

BREATHE EXPERIENCE DISCOVER

CYC

THE ISLAND



TEACHERS MANUAL

WELCOME

CYC THE ISLAND

41- 53 CHURCH STREET
COWES VICTORIA 3922

P 03 5952 2201

E OFFICE@CYC.ORG.AU

W THEISLAND.CYC.ORG.AU

Table of Contents

Section 1 – Essential Information	Page
Camp Leaders Checklist	5
What to bring to Camp	6
Location	7
Camp Layout	8
Facilities	10
Campsite Procedures	12
End of Camp Clean-up	13
Emergency Procedure	14
Fire Prevention	16
User Information Register	17
 Section 2 – Program Options	
On-site Activities	19
Activity Overview	21
Activity Supervision Ratios	22
Activity Safety Key	23
Off-site Activities - Walks	24
Out and About – Attraction Descriptions	25
Attractions to do on & around Phillip Island - Contact	31
 Section 3 – Activity Descriptions	
Giant Swing	34
Flying Fox	34
The Pinnacle	35
Abseiling Wall	35
Trampoline	36
Swimming Pool	36
Circatron	37
Mechanical Climbing Wall	37
Initiatives	38
Archery	38
Bike Riding	39
Pedal Racers	39
Frisbee Golf	40
Photo / Letter / Number Hunt	40
Low Ropes Course	41
Walks	41
 Section 4 – Teacher Resources	
Accommodation Register – Seafarer Cabins	44
Accommodation Register – Mariner Lodges	48
Archery – How to play	50
Cruisin Cowes on Foot	52
Frisbee Golf	57
Island Scavenger Hunt	58
Letter Hunt	59
Number Hunt	61
Photo Hunt	63



Section 1

ESSENTIAL INFORMATION

Camp Leaders Checklist

	Read this handbook carefully
	Visit the campsite if you haven't been before to help with your planning of program, room allocation etc (Please phone us first) OR ring to speak with our program co-ordinator who can help with your program planning.
	Plan program, staff needs, group leaders, etc
	Advertise your camp. Draw up an application form (include date and times, costs, what to bring, and parent/guardian medical consent section, etc.). If necessary make arrangements for people to save towards camp costs. Perhaps conduct a parents' information session, our manager can hold an information night at your school, please phone to book a day and time.
	Arrange first aid equipment, training, etc
	Appoint camp personnel (Supervisors for Dining room, Public Announcements, Activities, First Aid, etc.) and arrange duty groups.
	Allocate campers to rooms
	<p>A number of weeks prior to camp you will receive a form from the CYC The Island program coordinator. Please return this by the date requested, notifying CYC The Island of:</p> <p>Proposed Program Equipment Needed Activities Required Any changes to normal meal times or venues Arrival and Departure Times Total number of campers (full and part time) divided into staff/adults and students Strict Dietary Requirements</p>
	<p>Print copies of:</p> <p>Program Room name lists to clip on room doors (if required) Duty Group lists Camper list of students and teachers/adults for CYC (see User Information Register in this booklet)</p>
	On arrival: find the CYC staff member on duty and give them a copy of your camper list (see User Information Register in this booklet), and receive a safety briefing and information from them.
	Advise all campers (including day visitors) of safety and emergency procedures.
	Please ensure that all necessary students' medical records and first aid equipment are brought to camp.

What to bring to camp

Clothing and Personal Equipment List General considerations

Clothing taken on outdoor or adventure programs should allow participants to be comfortable and protected in a range of conditions, regardless of the season. Clothing that is quick drying and resistant to damage is ideal. Clothing should fit the person well. Practicality is the emphasis rather than how fashionable clothes are! Unsuitable or ill-fitted clothing can impair student participation and may be hazards.

Note: Students must not bring alcohol, cigarettes, medication not documented on the medical form, or illegal substances. Other items not to be taken must be communicated to students and parents.

Essential clothing and equipment all students must bring:

- Rain coat
- Warm jumper
- Long pants
- Shorts
- Woollen or Polar fleece jumper (at least one)
- T-shirts
- Long sleeve top
- Changes of underwear
- Socks
- Pyjamas
- Sneakers
- 1 additional pair of shoes (in case of wet weather)
- Sun hat
- Water bottle
- Swimmers
- Thongs
- Bath mat
- Shower Towel
- Beach Towel

Sleeping

- Sleeping bag or Doona & Sheets
- Pillowslip
- Own Pillow (Optional, one provided)

Toiletries

- Soap and Shampoo
- Toothbrush and Toothpaste
- Deodorant (no aerosol sprays)
- Face washer
- Hair brush/Comb
- Insect repellent

Personal equipment

- Torch with batteries (fully working)
- Personal medical requirements
- Camera

For Winter Programs Clothing

- Gloves
- Beanie
- Scarf
- Warm Overcoat/Rain Jacket
- Wet weather shoes

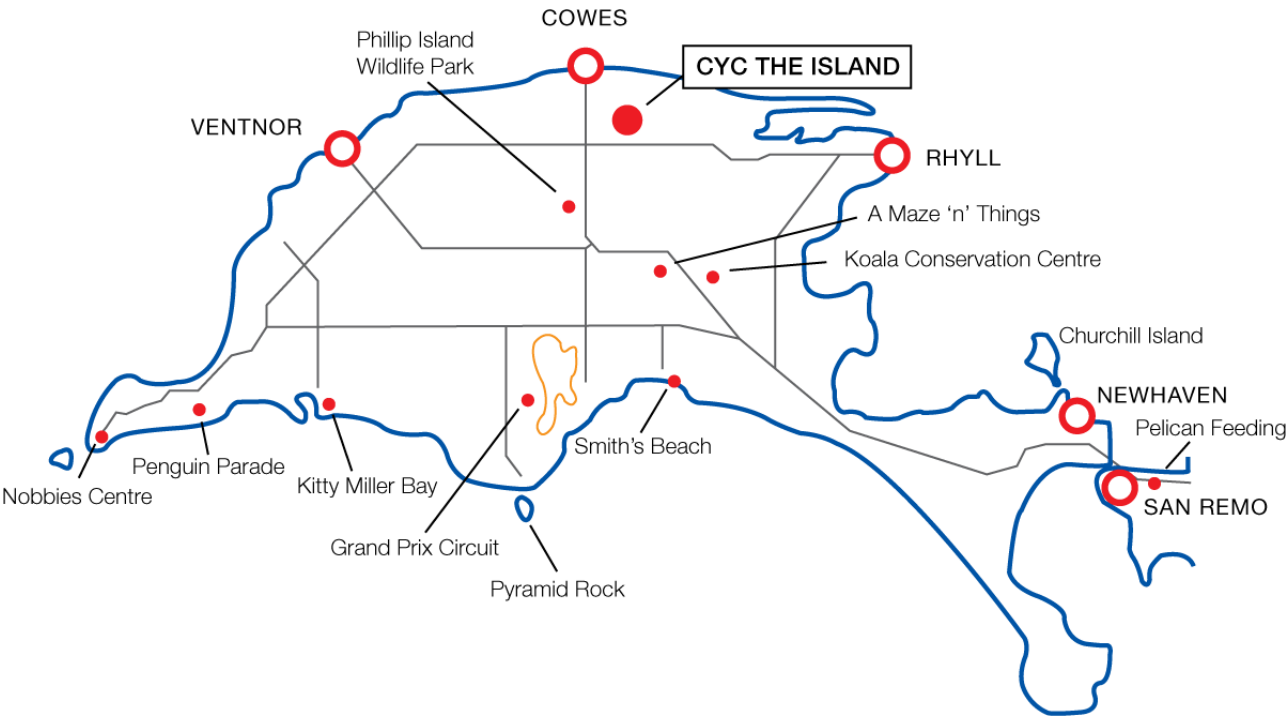
Note:

- Campers must bring a long-sleeved non-synthetic shirt or jumper, long trousers and a hat, as recommended by the Ministry of Education and the Country Fire Authority.
- Staff should communicate to students what money they may need for incidentals during the program.
- All personal items and baggage should be clearly marked with the owner's name.
- A policy on portable music players should be communicated to students and parents. Where such items are allowed, it should be made clear to parents and students that no responsibility will be taken for any loss.
- A policy on mobile phones should be communicated to students and parents. Where such items are allowed, it should be made clear to parents and students that no responsibility will be taken for any loss, see: [School Policy and Advisory Guide – Students Using Mobile Phones](#).
- As a health precaution students are advised not to bring aerosol propellant cans e.g. deodorant sprays.
- This pro forma provides one suggested list of clothing and equipment. There may be other essential or useful items and as such it is not an exhaustive list.

Group Leader

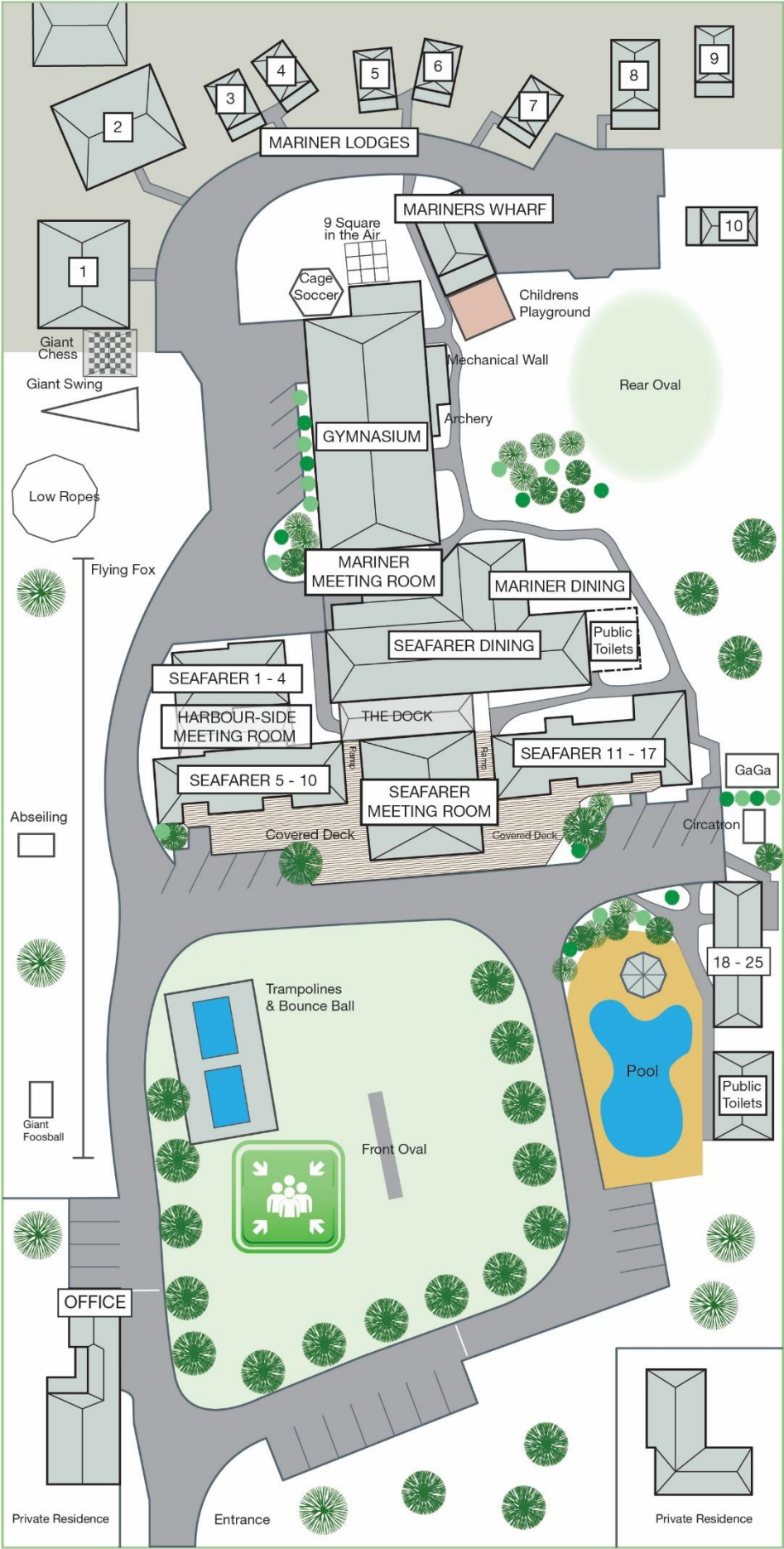
- First Aid Kits
- Staff Car (for emergencies)
- Mobile Phone
- List of all campers students and staff/adults (full name)
- Duty and Room Lists
- Sports Equipment (for free time)
- Equipment for Night Activities
- Dietary Information (to be sent prior to arrival)

