



# CAMPASPE DOWNS

## 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 activity for your group during camp.

### CAPTURE THE FLAG

An inclusive, high-energy game in which teams work together to capture the opposing team's flag, while avoiding being captured or losing their own. The key to the game is pre-planning, communication and teamwork. The team capturing the other team's flag wins.

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.

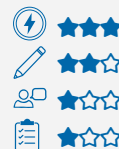
AGE 9-11



### 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



### 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!

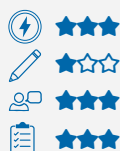
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### PHOTO CHALLENGE

Guests are provided with a list of challenges to complete and capture in a photo. The harder to capture images will win more points and help the winning team. Guests will have an allotted time to complete all the photo challenges.

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





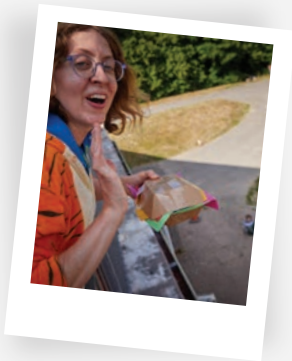
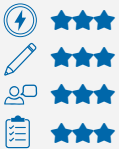
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### SPLASH

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.

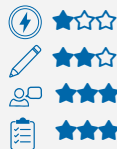
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### ROBOT WARS

With a focus on teamwork and communication, guests are split into teams where one team member will be chosen to be dressed as a robot. The robots are created from cardboard and tape which are earned through challenges. Each team will then compete against each other in a Robot Wars tournament using water, to decide the overall winning team.

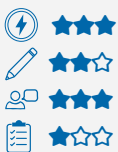
ALL  
AGES



### WACKY RACES

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

ALL  
AGES



### KEY

Active / Energetic Creative Teamwork/ Communication Planning/Problem Solving