



KINDILAN

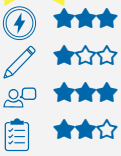
EVENING ACTIVITIES

Your PGL Group Leader (Groupie) will run evening entertainment activities for the whole group. Evening activities are fast-paced and designed to engage all participants. Some evening activities are listed below. Your Groupie will help you choose the right activities for your group during camp.

AMBUSH

Like hide-and-seek but in the dark, and on a much larger scale! Groups split into teams; one team hides within the centre grounds, leaving a trail for the other team to follow. Bonus points are available for 'ambushing' the opposing team. Great for developing strategic and team building skills.

AGE 9+



DISCO

Disco offers participants of all ages and ability levels the chance to dress up and have fun with their friends. With loud, upbeat music and disco lights, guests will be able to dance and play a variety of disco games including limbo, musical chairs, clumps and much more!

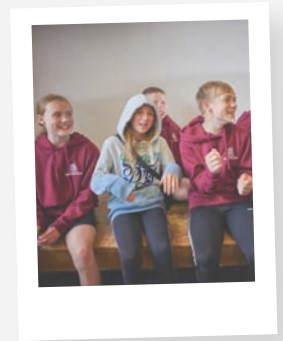
ALL AGES



QUIZ SHOW

In teams, guests are set Q&A-style challenges with lots of interaction and plenty of variety to keep them motivated and to maximise their participation. As well as general knowledge, rounds may include dressing up, dancing and miming.

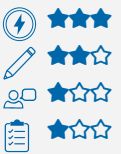
ALL AGES



CAMPFIRE

(Held outside of fire restriction periods only) Enjoy a traditional campfire run by our Groupies. Younger guests can enjoy songs and games while older guests can relax, share stories and reflect on their shared experiences of the day.

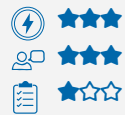
ALL AGES



PASSPORT TO THE WORLD

Guests are split into teams and given a list of national flags with a map. Each country on the map represents a plaque to find around centre. Each plaque features the country's flag and has a question relating to the country, which must be answered correctly before moving on to find the next flag and eventually returning to base.

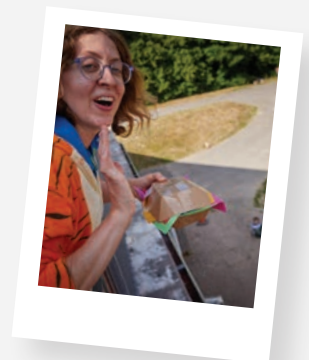
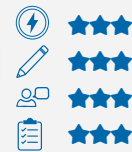
AGE 7-11



SPLASH

Each team completes a series of challenges or games in order to earn equipment. The teams then need to use this equipment to build a carrier to protect a water balloon. Great for problem solving, teamwork and communication.

AGE 7-11



THE CUBE

The Cube is a game that challenges your ability to do simple tasks when under pressure in a confined environment.

WACKY RACES

PGL's own Olympics - a collection of fun relay-style team and individual games designed for active participation by all team members.

REFLECTOR COURSE

The group's aim is to shine their torches to find the reflectors around a set course to follow the route in the darkness. Reflectors could be high or low, on trees, fences or buildings. It takes teamwork and concentration to ensure they have found the correct reflector. Guests can do this as a whole group or in smaller groups with a safety brief and base area to get back to.

KEY

- Active / Energetic
- Creative
- Teamwork/ Communication
- Planning/Problem Solving