Location



Melways Reference: Map 634 – D2

Camp Layout



Facilities

CYC The Island has facilities to cater for groups of all sizes. Larger groups can book the whole site, while smaller groups can choose from 2 separate areas. These 2 areas, shown on the 'Site Map', are our *Seafarer Site* and our *Mariner Site*. Both have their own separate space for dining, accommodation and recreation, with only the Indoor Rec Hall and the Outdoor Activities that need to be shared. Below shows the capacity and details of both sites.

Accommodation

Campers must supply their own linen/sleeping bag (including pillow cases).
Pillows and Doonas are supplied, 1 per bed as an extra.

SEAFARER CABINS		
Cabins 1-4, 6, 7, 9, 10	Ensuted, and includes two sets of bunks and two single beds in each room	48 Beds
Cabin 5 (Teachers Suite)	Ensuted, and includes two bedrooms of two single beds in each room, lounge, TV and kitchenette	4 Beds
Cabin 8	All accessible ensuite, and includes one set of bunk beds and two single beds	4 Beds
Cabins 11-15	Ensuted, and includes two sets of bunk beds and two single beds in each room	30 Beds
Cabin 16	All accessible ensuite, and includes one set of bunk beds and two single beds	4 Beds
Cabin 17 (Teachers Suite)	Ensuted, and includes two bedrooms of two single beds in each room, lounge, TV and kitchenette	4 Beds
Cabins 18-20, 22-24	Ensuted, and includes two sets of bunk beds, the bottom of one set is a double bed	24 Beds
Cabins 21, 25	Ensuted, and two sets of bunks beds in each room	8 beds

MARINER LODGES		
Lodges 1-2	Ensuted, each have four bedrooms, with a central lounge area. Two sets of bunks in each room (one bottom is a double). Lodge 1, Room 4 has all accessible ensuite.	32 Beds
Lodges 3-7	Ensuted, with four sets of bunks. One of the bunks is a double bed	40 Beds
Lodges 8 – 10 (Teachers Suites)	Mobile Home style, each have two bedrooms, with a double bed and two sets of bunk beds with bathroom, full kitchen, lounge and TV	15 Beds

Dining Rooms

SEAFARER DINING	MARINER DINING
Accommodates up to 130 people, providing a fully-catered service in cafeteria style. Other styles may be negotiated.	Accommodates up to 85 people, providing a fully-catered service in cafeteria style. Other styles may be negotiated.

NB: A total of **200** is possible when combining these two areas for one group.

Meeting Rooms

SEAFARER SITE	MARINER SITE
<p>The Seafarer Meeting Room is situated between Cabins 10 & 11 and seats up to 250 people.</p> <p>Its facilities include; Heating/Cooling, Stage, PA System, DVD Player, Data Projector, Piano, Table Tennis, Pool Table and Teachers' lounge.</p> <p>The Harbour-side Meeting Room is situated between Cabins 1-4 & 5-10 and seats up to 100 people.</p> <p>Its facilities include; Heating/Cooling, PA System, Big Screen TV with HDMI and lounge area.</p>	<p>The Mariner Meeting Room is situated above the Mariner Dining Room and seats up to 100 people.</p> <p>Its facilities include; Heating/Cooling, PA System, DVD Player, Data Projector, Table Tennis, Pool Table and lounge area.</p> <p>Lodges 1 & 2 also have an internal meeting room, each seating 30 people, with equipment available on request.</p>

Shared Facilities

If there is another school group onsite during your stay, the Indoor Rec Hall and Onsite Activities need to be shared. To help prevent clashes we would appreciate you sending us your **proposed program** as soon as possible, this allows us time to make alterations where needed. Alternatively give us a call and our Program Co-ordinator will be more than happy to write a program for your camp. We thank you for your cooperation in this matter as we try to provide an adequate and fair service for both groups.

The many great on-site activities include: a Giant Swing, Mechanical Climbing Wall, Abseiling, Flying Fox, Circatron, Trampolines, Initiatives, Solar Heated Pool, Frisbee Golf, Archery, Bikes (Secondary), Pedal Racers (Primary) and Photo and Number Hunts, to name a few.

More information and details of these can be seen in the 'PROGRAM OPTIONS - On-site Activities' section of this booklet.

Souvenir Shop

We have a Souvenir Shop on site, which can be opened at a convenient time for you. We do ask that you request this prior to your arrival, so we can be sure to have enough stock.

Please note that we run this shop as a **service** to our school camps only and prices on souvenirs are up to 70% less than elsewhere on the island.

NOISE AT NIGHT

As a courtesy to our bordering neighbours, we insist that there is a **noise curfew at 10:00pm**. Only quiet activities are permitted after this time (Recreation stadium not available after 10:00pm), and external P.A. not to be used early morning or after dark. Thank you for your assistance in this area.

Camp Site Procedures

Arrival & Departure Times

Arrival: **from 12:00 pm** on the first day of camp

Departure: **up until 1:00 pm** on the final day (unless prior arrangements have been made).

In normal circumstances, the first meal provided is tea on the day of arrival. The last meal provided is lunch on the day of departure, unless other arrangements have been made.

Meal Times are set at the following

(Please note that meals are ready to be served at these times and it would be appreciated if you could assemble *10 minutes* earlier to allow for announcements, etc).

Breakfast 8.00am

Lunch 12.30pm

Dinner 5.30pm

Supper provided and left for distribution at the Group Leader's discretion

(Special arrangements can be made to coincide with your program and needs to be arranged prior to arrival)

For Morning & Afternoon Teas, fruit, biscuits & water are available at your leisure. Please ensure that our staff are aware of your breaks so that fruit can be prepared. Tea & Coffee is available from the beverage area at all times to adults, or supervised senior students.

Special Dietary Needs

We can easily cater for people with religious or medical dependant dietary needs as long as we know prior to your arrival. When you let us know of your final numbers and program, we ask that you also notify us of the special diets required.

NB: If there are any students who have 'SEVERE ALLERGY DIETS' we would like the parents / guardians to contact our kitchen staff directly to ensure that the health and needs of the student/s are catered for.

Dining Room Routine

Duty Teams are needed to set tables, and cleanup for each meal. Our friendly kitchen staff will give you details of what needs doing at the time.

Adult Supervision

It is imperative that at least 1-2 adults be present, and help out, at all times when students are on duty.

Orderly Serving of Meal

With your permission **Grace** will be said before the meal by a student, teacher or CYC The Island Staff. Following this, the teachers / leaders will indicate to the campers the order of service, calling one table at a time to file past the servery.

End of Camp Clean-up

At the end of camp, some cleaning is required, and to make it easier for you we have provided some guidelines to help staff and students.

We have found that it works more efficiently if members of staff are allocated to a specific area. It is best if **all campers** clean their own rooms first, placing their luggage outside in communal area, then divided into groups to clean the areas outlined below.

ACCOMMODATION

Remove personal belongings and place outside to deck areas in front of your accommodation

Place all rubbish in bin

Smooth mattress protector and sheet, fold doona & make sure pillow is on the bed

Ensuites: Remove personal belongings and place all rubbish in bin

DINING ROOM

Wipe down tables

Stack chairs beside tables

Place all rubbish in bin

MEETING ROOM

Stack chairs against the wall

Return all equipment for audio, projector, table tennis, pool table and ed's alley

Place all rubbish in bin

RECREATION HALL

Return equipment to sports bin

Stack chairs

Place any rubbish in bin

GROUNDS

Return equipment to oval sports bin

Pick up any papers, cans, rubbish, etc. and place in bin

**PLEASE RETURN ALL KEYS, ANY EQUIPMENT AND
LEADER INFORMATION FOLDER TO CYC STAFF**

Emergency Procedures

Emergency Management For All Emergencies

VERIFY: Verify the report. Confirm with other campers, with emergency services or other reliable people, the accuracy of the information about the emergency.

NOTIFY: Notify emergency services and campsite management by the quickest means possible, immediately notify the emergency services and the campsite management.

ASSESS: Assess the danger posed by the emergency. Use all your senses to build a picture which tells you what is happening and use that information to help decide on a course of action. It may be helpful to ask the following questions:

Has the danger passed?
Is the danger increasing or decreasing?
Is the danger coming closer or moving further away?
Is the weather or terrain affecting its progress?
How much time exists to take alternative action?

ACT: Take action based on the assessment of danger

Ensure that injured campers are not exposed to further injury or danger.

Move people away from the danger area by the safest means, if necessary, move campers indoors to one end of the building, to the furthest part of the campsite, or to a site away from the campsite if time permits.

Contain the emergency if safe to do so.

Refer to any specific procedures developed for the emergency.

Evacuation Procedure For All Emergencies

Leaders, teachers, and parents instructions

On hearing the alarm you are to:

Collect campers' room lists

Proceed to the Emergency Assembly Area on the front oval (see The Island site map pg. 9)

Check attendance of campers and report fact to Assembly Area Warden.

