




	Session 1 9:15 - 10:45	Session 2 10:50 - 12:20	Session 3 14:30 - 16:00	Session 4 16:05 - 17:35	Evening 19:30 - 20:30	
DAY 1	Arrive Day / Settling into accommodations				Team Games	
DAY 2	Briefing on the week at Woburn Safari Park. Ice breakers. Road Safari drive		Tour of Foot Safari. Workshops with Elephants, Lemurs and/or Penguins. Create an animal and design an enclosure activity.		Relax time or games depending on how tired the group are.	
DAY 3	Take care of the giraffe house. Have fun at the Bob cat slide. Take a tour of the Woburn Safari train.		Workshops with the see lions, birds of prey, and conservation session. Games about animals.			
DAY 4	High ropes. Climb the fantastic course and enjoy the exhilaration of viewing the park from high above		Animal ID's activity. Workshop with Oz and Zoo roles. Mammoth Play Ark			
DAY 5	Take care of the farm house. Woodland craft activity.		Woodland Walk. Birds in Action (Parrots) keeper talk. Mammoth Play Ark.			
DAY 6	Take care of the antelope house. Animal ID's and behaviour activity. Lunch on site.		Squirrel Monkeys keeper talk. Make enrichment and give it to animals.			
DAY 7	Arrive on Centre at Caythorpe Court		Abseiling	Archery	Campfire	
DAY 8	Survivor		Trapeze	Buggy Building	Zip Wire	Quiz Show
DAY 9	Full Day Excursion - Cambridge				Targetteering	
DAY 10	Raft Building		Sensory Trail	All Aboard	Giant Swing	Laser Tag
DAY 11	Hal Day Excursion - Lincoln		Climbing	Aeroball	Disco	
DAY 12	DEPARTURE DAY 					

The order and the content of the activities and excursions in the program can change according to availability.