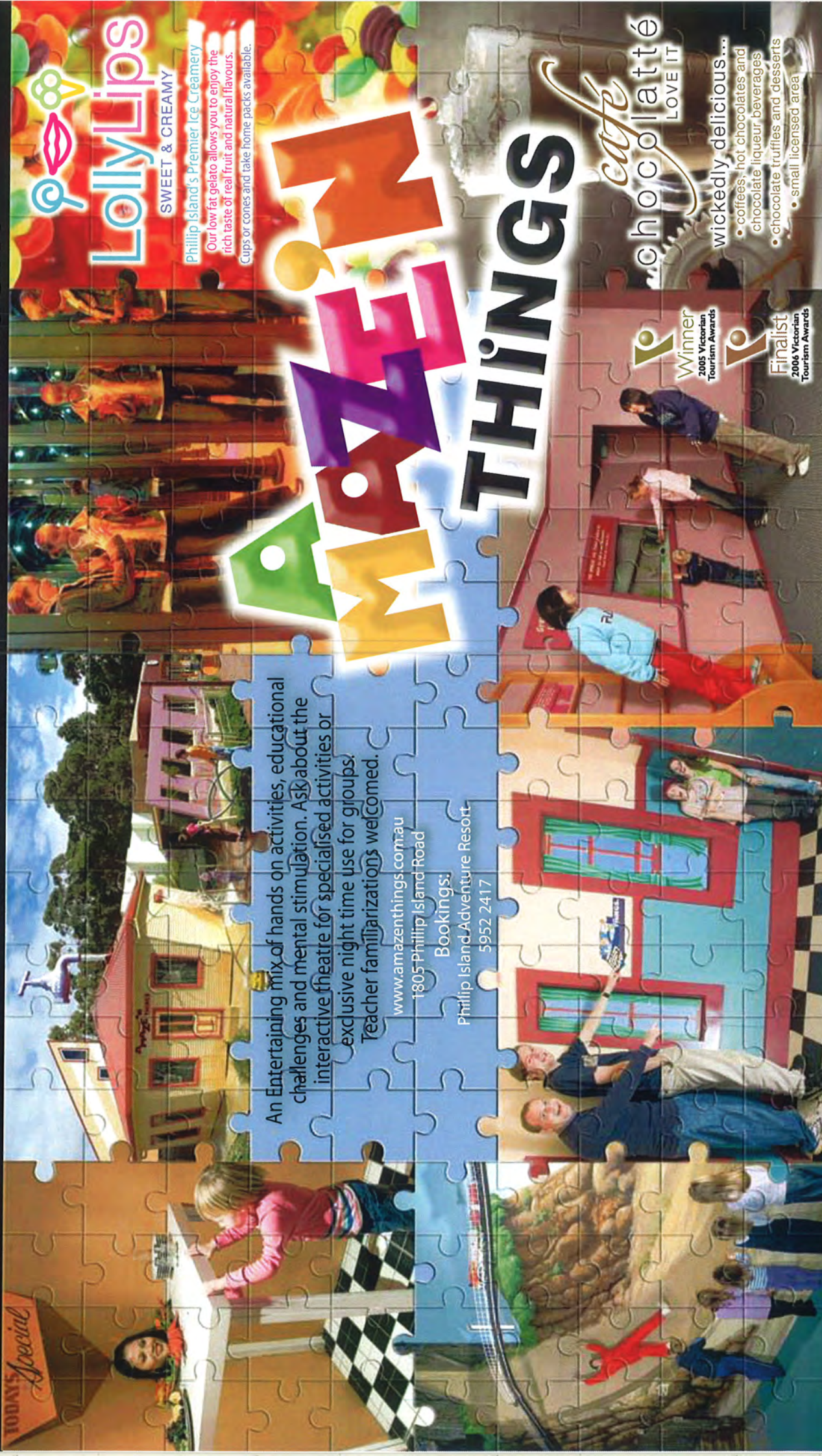
5952 3443

**225 Smiths Beach Rd
Smiths Beach, Vic, 3922**

LEARN TO SURF

- **2 Hour Lesson**
- **Everything Provided**
- **Learn To Surf In A Safe, Patient & Encouraging Environment**
- **Expert Qualified Coaches With A Passion For Surfing**
- **Walking Distance From Phillip Island Adventure Resort**
- **Surf Safety & Awareness Tuition**
- **Special Rates For Schools & Groups**

LOCATED NEXT DOOR TO ADVENTURE RESORT



An Entertaining mix of hands on activities, educational challenges and mental stimulation. Ask about the interactive theatre for specialised activities or exclusive night time use for groups. Teacher familiarizations welcomed.

www.amazenthings.com.au
1805-Phillip Island Road

Bookings:
Phillip Island Adventure Resort
5952 2417

AMAZING THINGS



Lollylips

SWEET & CREAMY

Phillip Island's Premier Ice Creamery

Our low fat gelato allows you to enjoy the rich taste of real fruit and natural flavours. Cups or cones and take home packs available.

chocolatté
LOVE IT

- wickedly delicious...
- coffees - hot chocolates and chocolate liqueur beverages
 - chocolate truffles and desserts
 - small licensed area