Await instructions from the Manager.

If you are not responsible for a room group, you are to report to the Manager for special duties.

Campers in areas other than cabins, eg dining-room, meeting-room, etc are to be assembled by senior attendant responsible for the group in that room, and proceed to front oval when instructed.

NOTE: In the event of the oval being an unsafe area, the alternative on-site evacuation area is the REC HALL (Gym). Off-site evacuation area is the Cowes Football ground in Church St

Medical Facilities

Phillip Island Health Hub (open 24/7)
50 Church St, Cowes VIC 3922 (71 meters from camp)
Phone; (03) 5951 2100

Cowes Medical Centre
164 Thompson Ave, Cowes VIC 3922 (800 meters from camp)
Phone; (03) 5951 1800

Bass Coast Health (Wonthaggi Hospital)
235 Graham St, Wonthaggi VIC 3995 (41.2 kilometres from camp)
Phone; (03) 5671 3333

All medical and emergency numbers can be contacted using the Seafarer dining room phone.

Fire Prevention

Smoking is not permitted in, or in the vicinity of buildings.

All grounds are cleaned and surrounds of camp buildings maintained constantly.

Fire Equipment

The site is equipped with 7 fire-fighting hoses

There are extinguishers in:

- | | | |
|--------------------------|------------------|--|
| * Maintenance shed | * Mariners Wharf | |
| * Mariner Lodges 1 to 10 | * Main kitchen | * Verandah's outside Seafarer cabins 18-25 |
| * Dining Room's | * Meeting room's | |
| * Recreation Hall | * Office | |

All sleeping accommodation areas are fitted with hard-wired smoke detectors.

A 'Break Glass' alarm is located on the wall:

- Outside the office
- Inside the dining room
- Outside the dining room
- West side of the gym

An emergency phone is located in the Seafarer dining room. Phone numbers for camp staff and emergency services are displayed at the emergency phone.

Maps showing cut-off points for all services (eg gas) are located in the kitchen and office

Action Sheets for all emergencies, (eg bomb threat, etc) are located in the kitchen and office

Fire Drill

It is the responsibility of the group leader to ensure that:

Campers are familiarised with the evacuation and fire-fighting procedures on the first day of camp.

Fire-fighting Procedures

Check the source of the fire.

Evacuate partially or totally. (See evacuation procedure pg. 14)

Call the fire brigade '000' or '5952 2300'

Raise the alarm

Try to put out the fire, but only if it can be done safely. Do not endanger life.

Await instructions from the officer in charge.

Keep everybody away from the fire, unless they are on the fire-fighting team.



Section 2

PROGRAM OPTIONS

On-Site Activities

We understand that for teachers camp starts well before students move toward the bus, with booking venues, program planning, staff co-ordination, transport bookings, and all educational department documentation. That's why we don't just provide safe activities & equipment but also complimentary program planning along with risk assessments and comprehensive Victorian curriculum material <https://victoriancurriculum.vcaa.vic.edu.au/> in downloadable format for all activities as well as booking local venues and arranging all your transport needs. Please call our program co-ordinator to discuss your program options.

Activity Options:

Giant Swing



Archery



Low Ropes



Flying Fox



Mechanical Climbing Wall



Bike Riding (Secondary)



Abseiling



Circatron



Pedal Racers (Primary)



Activity Options (continued):

- The Pinnacle
- Trampolines
- Initiatives (team building activities)
- Frisbee Golf
- Number, Letter & Photo Hunts
- Solar heated swimming pool
- Recreation Hall games (basketball, soccer, volleyball etc.)
- Plus many more!

On-Site Night Activities:

CYC can supply you with equipment and set you up for a fun night at camp

Some options are:

- Camp Fire
- Disco
- Movie night
- Trivia
- Talent show
- Mini Olympics
- Night Walk
- Games in Recreation Hall
- Nature Parks Ranger Talk (extra charge)
- Plus many more options off-site (see Off-site activities and Out and About pg. 24-32)

Activity Overview

Group Size

Group sizes will vary depending on the size of your group and this determines the length of the activity rotations. CYC recommends group sizes of 10-15, maximum group size for all activities is 20 participants.

Activity Leader Responsibility

Leaders are responsible for;

- encouraging all campers to co-operate and work towards the goal
- briefing the participants on safety and activity procedures
- clarifying any questions

The Activity Leader is responsible for camper supervision at all times. CYC The Island staff, or their sub-contracted outdoor activity providers may instruct, lead, demonstrate or assist in an activity, for which they will take responsibility for the technical skills and related safety of campers, but the group leader is deemed to be responsible for overall supervision, behaviour and safety of the campers at an activity, to and from the activity and for those campers awaiting their turn.

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

Participant Responsibility

Participants are required to;

- follow safety guidelines and instructions
- act sensibly, with the welfare of the other group members in mind
- listen to CYC staff and group leaders and stay at the activity location unless other arrangements have been made
-

Assistant Leader experience

For leader required experience please see specific activity description

Appropriate participant clothing

All activities require participants to have;

- Long shorts or pants and a sleeved t-shirt for harnessed activities
- Enclosed shoes for all activities (no thongs, slides etc.)
- Sunscreen and hat (during warmer months)

First Aid requirements

The person responsible for first aid should attend to all first aid needs for group members. Their location should be noted before commencing the activity. The user group leaders are responsible for administering any first aid requirements to participants.

For off-site activities it is recommended that groups come prepared with additional basic first aid kits to take with them.

Weather

Outdoor activities are not suitable for operation in adverse weather conditions e.g. thunderstorms, strong winds and constant rain. CYC staff will set up alternative activities to do inside instead.

Emergency response

All campers are made aware of the emergency evacuation procedure upon arrival at camp. In case of an emergency, the entire group should stop the activity and make their way as a group to the emergency evacuation area. In case of an injury requiring treatment; the group should stop the activity and be seated together nearby. Someone should be sent to obtain extra assistance if necessary. CYC site staff should be informed as soon as possible.

Parameters

Supervised activities should only be supervised by an adult who has been signed off by CYC site staff (see Activity Safety Key pg.)

Activities are only to be used during Daylight hours

Do not use if damage or excessive wear is evident

In Emergency Notify

Emergency services

Campsite Management

CYC The Island Activity Supervision Ratios

Activity	CYC staff	School Staff	Numbers (per activity group)	Organisation / Activity type
Giant Swing	1	1 2 3	if 1 – 12 students if 13 – 18 students if 19 – 24 students	Victorian DET Challenge Ropes Course – High Element
Flying Fox	1	2 2 3	if 1 – 12 students if 13 – 18 students if 19 – 24 students	CYC Limited and Victorian DET Challenge Ropes Course – High Element
The Pinnacle	1	1 2	if 1 – 12 students if 13 – 18 students	Victorian DET Artificial Climbing and Abseiling
Abseiling	1	1 2	if 1 – 12 students if 13 – 18 students	Victorian DET Artificial Climbing and Abseiling
Crate Climb	1	1 2	if 1 – 12 students if 13 – 18 students	Victorian DET Artificial Climbing and Abseiling
- Mechanical Climbing Wall - Circatron - Trampoline -Photo/Number/Letter Hunt -Frisbee Golf		1	1 – 20 students	CYC Limited
Swimming Pool	1 qualified staff + 1 assisting 1 qualified staff + 1 assisting 1 qualified staff + 2 assisting 1 qualified staff + 3 assisting		1 – 10 students 11 – 20 students 21 – 30 students 31 – 40 students etc.	Victorian DET Recreational Swimming
Low Ropes Initiative Course		2	1 – 24 students	Victorian DET Challenge Ropes Course – Low Element
Archery		1	1 – 20 students	NSW Education Dept.
Bike Riding		2 3	1-20 students 21-30 students	Victorian DET Cycling
Pedal Racers		1-2	1-20 students	CYC Limited

RECREATIONAL SWIMMING

- For suitable staff qualifications see below

VENUE: Swimming Pool –




NB: for water activities 'qualified staff' may be CYC site staff or qualified group leaders / teachers

Suitable staff qualifications for 'water' activities
AUSTSWIM Teacher of Swimming and Water Safety Certificate
Royal Life Saving Society Bronze Medallion
Royal Life Saving Society Pool Life Guard Certificate
Surf Life Saving Australia Surf Bronze Medallion
Surf Life Saving Australia Surf Rescue Certificate
Life Saving Victoria Community Surf Lifesaving Certificate
Life Saving Victoria – Swimming and Water Safety Teacher

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

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

Off-site Activities

Walks

Written instructions, including maps, are available from CYC staff prior to or once you are at camp for many walks around Phillip Island.

Close to camp (no transport required):

Lovers Lane & Cowes Pier - 45 mins (also a night walk option)

Silverleaves Beach Walk -45min - 1hr

Cruisin' Cowes on foot. – 45min – 1hr (Cowes scavenger hunt, CYC will supply work sheets or you can print them off from pg. in this resource manual)

Red Rocks Beach - 1.5 hrs one way (BBQ shelters, great spot to walk to for lunch and explore the beach)

Only a short bus trip from camp:

Penguin Parade – Point Grant Carpark (Nobbies)* - a one hour walk from the Penguin Parade to the carpark at Point Grant.

This walk takes you South West along a small unsealed road where spectacular coastal views can be observed. (This walking track is suitable for bike riding)

Bush to Bay

This walk takes you from the Koala Conservation Centre to Rhyll. This walk combines the Oswin Roberts Reserve walking tracks and the Conservation Hill and Rhyll Inlet tracks. The approximate length of this walk is 7 kilometres one way. By using other carparks, this walk can be shortened. (This walking track is also suitable for bike riding)

Conservation Hill and Rhyll Inlet

Rhyll Inlet is a world-renowned habitat for migratory waders, and the walking tracks in this area allow for good bird observing opportunities. The walking tracks in this area are also suitable for bicycles.

Black Loop – This track starts at Conservation Hill, along the mangrove boardwalk and then continues along Rhyll Inlet to Rhyll. Approximately 1 ½ hours return.

Blue Loop – This track starts at Conservation Hill and follows the mangrove boardwalk along to Rhyll Inlet Lookout. Approximately 1 hour return.

Green Loop – Mangrove boardwalk return track. Approximately ½ hour return

Oswin Roberts Reserve

Oswin Roberts Reserve is the last remaining remnant bushland on Phillip Island. The walking tracks allow for wildlife observation and are also suitable for bicycles.

Black Loop – This track starts at the carpark situated off Harbison Road. The track is approximately 4.5 kilometres in length and the estimated walking time is 2 hours return.

Blue Loop – This track starts at the carpark situated off Harbison Road. The track is approximately 2.5 kilometres in length and the estimated walking time is 1 hour return.

Green Loop – This track starts at the carpark situated off Harbison Road. The track is approximately 1.1 kilometres in length and the estimated walking time is ½ hour return.

Cape Woolamai

Spectacular views of Phillip Island and the surrounding coastline. Cape Woolamai is the highest point on Phillip Island and is also the largest shearwater rookery. Between October and April this area is home to thousands of shearwaters. All walks start from the information shelter at the carpark, then follow the beach to the left for approximately 1 kilometre.

Pinnacles walk (green markers) This walk is approximately 4 kilometres in length and the estimated walking time is 2 hours return.

Old Granite Quarry Walk (blue markers) This walk is approximately 6 kilometres in length and the estimated walking time is 3 hours return.

Cape Woolamai Beacon Walk (black markers) This walk is approximately 6.6 kilometres in length and the estimated walking time is 3½ hours return.

Cape Woolamai Circuit This walk is a combination of all three Cape Woolamai walking tracks. The length of this walk is approximately 8 kilometres and estimated walking time is approximately 4 hours.

Forrest Caves

Forrest Caves (sea caves formed by erosion) are located just before the Surf Beach Estate, left off the main Phillip Island Road heading towards Cowes. Walk up the steps from the carpark on to the beach, then turn left. The caves are only accessible at low tide. A 45 minute return walk, passing by large sand dunes, which are home to thousands of shearwaters from October to April.

Out and About

On your way to Phillip Island, you may want to stop at one of the many attractions en-route to break the trip, stretch your legs or just let your group explore the surroundings. During your stay, you may like to treat your group to one of the many attractions Phillip Island and the surrounds has to offer. Some of these activities may attract an additional charge however many will be free. Following is a list of attractions / activities that can be used as an educational aid or just for sightseeing. Please peruse the following and see if there is anything that may fit in with your group's camp. At the end of this section we have added contact details for each attraction/ activity or contact the CYC The Island program co-ordinator for more information.

Off-site Attractions:

Wildlife Activities – Penguin Parade, Ranger Talks, Koala Conservation Centre, Wildlife Park, Maru Koala and Animal Park, Swan Lake, Pelican Feeding, Nobbies centre (seal rock), Antarctic Journey

Beach Activities – Swimming, Sand sculpting, rock pooling, beach combing, surfing, SUP boarding, snorkelling, kayaking, beach games

Walks – including beach & night walks

Fishing

Bike Riding – CYC staff will give you instructions and map if required (can also be done on-site)

Frisbee Golf – Walk or bike ride from camp

Attractions – A Maze 'N Things, Clip 'n Climb, Ten Pin Bowling, Grumpy's Mini Golf, Churchill Island, Chocolate Factory, Vietnam Veteran Museum, Mountain biking, Laser tag (on-site), Royal Botanic Gardens Cranbourne, Coal Creek, Caldermeade Farm, Phillip Island Grand Prix Circuit, Warrook Farm

For transport and / or activity bookings, or information on group prices and package deals please contact our CYC program co-ordinator who can book all off-site attractions and transport for you. Packed meals are available on request prior to camp for off-site walks or activities.

We recommend the user group investigate their procedures, insurance cover, and professionalism before making their own decision to hire / use their equipment and / or assistance.

Here are some descriptions of Phillip Islands and surrounds many attractions:

Royal Botanic Gardens Cranbourne

Cranbourne Gardens specialises in Australian native plants. The total area of this division of the botanic gardens is 363 hectares, including heathlands, wetlands and woodlands. The gardens also provide habitat for native birds, mammals and reptiles, including some rare and endangered species.

A recent feature of the Cranbourne, is the specially constructed *Australian Garden*, opened to the public on 28 May 2006. The *Australian Garden* features a number of exhibition gardens, sculptures and displays aimed to bring the beauty and diversity of the Australian landscape and plants to the public.



Beyond the *Australian Garden*, the bushland section of the garden contains 10 km of walking tracks, and includes the Trig Point Lookout tower, secluded picnic sites and free barbecues. An excursion to the Royal Botanic Gardens Victoria at Cranbourne Gardens offers an excellent opportunity for students of all ages to further their understanding of environmental and related issues in an attractive, safe and stimulating outdoor setting.

Strategic curriculum-based programs have been developed by the qualified teachers of the Gardens' Education Service to assist teachers and provide an enjoyable and valuable learning experience for students from pre school to tertiary levels.

Maru Koala and Animal Park

Maru is a family run attraction where you can see koalas, wombats, crocodiles, kangaroos, Australian birds, wallabies, Tasmanian devils, dingos, emus and even more! This wonderful animal park is paired with the exciting Pirate Pete's Mini-Golf where you escape into another world as you encounter life-size pirate figures including Captain Jack Sparrow! There are eighteen holes of fun that navigate you through different Australian landscapes from beach to bush to outback.



Pelican Feeding at San Remo

The San Remo Fishermans Co-op feed the pelicans daily at 12 noon, on the foreshore next to the San Remo Pier, free of charge.

Due to the fact are wild animals the pelican numbers can vary between 5-35 birds.

This activity is undertaken by well-trained staff and regulated by the Department of Environment, Land, Water and Planning.

The purpose of the Pelican feeding is not just to give these hungry birds a feed and entertain the crowd but also to help educate the public in regards to the Pelicans, their diet, lifestyle and how we can improve conservation and environmental efforts to protect these and similar species. There are barbeques, playgrounds and toilets available near the jetty for the publics use. San Remo is a small fishing settlement surrounded by some lovely coastal scenery and is the gateway to Phillip Island.



Clip 'n Climb

Calling all teachers, educators and school leaders! We want to promote healthy challenging fun for children of all ages and abilities.

Clip 'n Climb Phillip Island is bringing the outdoors inside with the newest concept in indoor climbing, the perfect place for kids to burn off some energy. Climbing builds strength, confidence, coordination, and problem solving and teamwork skills.



Phillip Island Wildlife Park

Set on a huge 60 acres, the park is home to over 100 different species of Australian animals, you can hand feed and pat Kangaroos and Wallabies. Students will be fascinated by Bats that hang upside down, Koalas that perch in trees and babies that ride in a pouch! They also delight in discovering the soft fur of a Wallaby and the rough coat of a Wombat.

You will be surprised to find such a diverse range of native animals located only 2km's from the main township of Cowes. The Wildlife Park also offers picnic areas, snacks, refreshments and toilets.



A Maze 'N Things

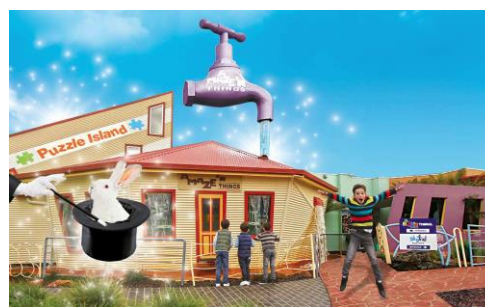
A Maze 'N Things. It is an exciting world of optical illusions, mazes, puzzles and magic that will entertain, intrigue and amuse adults and children for hours.

Inside the uniquely designed building, there are Illusions Rooms, a Mirror Maze, the Rotating Room, and a host of other things to enjoy, including the famous LookOut! Slide. Not for the fainthearted, it is a great adrenaline rush for those on it and very entertaining for those just watching.

The activities in Puzzle Island test your motor skills, perception and memory. You will leave roaring with laughter or scratching your head in disbelief.

Discover Magic Manor with its interactive magic displays, astounding illusions, mysterious caves, magic rabbits, time machine, scare rooms and much more. It's like nothing you have experienced.

Outside, Australia's largest three-dimensional timber maze provides a labyrinth of twisting turns and dead ends. The 19-hole Maxi Mini Golf course will challenge everyone from beginners to experienced golfers. The Sky trail is a 10 metre high challenging and adventurous ropes course with 30 different obstacles.



National Vietnam Veteran Museum

When you visit NVVM, be prepared for an authentic experience. From the moving Light & Sound show, through the galleries showing the experience of veterans in the Vietnam War and to the words of the veterans themselves, the NVVM provides visitors with a fascinating, emotional, rewarding and educational journey through the tumultuous years of the Vietnam conflict. The museum mixes remembrance and reflection with a unique museum environment.

A huge collection of artefacts, including helicopters, vehicles and aircraft, interpreted with information, imagery and audio (using our fantastic InfoWand devices and touch screens) will keep you, your family and friends engaged for the length of your visit. "Our Museum Talks to You".

Guided tours are available for groups.



Phillip Island Tenpin Bowling & Entertainment Centre

The eight lane Tenpin Bowling & Entertainment Centre is where visitors enjoy the social and competitive activity of tenpin bowling but there is a range of other interactive entertainment. Pool tables, table tennis and air hockey are just some of the other activities that can be enjoyed.



Phillip Island Chocolate Factory

Panny's Amazing World of Chocolate is ideal for school groups of all ages to visit and 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 life cycle. We have developed Teacher and Student guides based on the Victorian Essential Learning Standards (VELS) for both preparatory work before a visit and for follow up learning after the visit. These guides use a multi-disciplinary approach where students can discover the complexity of an end-to-end life cycle in teams and with an enjoyable product.



Grumpy's Mini Golf

Grumpy's Mini Golf is ideally located in the heart of Cowes, providing entertainment for your family in any weather. This undercover entertainment area is fantastic for group visits, providing a great value day out and all day fun!



Out There

At Out There Outdoor Activities we believe that exercise and health are bi-products of fun. We teach a range of ocean and mountain bike based activities to excite and challenge anyone. We are the premier ocean based specialist company for Phillip Island, Wilson's Promontory and all the South Gippsland coast. Activities include surfing, snorkelling, sea kayaking, mountain biking to name a few.





Penguin Parade

Experience one of Australia's most popular attractions. Each night at sunset you'll be amazed by Little Penguins returning ashore after a day's fishing. See the world's smallest penguin in its natural habitat from viewing stands and boardwalks. Enjoy interactive and educational displays in the visitor centre and the spectacular coastal scenery from the Penguin Parade. This experience is sure to be the highlight of your visit. As the sun fades in the sky, Little Penguins waddle up the beach to the safety of their homes in the sand dunes. Witness this magical procession – it is a treat never forgotten.



Koala Conservation Centre

Stroll through this eucalypt woodland and come 'face-to-face' with koalas in their natural habitat. The Koala Reserve's unique tree top boardwalks and close viewing areas allow visitors to see how truly amazing koalas are.

The Koala Reserve also features a visitor interpretation centre with gift shop and educational displays, which visitors will find extremely fascinating and informative.



Nobbies Centre

Stroll along The Nobbies boardwalk and enjoy spectacular views along Phillip Island's rugged south coast. See the awesome blowhole, a spectacular sea cave that thunders during big southern swells.