Winner
2005 Victorian
Tourism Awards

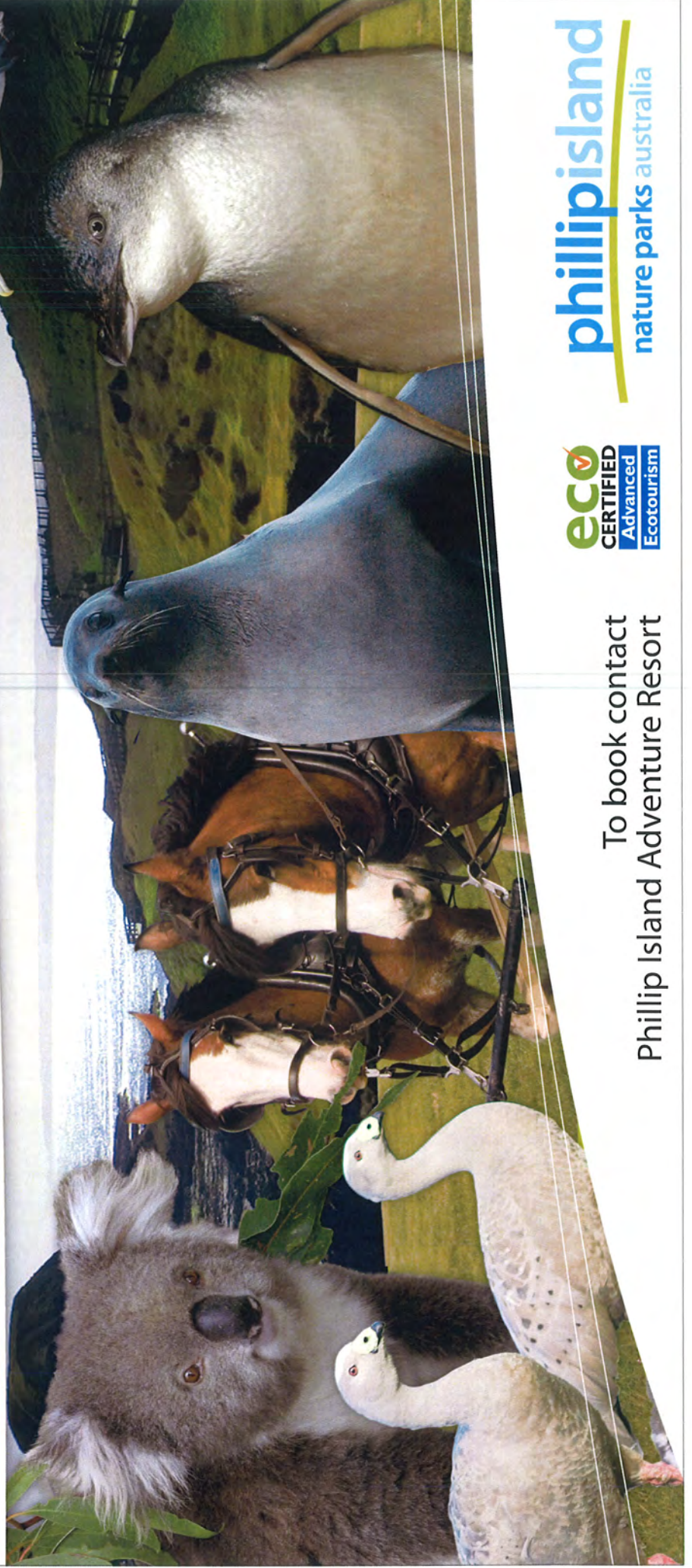
Finalist
2006 Victorian
Tourism Awards

PUZZLE ISLAND ON PHILLIP ISLAND

phillip island nature parks **ranger talks**

The Phillip Island Nature Parks Education Department mission is:

To develop a greater understanding of the natural environment through exploration, investigation and hands-on activities.



To book contact
Phillip Island Adventure Resort



phillip island nature parks ranger talks

Phillip Island Nature Park Ranger Talks utilise a range of teaching pedagogies including walks and talks, fun group activities and hands on learning experiences. Our structured educational programs are designed to cater for all types of learners and are linked with the Victorian Essential Learning Standards (VELS) and VCE study designs. Our Ranger Talks have been developed in accordance with the 'five Es', striving to fully engage your students in our amazing Nature Park. All talks, walks and hands on activities are presented by rangers who possess an intimate knowledge of Phillip Island's diverse eco-systems.

rockpool rambles

Come with rangers on this exploration of the rock platforms. Encounter the amazing animals and plants that thrive in the shallows. Survey their habitat, special features and explore what they need to survive.

beachcombing

Delve into this ranger exploration of treasure from the deep. Gather creatures left on the tide line and discover where they're from and why they were left behind.

koala caper

Immerse yourself in the koalas world on our tree top boardwalks. Discover their natural environment, special features and threats they face. Learn what Phillip Island Nature Park does to protect the koalas on Phillip Island.

heritage farm

Unearth Churchill Island's Aboriginal history, explore the settlement of Europeans. Step back in time with rangers to discover the secrets Churchill Island holds. Optional extras include farm activities and more.