Enjoy the sea bird gardens offering spectacular flowering displays in the spring. Silver Gulls nest here and chicks can be seen during spring and early summer. Little Penguins are often seen here resting between seasonal and daily duties.

Take a moment to learn about the local area from the educational signage and about Australia's Larges Fur Seal Colony at Seal Rocks on Phillip Island



Churchill Island

This tiny island of 57 hectares is now open to the public as an historic working farm that boasts significant natural and cultural values with world-class wetlands, ancient Moonah trees, heritage gardens and historic buildings. The Visitor Centre features an exhibition on the history of the island, quality gift shop and café.

Daily farming activities - cow milking, sheep shearing, whip cracking, working dog demonstrations. Experience a traditional Aussie working farm, meet the Clydesdale horses, highland cattle, sheep, ducks, chickens and peacocks and visit the adorable baby animals in our nursery.



Antarctic Journey

The exciting 'Antarctic Journey' attraction at the Nobbies Centre takes you on a virtual journey to the world's most extreme continent – **Antarctica**. Be engaged by a hands-on fun and interactive experiences which include – feeling the freeze in the Antarctic Chill Zone, comparing a penguin's thermal image with their own, and selecting a seafood meal at an interactive dinner table.

A large multimedia installation within the exhibition will tantalise the senses as it showcases the captivating landscape and stunning wildlife along the journey from Phillip Island through to Antarctica. The journey's climax is an unforgettable, state of the art augmented reality experience which puts you right in the heart of the action. Stand on an ice floe and pat a penguin, stroke a seal or marvel at a whale within arm's reach.





Phillip Island Nature Parks Education Program List

Primary K-6		
Program name	Location	
Operation Penguin Ranger	Penguin Parade	Join our Rangers on an exclusive penguin experience and become a Penguin Ranger yourself! Take a journey through the penguin's natural habitat to learn about the tough lives they lead. Students will feel empowered to take action to help protect little penguins and other marine animals by helping to reduce rubbish entering our marine environment.
Seal Secrets	Nobbies	Discover the secrets of the Australian fur seals that live and breed on Seal Rocks. Explore the Nobbies boardwalk with a ranger and discover the importance of this iconic natural environment. Learn about seals distinct physical features, their life-cycles and adaptations for survival. Discuss research methods, threats and the ways we can all contribute to a healthy marine environment.
Tree Top Travels	Koala Conservation Reserve	Explore koala's natural habitat via our tree top boardwalks on this ranger led activity. Students will learn about the koalas' unique features and adaptations that make them particularly suited to the natural environment. Their future is in our hands.
Beach Explorer	Smiths beach or Summerlands beach (Parade)	On Phillip Island's (Mallow's) iconic beaches students get hands-on during this inquiry into place and the remarkable beach ecosystem. With Education Rangers, students embark on a guided exploration of the high tide area and discover and learn about items origins, adaptations, features and life cycles. Students will develop an understanding of how these items are linked to our own daily lives and understand the threat and solutions of marine debris.
Time Traveller	Churchill Island	Come on an adventure through time at Churchill Island. Learn about some of the seasonal connections the Traditional Custodians, The Bunurong People had with Country and discover the lifestyle of the European settlers who migrated to the area and lived off the land.
Threatened Species Action	CI / KCR / Summerlands	

Secondary		
Program name	Location	
Momentous Marsupials	Koala Conservation Reserve	Koalas are specialists, surviving in a hostile environment on a toxic diet. When this environment and its resources are compromised we see this change rapidly reflected in our koala population. Come walk through our tree top boardwalks and discover the changes in our koala populations and the lessons on sustainability that these momentous marsupials can teach humans.
Threatened Species Action	Penguin Parade, Fishers wetland or Swan Lake	
Climate Action	Summerlands beach	
Food for Thought	Churchill Island	Students explore the sustainability of farming and resource use on Churchill Island, discover landscape degradation, draw comparisons between the past and present, and evaluate whether our society lives sustainably.
Rockpool Ramble	Smiths beach or Summerlands beach	This incredible ranger led nature experience is among our most memorable. Explore the creatures of our rock platforms and discover how they survive in a constantly changing environment. Join us at low tide for a chance to meet the stars of the sea.



VCE / Tertiary		
Program name	Location	
Koala Conservation & Management	Koala Conservation Reserve	Students gain an understanding of the many considerations that go into managing an environmental tourism operation. Using the Koala Conservation Centre as a case study, students investigate concepts such as captive population management, balancing tourism and the environment, managing native habitat through seasons and time, as well as environmental change over time through contemporary and commercial relationships.
Protecting Our Marine Environment	Smith's Beach	Through hands on surveying students will help contribute to a national survey on marine debris. Students will explore the effect marine debris has on our ocean health while focusing on how to protect the iconic marine species of Phillip Island.
Balancing Tourism & the Environment	Penguin Parade	Over 3.5 million people visit Phillip Island every year and Phillip Island Nature Parks manages 25% of the island. As a conservation and wildlife based organisation it's up to us, not only to make sure our visitors enjoy their stay, but also to manage this large number of visitors in a sensitive locale, and to impart on them our message of sustainability and conservation.
Summerland Peninsula's Changing Landscape	Penguin Parade	Tourism on Phillip Island has undergone many changes over the years. From the early days of car tours with picnic lunches in the 1920s, to 8000 people in attendance at the Penguin Parade Australia Day long weekend 1978, to the current Nature Parks as it is managed today. Students will walk through time with our rangers looking at evolving management strategies and the impacts people, environment and research have played.
Adaptation of Organisms	Penguin Parade	Phillip Island is home to some unique and special animals that have adapted to suit our particular environments. Through a mixture of interactive lectures and hands on field work students will undertake three case studies: the little penguin, the Australian fur seal and the koala. Through studying these animals students will discover structural, physiological, reproductive and behavioural adaptations. These adaptations assist the animals in coping with thermoregulation, osmoregulation and environmental factors.

Night activities		
Koala Prowl	Koala Conservation Reserve	Discover the nocturnal wildlife of Phillip Island's woodlands. Investigate the animals behavior, habitat and requirements.
Threatened Species Action - Tracking Biodiversity - Bandicoot Spotlighting (VCE)	Churchill Island	
Shearwater Watch	Cape Woolamai	Cape Woolamai history and shearwaters features, history, breeding, food, migration and Bunurong information.

Attraction on & around Phillip Island – Contact Information

For pricing contact either the Attraction or the CYC The Island Program Coordinator, 5952 2201 or islandprogram@cyc.org.au

* Indoor Attractions for Rainy Days

ATTRACTION	PHONE NUMBER	WEBSITE	OPENING TIMES
ARCHY SURF	0474 721 905	https://www.archysurf.com/	Open daily 6am – 7pm
* A MAZE 'N THINGS 1805 Phillip Island Rd, Cowes	03 5952 2283	https://www.amazenthings.com.au/	10am-5.00pm (earlier can be arranged at booking)
ROYAL BOTANIC GARDENS Cnr Ballarto Drive and Botanic Drive, Cranbourne	03 5990 2200	https://www.rbg.vic.gov.au/visit-cranbourne	Open daily 9am – 5pm
CALDERMEADE FARM Sth Gippsland Hwy, Caldermeade	03 5997 5000	https://caldermeadefarm.com.au/	Open daily 9am – 5pm
CHURCHILL ISLAND Phillip Island Rd, Newhaven	03 5956 7214	https://www.penguins.org.au/attractions/churchill-island/	Open daily 10am – 5pm
* CLIP N 'CLIMB	03 5952 6780	https://islandclipnclimb.com.au/	Open Tuesday-Sunday 11.00am-6.00pm
COAL CREEK Korumburra, Melway ref.512 U10	03 5655 1811	https://coalcreekcommunityparkandmuseum.com/	Open Thursday to Monday 10.00am to 4.30pm Group or School bookings 7 days
* GRUMPYS (mini golf) 152 Thompson Ave, Cowes	03 5952 3060	https://www.grumpyscrazygolf.com/	Open weekdays from 1:00pm – 5:00pm (earlier can be arranged at booking)
ISLAND SURFBOARDS 225 Smiths Beach Rd, Smith's Beach	03 5952 3443	http://www.islandsurfboards.com.au/	9am-5pm for bookings
*KOALA CONSERVATION CENTRE Phillip Island Rd, Cowes	03 5952 1610	https://www.penguins.org.au/attractions/koala-reserve/	10am – 6:00pm
LASER STRIKE (at Camp)	1300 76 46 86, 0404 464 646	https://laserstrike.com.au/	N/A
* MARU KOALA & ANIMAL PARK 1650 Bass Highway, Grantville	03 5678 8548	https://www.marukoalapark.com.au/	10:00am – 4:00pm
* NOBBIES CENTRE Point Grant (3km past the Penguin Parade)	03 5951 2800	https://www.penguins.org.au/attractions/recreational-areas/the-nobbies-2/	10:00am until 1 hour prior to sunset

OUT THERE	03 5952 3695 0412 852 291	http://www.outthere.net.au/	9am-5pm for bookings
OUTDOOR GO-KARTS Back Beach Rd, Smiths Beach	03 5952 9400	https://www.phillipislandgokarts.com.au/	9:00am – 7:00pm
* PHILLIP ISLAND CHOCOLATE FACTORY 930 Phillip Island Rd, Newhaven	03 5956 6600	https://phillipislandchocolatefactory.com.au/	Open daily: 9:00am – 5:00pm
* PHILLIP ISLAND GRAND PRIX CIRCUIT Back Beach Rd, Smiths Beach	03 5952 9400	https://www.phillipislandcircuit.com.au/	Guided tours 11am and 2pm daily Walk through the water gardens. Open daily 9am-7pm
PENGUIN PARADE Summerland Beach, Summerland	03 5951 2800	https://www.penguins.org.au/attractions/penguin-parade/	From 10am and the penguins arrive at sunset
* PHILLIP ISLAND TEN PIN BOWLING 91 Settlement Rd, Cowes	03 5952 3977	https://www.pitenpin.com.au/	Open daily 10:00am – 11:00pm
PHILLIP ISLAND WILDLIFE PARK 2115 Phillip Island Rd, Cowes	03 5952 2038	https://www.piwildlifepark.com.au/	Open daily 10am – 5:00pm
*THE ISLANTIS SURF EXPERIENCE	03 5956 7553	https://theislandisurfexperience.com.au/	Open daily 9am – 5pm
* VIETNAM VETERANS MUSEUM Veterans Drive, Newhaven	03 5956 6400	https://www.vietnamvetsmuseum.org/	Open daily 10am – 5pm
WARROOK CATTLE FARM Sth. Gippsland Hwy, Monomeith	03 5997 1321	http://www.warrook.com.au/	10am – 4pm Guided tours run daily from 1pm
WONTHAGGI STATE COAL MINE Garden St, Wonthaggi	03 5672 3053	https://www.parkstay.vic.gov.au/state-coal-mine-wonthaggi	Open daily 10am – 4:30pm



Section 3

ACTIVITY DESCRIPTIONS

Giant Swing (Specialised Activity)

Location

Next to Mariner Lodge 1

Description

The Giant Swing is a team activity which involves the whole group. The haul team has to pull a harnessed participant up to a point from which they release and swing. The participant has control of the height to which they are hauled ie. a verbal command to the haul team. The participant chooses their own level of challenge.