seals rock

The colony of Australian Fur Seals at Seal Rocks is now one of the largest in Australia. Use the Seal Rocks cameras to view the playful seals and discover their adaptations, special features, biology and behavior. Learn about the latest research being conducted on the Australian Fur Seal and how this has changed our understanding of this species.

penguin life

This informative session explores penguin adaptations and special features. Students investigate Little Penguin threats, management strategies and the latest amazing research on Little Penguins.

balancing tourism and the environment

Phillip Island is home to one of Victoria's largest Little Penguins colonies. The world famous Penguin Parade at Summerland Beach sees over 500,000 visitors per year. Students look at how the Penguin Parade has evolved since the 1920's, and its role in the past and present conservation of the Little Penguin. Investigate management strategies designed to minimize visitor impact whilst still creating a natural experience. Students will explore their own views for the future management of the Penguin Parade.

night activities

mystery spotlight

Encounter nocturnal wildlife with this spotlight walk through bush land, and investigate their behavior, habitat and survival methods.

wildlife stories at camp

Rangers bring Phillip Island's wildlife to life using taxidermy animals. Learn about our iconic animals and what we do to conserve, rehabilitate and research these animals.



Pannys Phillip Island Chocolate Factory



School Deal!

Over
190
varieties
of handmade
chocolate!

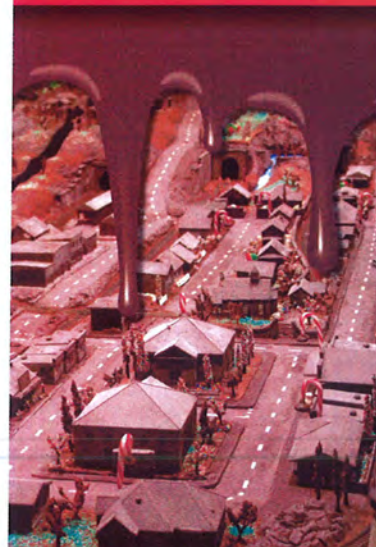


Located at the entrance of Phillip Island at Newhaven, Panny's Amazing World of Chocolate is the ideal way to start or finish your stay on the island. Drop in and see...

- Our educational exhibition on cocoa production.
- The chocolate "Art Gallery" of famous paintings.
- A two metre chocolate statue of Michelangelo's David.
- A 12,000 piece chocolate mosaic of Dame Edna Everage.
- A chocolate village complete with working trains.
- A giant one tonne block of chocolate.
(try and lift it with your friends!)
- Our thunderous chocolate waterfall
(400kg of molten chocolate every 3 minutes)
- Panny's Amazing Chocolate Machine.
(pick your own weird flavour combination!)
- Make your own chocolate art and eat it!
- The chocolate carving machine in action.
- Chocolates being made in the chocolate factory.

Educational kits available at:
info@phillipislandchocolatefactory.com.au

FREE SAMPLE
FOR EVERY
VISITOR



FOR BOOKINGS PLEASE CALL...

Phillip Island Adventure Resort on: 5952 2417

THE NVVM

When you visit Phillip Island Adventure Resort, don't miss the National Vietnam Veterans Museum.

The NVVM seeks to remember, interpret and understand the experience of the veterans of Australia's longest war and the enduring impact of the war on society.

Located in Veterans Drive (just next to the airfield on the main Phillip Island Road) this volunteer created and run museum is home to a collection of thousands of artefacts, models, dioramas and photos. Veterans themselves donated the memorabilia – it's an authentic experience.

Starting with the holographic light and sound show helps visitors understand the significance of Australian military involvement by outlining the causes and consequences of the conflict. You can then investigate Australia's longest military involvement by seeing it through the eyes of Vietnam Veterans.

At NVVM you will see the conscription ballot balls used in the system of National Service that divided our nation. You will walk beneath and around such key vehicles as helicopters, a tank, even a bomber used in Vietnam. See yourself in the boots of a Tunnel Rat or the helmet of a Chopper Pilot. Endlessly fascinating and absorbing, no matter what age group.

Time required: minimum 1 hour

Transport required: Yes

Tour guide available: Yes - request at time of booking

Entry cost: Make arrangements with Phillip Island Adventure Resort.



LASER STRIKE

TEAM WORK AND PLAY



GREAT FOR TEAM BUILDING!

Laser Strike is the perfect choice for a school excursion or class reward activity. It's safe, exciting & action packed from the first whistle.

Our experienced referees structure missions, so that teams work together to achieve their aims. Tactics are crucial if you want your team to be successful.

SCHOOL BENEFITS:

2 HOURS
ACTION PACKED!

- » Motivate Students
- » Improve Team Morale Between Students
- » Encourage Team Work & Collaboration
- » Facilitate Leadership
- » Improve Relationships Between Students & Teachers
- » Can cater for large groups 100+

Located on site at Phillip Island Adventure Resort



Battlefield setup: Phillip Island Adventure Resort or come visit us at our headquarters on the island at 493 Berrys Beach Rd, Ventnor, Phillip Island.

Bookings Essential
Phone 5952 2417
Phillip Island Adventure Resort