Age suitability

This activity is suitable for campers aged from Grade 2 and up.

Ratios

CYC Site Staff Required	Group Staff required	Student numbers	Organisation
1	1 2	1 – 12 13-18	Victorian DET – Challenge Ropes Course, High Elements
1	1	14	AAS – Victoria

Leader Experience

CYC site program staff will be instructing this activity at all times. Site program staff will complete a safety briefing at the beginning of the session and explain how the activity operates. A harness demonstration will also be required.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Flying Fox (Specialised Activity)

Location

Along left hand fence line as you enter camp.

Description

A cable is strung between two points and a person rides from a 6m high platform to the other end and back to the half way point.. The participant is also harnessed and attached via carabiners.

Age suitability

This activity is suitable for campers aged from Grade Prep and up.

Ratios

CYC Site Staff Required	Staff required	Student numbers	Organisation
1	2 2	1 – 12 13-18	CYC Limited and Victorian DET – Challenge Ropes Course, High Elements
1	1	14	AAS – Victoria

Leader Experience

CYC site program staff will be instructing this activity at all times. Site program staff will complete a safety briefing at the beginning of the session and explain how the activity operates. A harness demonstration will also be required.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

The Pinnacle (Specialised Activity)

Location

Outside next to Mariner dining room.

Description

An 8 metre high outdoor climbing tower, you can have up to 6 people climbing at the one time. The participants are harnessed and attached via carabiners to the auto-belay.

Age suitability

This activity is suitable for campers aged from Grade Prep and up. Climbers must be 20 – 110 kilograms inclusive.

Ratios

CYC Site Staff Required	Staff required	Student numbers	Organisation
1	1 2	1 – 12 13-18	CYC Limited and Victorian DET - Artificial Climbing and Abseiling
1	1	14	AAS – Victoria

Leader Experience

CYC site program staff will be instructing this activity at all times. Site program staff will complete a safety briefing at the beginning of the session and explain how the activity operates. A harness demonstration will also be required.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Abseiling Wall (Specialised Activity)

Location

On the left hand side of site as you enter camp, next to flying fox 'line up area'.

Description

4m high vertical wooden wall that the participant leans out backwards over the towers ledge and then walks down or jump's down holding onto a rope to guide themselves down the wall. The participant is also harnessed and attached via carabiners.

Age suitability

This activity is suitable for campers aged from Grade 5 and up.

Ratios

CYC Site Staff Required	Staff required	Student numbers	Organisation
1	1 2	1 – 12 13-20	Victorian DET – Artificial Climbing and Abseiling
1	1	1 - 20	AAS – Victoria

Leader Experience

CYC site program staff will be instructing this activity at all times. Site program staff will complete a safety briefing at the beginning of the session and explain how the activity operates. A harness demonstration will also be required.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Swimming Pool

Location

On right hand side of the site as you enter camp in between the front oval and Seafarer cabins 18 – 21.

Description

A 20 metre swimming pool with a beach entrance at one end. Pool ranges from 1.1m – 1.8m at its deepest point.

Age suitability

This activity is suitable for all ages.

Ratios

RECREATIONAL SWIMMING RATIO GUIDELINES			
Venue Type	Staff required	Student numbers	Organisation
Swimming Pool	1 qualified staff + 1 assisting	1 – 10 students 11 – 20 students	Victorian DET - Recreational Swimming
	1 qualified staff + 2 assisting	21 – 30 students	
	1 qualified staff + 3 assisting	31 – 40 students etc.	

Leader Experience

Suitable staff qualifications for 'water' activities. 'Qualified staff' may be CYC site staff or qualified group leaders / teachers
AUSTSWIM Teacher of Swimming and Water Safety Certificate
Royal Life Saving Society Bronze Medallion
Royal Life Saving Society Pool Life Guard Certificate
Surf Life Saving Australia Surf Bronze Medallion
Surf Life Saving Australia Surf Rescue Certificate
Life Saving Victoria Community Surf Lifesaving Certificate
Life Saving Victoria – Swimming and Water Safety Teacher

Assistant Leader Experience

Assisting leader should be qualified with a current CPR certificate.

Participant Experience

Participants need no previous experience.

Trampoline

Location

On the front oval.

Description

Two enclosed above ground trampolines.

Age suitability

This activity is suitable for participants aged Grade Prep and above.

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	CYC Limited

Leader Experience

No previous experience or training is required for this activity.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Circatron

Location

In-between Seafarer Cabin 17 & 18, behind hedge.

Description

The participant is strapped into the Circatron boots and is spun around by the leader using the outer metal ring. Three linked metal rings that spin, making the rider spin in all directions.

Age suitability

This activity is suitable for participants aged Grade 5 and above. Height restrictions apply for the Circatron, the height gauge is located to the right of the gate at the Circatron. The minimum height is 140cm and maximum height is 180cm for the participant to have a turn.

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	CYC Limited

Leader Experience

The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Mechanical Climbing Wall

Location

In the Recreation Hall behind the locked sliding door.

Description

A rotating rock climbing wall in which the speed and incline can be adjusted. The climbers aim is to keep up with the wall. The climber is not required to be harnessed in this activity, there are fall mats at the bottom of the wall.

Age suitability

There are no age restrictions for this activity.

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	CYC Limited

Leader Experience

The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Initiatives

Location

On-site in various locations.

Description

A variety of team building activities involving real and imaginary ground-based obstacles (either natural or constructed), which challenge a group to work together to find solutions. Success is achieved only when all members have contributed to the outcome.

Age suitability

This activity is generally suited to Grade 3 and above. Each initiative activity should be assessed to its requirements e.g. the participants may need strength to lift each other up and over an object.

Ratios

Staff required	Student numbers	Organisation
2	1 – 24	Victorian DET – Challenge Ropes Course, Low Element
1	14	AAS – Victoria

Leader Experience

The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Archery

Location

On the back oval near playground, behind barn doors.

Description

The participants shoot arrows with bows at targets from a distance dependant on ability.

Age suitability

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

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	NSW Education Department

Leader Experience

The leader must have had the activity instructed to them and signed off by the CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Bike Riding (Secondary)

Location

Bike shed is located at the back of the Gymnasium.

Description

Variety of bikes for the participants to ride either on-site or off-site.

Age suitability

This activity is generally suitable for Secondary age, along as they can appropriately fit the bike.

Ratios

Staff required	Student numbers	Organisation
2	1 – 20	Victorian DET – Cycling
3	21 – 30	
2	1 – 23 (max 25 in group inc. staff)	AAS – Victoria

Leader Experience

Previous experience of riding a bike is recommended. The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Pedal Racers (Primary)

Location

Car park on the North side of the front oval

Description

Pedal powered go karts for participants to race around the front oval

Age Suitability

This activity is generally suitable for Primary age, along as they can appropriately fit the go kart.

RATIOS

Staff required	Student numbers	Organisation
1	1 – 20	CYC Ltd.

Leader Experience

The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Frisbee Golf

Location

Around the front oval.

Description

Using frisbee's, the participants are to hit the numbered poles following the designated course. Accumulating a score, the lowest score wins.

Age suitability

This activity is suitable for participants aged Grade Prep and above.

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	CYC Limited

Leader Experience

No previous experience or training is required for this activity.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Photo/Letter/Number Hunt

Location

Around the whole site.

Description

With the Photo Hunt booklets and clues for the Letter and Number Hunt, the participants are to search around the site and find the applicable photo, letter or number and fill in their worksheet appropriately.

Age suitability

This activity is suitable for participants aged Grade Prep and above.

Ratios

Staff required	Student numbers	Organisation
1	1 – 20	CYC Limited

Leader Experience

No previous experience or training is required for this activity.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Low Ropes Course

Location

On left hand side of the site as you enter camp, in between the giant swing and flying fox tower.

Description

A course of 10 elements made up of cables and ropes strung between posts close to the ground, participants are to make their way through the elements without touching the ground with the support of spotters.

Age suitability

This activity is suitable for participants aged Grade Prep and above.

Ratios

Staff required	Student numbers	Organisation
2	1 – 24	Victorian DET – Challenge Ropes Course, Low Element
1	14	AAS – Victoria

Leader Experience

The leader must have had the activity instructed to them and signed off by CYC site staff.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.

Walks

Location

Off Site.

Description

A wide variety of walks around Phillip Island. Maps and time required available on request. There are potential dangers in this activity which will only occur if there is poor supervision. Things to watch out for include sunburn, dehydration and cars.

Age suitability

There are no age restrictions for this activity.

Ratios

Staff required	Student numbers	Organisation
2	1 – 20	Victorian DET – Bushwalking
3	21 – 30	
4	31 - 40	
1	1 - 10	AAS – Victoria

Leader Experience

No previous experience or training is required for this activity.

Assistant Leader Experience

Assistant need no previous experience.

Participant Experience

Participants need no previous experience.



Section 4

TEACHER RESOURCES

CYC Accommodation Register

Seafarer Cabins 1 - 4

2 sets of bunk beds and 2 single beds in each

CABIN 1

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 2

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 3

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 4

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CYC Accommodation Register

Seafarer Cabins 5 - 10

Cabin 5 : Teachers suite has 2 separate bedrooms of 2 single beds in each with lounge, TV and kitchenette

Cabins 6-7, 9 & 10 : 2 sets of bunk beds and 2 single beds in each

Cabin 8: 2 single beds and 1 set of bunks with accessible bathroom

CABIN 5 (TEACHERS SUITE)

1 _____
2 _____
3 _____
4 _____

CABIN 6

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 7

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 8 (DISABLED SUITE)

1 _____
2 _____
3 _____
4 _____

CABIN 9

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CABIN 10

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

CYC Accommodation Register

Seafarer Cabins 11 - 17

Cabin 11 – 15 : 2 sets of bunk beds and 2 single beds in each

Cabin 16 : 2 single beds and 1 set of bunks with accessible bathroom

Cabin 17: Teachers suite has 2 separate bedrooms with 2 single beds in each with lounge, TV and kitchenette

CABIN 11

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

CABIN 12

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

CABIN 13

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

CABIN 14

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

CABIN 15

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____

CABIN 16 (DISABLED SUITE)

- 1 _____
- 2 _____
- 3 _____
- 4 _____

CABIN 17 (TEACHERS SUITE)

- 1 _____
- 2 _____
- 3 _____
- 4 _____

CYC Accommodation Register

Seafarer Cabins 18 - 25

Cabins 18-20, 22-24: Each room has 2 sets of bunks, the bottom of one is a double bed
Cabins 21, 25: 2 sets of bunks

CABIN 18

1 _____
2 _____
3 _____
4 _____

CABIN 19

1 _____
2 _____
3 _____
4 _____

CABIN 20

1 _____
2 _____
3 _____
4 _____

CABIN 21

1 _____
2 _____
3 _____
4 _____

CABIN 22

1 _____
2 _____
3 _____
4 _____

CABIN 23

1 _____
2 _____
3 _____
4 _____

CABIN 24

1 _____
2 _____
3 _____
4 _____

CABIN 25

1 _____
2 _____
3 _____
4 _____

CYC Accommodation Register Mariner Lodges 1 & 2

Lodge 1 & 2: Each have 4 bedrooms with a central lounge area. 2 sets of bunks in each (one bottom is a double). Lodge 1, Room 4 has accessible bathroom.

LODGE 1 / ROOM 1

1 _____
2 _____
3 _____
4 _____

LODGE 1 / ROOM 2

1 _____
2 _____
3 _____
4 _____

LODGE 1 / ROOM 3

1 _____
2 _____
3 _____
4 _____

LODGE 1 / ROOM 4 (DISABLED SUITE)

1 _____
2 _____
3 _____
4 _____

LODGE 2 / ROOM 1

1 _____
2 _____
3 _____
4 _____

LODGE 2 / ROOM 2

1 _____
2 _____
3 _____
4 _____

LODGE 2 / ROOM 3

1 _____
2 _____
3 _____
4 _____

LODGE 2 / ROOM 4

1 _____
2 _____
3 _____
4 _____

CYC Accommodation Register

Mariner Lodges 3 - 10

Lodges 3 – 7: Each have 4 sets of bunks. One of the bunks is a double bed
Lodges 8 - 10: Each have 2 separate bedrooms, one with a double bed and the other room with 2 sets of bunks with lounge, TV and kitchen

LODGE 3

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

LODGE 4

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

LODGE 5

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

LODGE 6

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

LODGE 7

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____

LODGE 8 (TEACHER'S SUITE)

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

LODGE 9 (TEACHER'S SUITE)

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

LODGE 10 (TEACHER'S SUITE)

- 1 _____ 2 _____
- 3 _____ 4 _____
- 5 _____

Archery – How To Play

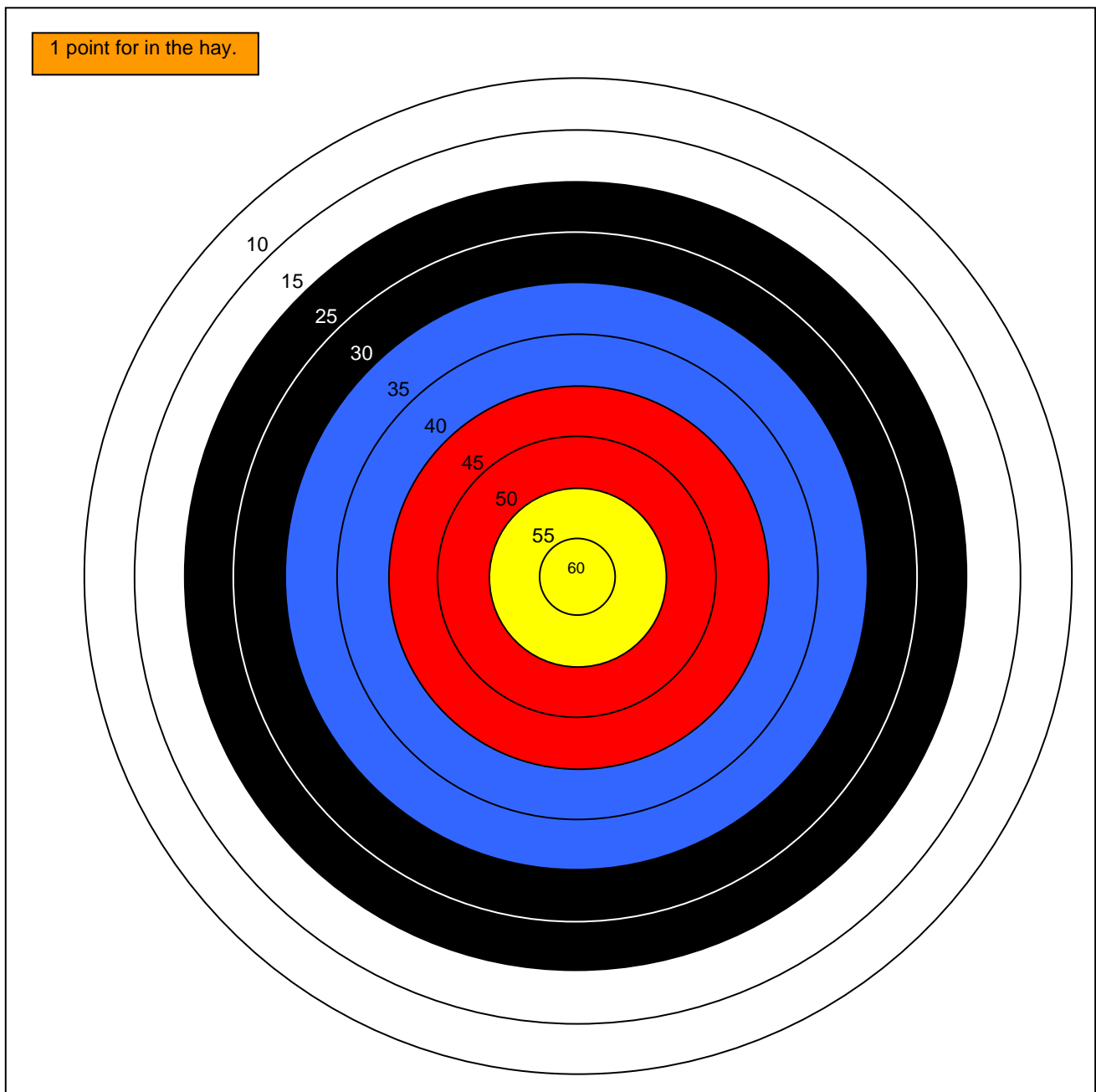
Each player shoots 3 arrows per round.

To score, the arrows must stick into the hay or targets

SCORING (see picture below)

- 1 point is scored for hitting the hay
- Each subsequent ring is worth an extra 5 points, with the bullseye being 60 points.

After all 8 rounds (*or less due to time limit*) the scores are added up to find the winner!



Cruisin' Cowes on Foot

You'll need – A pen and appropriate clothing (ie. warm jacket or hat and sunscreen)

Make sure you use the footpaths whenever possible, and always walk facing on-coming traffic.

Stand at the front gate of CYC The Island, facing Church St.

Turn right and walk to Dunsmore Rd. (You should pass Shamrock, Birdwood, Monash, Benambra and Paringi on your right.)

Along the way, can you find what animal is the mascot for the Phillip Island Football Team?

Turn left into Dunsmore Rd and walk to the end. (You should pass Gordon, Carisbrooke & Stradbroke on your right.)

Walk onto the beach

Turn left and using either the walking track (high tide) or beach (low tide) proceed to the first point of land jutting into the sea.

Take the cement steps up off the beach to the left. You should now be at the corner of the Esplanade and Steele St. This is known as EREHWON POINT.

What does it spell backwards?

What Shire is Cowes in?

Name 3 things prohibited by the Shire. (Blue sign)

Which Service Club set up the park here?

What colour are the slides on the playground equipment?

Stay and play for 10 minutes or just sit and enjoy the view.

Walk past the electric BBQ shelter and take the wooden steps down to the pathway.

Turn left and walk along the path until you reach the toilets. Use them if you wish and then walk up the grassy bank back towards the Esplanade.

Find the “Area 25 Pyramid” marker. What does it say on the sign?

Return to the beach path, and find a place on the surrounding grass to sit quietly for 5 minutes. Think about the wonderful world we live in, think about all the creatures within it and think about you and your beliefs, journey etc.

Name 3 things you can hear when you stop to listen.

Walk along the jetty

What is not permitted on the jetty?

How many boats can you see in the water?

- Return back along the jetty.

What is the name of the building opposite the jetty on the corner of Thompson Ave & The Esplanade?

- Follow footpath to the right and alongside the esplanade until you are standing beside a half rotunda (Above toilets). Use toilets now if you need to as this is the last chance for a while.

List the animals on the 23 coloured mosaic tiles that are in the footpath?

- Follow the steps beside the toilet back down to the lovely sandy beach.

Now look up the grassy bank up towards the shops. What animal is mad?

- Continue walking along the beach away from the pier. Just before you reach the point take the wooden steps off the beach to the left. Sit at the wooden tables and benches up on top of the point. Relax for 5 minutes!!
- Walk down the steps at the other side of the point, and down to the beach. Continue walking away from the jetty.

Find the Area 23 pyramid. What is the creamy coloured building straight in front of you?

- Now walk up Osborne Ave.
- Turn left into Chapel St. Stroll up Chapel St.

Name the brick building on your left with the flagpole out the front.

- Proceed up Chapel St crossing over Walpole St.

What church is on the corner of Warley Ave & Chapel St?

What's the name of the hair dressers you pass?

- Keep walking along Chapel St and turn right when you reach the roundabout into Thompson Ave (Main St). Cross over onto the left hand side of the road.

What is the name of the shop with the Mail Box out the Front?

Name the building to the right of the telephone boxes.

- Continue walking down Thompson Ave.

What 'Gardens' are set between the Library and the Cowes Cultural Centre?

- Turn left into Church St and return to CYC The Island for a well earned rest!!

Cruisin' Cowes on Foot – ANSWER SHEET

Along the way, can you find what animal is the mascot for the Phillip Island Football Team?

BULLDOG

- Take the cement steps up off the beach to the left. You should now be at the corner of the Esplanade and Steele St. This is known as EREHWON POINT.

What does it spell backwards?

NOWHERE

What Shire is Cowes in?

BASS COAST

Name 3 things prohibited by the Shire. (Blue sign)

CAMPING, FIRES, LITTERING, HORSE RIDING, MOTOR BIKE RIDING, CUTTING DOWN TREES, DOGS

Which Service Club set up the park here?

THE PHILLIP ISLAND / SAN REMO ROTARY CLUB

What colour are the slides on the playground equipment?

YELLOW

Find the "Area 25 Pyramid" marker. What does it say on the sign?

A 25 – IN CASE OF EMERGENCY STATE THIS AREA NUMBER AND RING 000

Name 3 things you can hear when you stop to listen.

WAVES, SEA, OCEAN, BIRDS, PEOPLE, TRAFFIC ETC

What is not permitted on the jetty?

DIVING

How many boats can you see in the water?

0 – LOTS

What is the name of the building opposite the jetty on the corner of Thompson Ave & The Esplanade?

Hotel

List the animals on the 23 coloured mosaic tiles that are in the footpath?

**PELICAN, CRAYFISH, DOLPHIN, FISH, SHARK, SUN, IBIS, SEAHORSE, MERMAIDS, TURTLE, WHALE,
PENGUIN, CRAB, SEA DRAGON, SWAN, FISH, STORK, SUN AND FISH, PORPOISE, OCTOPUS,
SCENE, OCTOPUS, AND SPOONBILLS**

Now look up the grassy bank up towards the shops. What animal is mad?

COW

Find the Area 23 pyramid. What is the creamy coloured building straight in front of you?

COWES YACHT CLUB

Name the brick building on your left with the flagpole out the front.

POLICE STATION

What church is on the corner of Warley Ave & Chapel St?

ST JOHN'S UNITING

What's the name of the hair dressers you pass?

SPICE HAIR

What is the name of the shop with the Mail Box out the front?

POST OFFICE

Name the building to the right of the telephone boxes.

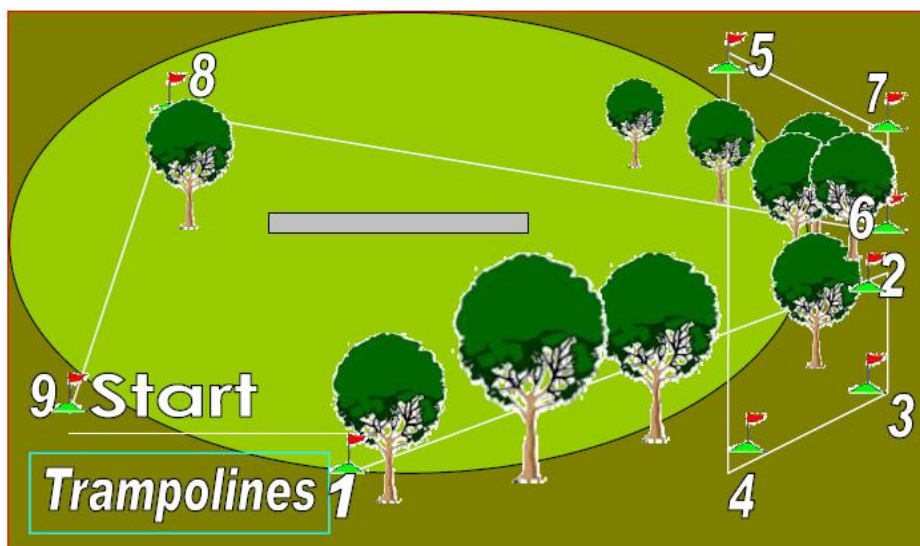
WING HO CHINESE RESTAURANT

What 'Gardens' are set between the Library and the Cowes Cultural Centre?

FOUNTAIN GARDENS

Frisbee Golf

Hole 1	24mtrs	Par 2
Hole 2	35mtrs	Par 4
Hole 3	16mtrs	Par 3
Hole 4	20mtrs	Par 2
Hole 5	50mtrs	Par 5
Hole 6	15mtrs	Par 2
Hole 7	15mtrs	Par 2
Hole 8	40mtrs	Par 3
Hole 9	35mtrs	Par 3



Rules

- 🚩 Aim to hit the pole in the minimum number of throws
- 🚩 Maximum number of throws per pole is six
- 🚩 All road surfaces are "waterways" add one throw to the score
- 🚩 Keep off any garden beds
- 🚩 Only throw Frisbee if it is safe to do so
- 🚩 Don't throw towards other people

NAME	1	2	3	4	5	6	7	8	9	TOTAL

*Please ask CYC staff for Frisbee Golf equipment if not pre-arranged

Island Scavenger Hunt

Lolly wrapper	5 points
Empty can or bottle	5 points
Bottle lid or pull top	5 points
Pen Lid	5 points
Orange or mandarin peel	5 points
Nut	5 points
Plastic Bag	5 points
Extra chewing gum wrapper	5 points
Hair tie	5 points
Duct or sticky tape	5 points
Paper clip	5 points
Feather	10 points
Something purple (not a flower)	10 points
Something starting with E	10 points
Chuppa Chup stick	10 points
Glad wrap	10 points
Leaf with bird poo on it	10 points
Straw	10 points
Icecream stick (not from Dining room)	10 points
1 page of newspaper	10 points
Any part of a balloon	10 points
Shell	10 points
Bread tag	20 points
Cicada Shell	20 points

* Please do not ask any of 'The Island' staff for items or remove any plants from garden beds.
Thankyou

Letter Hunt

Please note: The Letter Hunt has Green plates with a White number and letter on it. Once you have found the number write down the letter that is on the same plate in the box on the sheet.
All plates are found outside around the whole site not inside buildings.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

CLUES:

1. At CYC front entrance somewhere???
2. I'm long and straight, can you balance on me?
3. Let's shoot some hoops outside the gym!
4. Watch out for the Cannon Balls!!
5. Keen for a game of chess?
6. Only CYC Staff can go through this door!
7. Stairway to heaven.
8. Enjoy the swinging view!
9. TIMES UP! No more bouncing...!
10. Right foot on yellow, left hand on red.
11. Near the Entrance to the Mariner dining room.
12. Watch out this might make you sick!
13. Out of gas? It's near the gas tank.
14. Near the Rec Hall main entrance.
15. Do you enjoy a barbeque?
16. Mariners Wharf near the garden
17. Who needs saving in the pool?
18. What's a rotunda?
19. 6th tee of the Frisbee Golf.
20. We have 28 caravan sites here at CYC. What is half?
21. How many steps on Captain Jack Sparrows ladder?
22. Within a 10m radius of some fun play equipment.
23. Ring the bell!
24. Use me in a blaze.
25. Who's in the front office?
26. It looks real but it's actually fake!
27. Near the 7 and 8 caravan site. But where?
28. Where's a place to play?
29. Walking Vertically.
30. **BOOM!** They are red and white, but there are only 2.

*** All Letter Hunt Plates are found outside***

Letter Hunt - ANSWERS

Please note: The Letter Hunt has green plates with a white number and letter on it.

G 1	I 2	V 3	E 4	T 5	H 6	A 7	N 8	K 9	S 10
T 11	O 12	T 13	H 14	E 15	L 16	O 17	R 18	D 19	F 20
O 21	R 22	H 23	E 24	I 25	S 26	G 27	O 28	O 29	D 30

ANSWERS:

1. At the CYC front entrance somewhere???? (On right as you leave camp)
2. I'm long and straight, can you balance on me? (On log near Human Foosball)
3. Let's shoot some hoops outside the gym! (On backboard of basketball ring, outside of gym, near back oval)
4. Watch out for the Cannon Balls!! (On Cannon, in front of Seafarer cabin 5)
5. Keen for a game of chess? (Near giant chess)
6. Only CYC Staff can go through this door! (In doorway to back of gym near fake grass)
7. Stairway to Heaven! (On the deck above the entrance to the Gym)
8. Enjoy the swinging view! (On the Giant swing benches – furthest to the boundary fence)
9. TIMES UP! No more bouncing...! (On the back of timer at the trampolines)
10. Right foot on yellow & left hand on red. (On twister spinner post)
11. Near the Entrance to the Mariner dining room. (On the pole opposite the Mariner dining room door)
12. Watch out! This might make you sick! (On the inside of fence surrounding Circatron)
13. Out of Gas? It's near the tank! (On base of tree near gas tank-near Flying Fox)
14. Near Rec Hall main entrance. (Up high above door)
15. Do you enjoy a barbeque? (Near Mariners Wharf, underneath the bench on the left)
16. Mariners Wharf near the garden (On the outside of Mariners Wharf building near the garden bed behind it)
17. Who needs saving in the pool? (Behind lifesaving ring, outside of pool fence)
18. What is a rotunda? (On the rotunda, up high. Can be seen from outside fence)
19. 6th tee of the Frisbee golf. (On the back of the tee at the 6th frisbee golf tee, near the front left hand corner of campsite)
20. We have 28 caravan sites at CYC. What is half? (On the pole for caravan site 14)
21. How many steps on Captain Jack Sparrows ladder? (Under 5th rung on ladder, front office)
22. Within a 10m radius of some fun play equipment. (On bollard near playground, near rear oval)
23. Ring the bell! (On top of post holding bell, front office)
24. Use me in a blaze? (Tree near fire extinguisher, near public toilets)
25. Who's in the front office? (Low on a post at front office)
26. It looks real but it's actually fake (On the edging of the synthetic turf)
27. Near the 7 and 8 caravan site. But where? (On the Fence near the 7 and 8 post)
28. Where's a place to play? (On the wooden plank surrounding the playground)
29. Walking Vertically. (On the back of the Abseiling wall)
30. BOOM! They are red and white, but there are only 2. (Boom Gate closest to the swimming pool)

* All Letter Hunt Plates are found outside*

Number Hunt

Please note: The Number Hunt plates are white with a black number on it. All plates are found outside around the whole site not inside buildings.

No:

- ___ Caution: This activity might make you sick!
- ___ I am bouncy and round. I can be above or in the ground!
- ___ Section of a course with ropes and it's low.
- ___ Is anyone in the front office?
- ___ The shipwreck near the gym.
- ___ I have 8 sides and can be found on the astro turf!
- ___ Boy, oh buoy, oh buoy!!
- ___ What's a rotunda?
- ___ Out of gas? It's near the gas tank!
- ___ Time to hang out the washing!
- ___ Ring the bell!
- ___ Up the stairs and you're there! You're still outside, aren't you??
- ___ Near a three legged swing!
- ___ Who's going to win Red or Blue?
- ___ Public toilets...but which ones?
- ___ Was it to the left or right of the entrance?

*** All Number Hunt Plates are found outside***

Number Hunt - ANSWERS

Please note: The Number Hunt plates are white with a black number on it.

No:

15. Caution: This activity might make you sick! (On fence of Circatron)
14. I am bouncy and round. I can be above or in the ground! (Trampoline Fence, Front oval)
9. Section of a course with ropes and it's low. (Pole of the 'Swinging Log' on the Low Ropes course)
2. Is anyone in the front office? (Low on post on office veranda)
4. The shipwreck near the gym. (On post next to boat, near gym entrance)
16. I have 8 sides and can be found on the astro turf! (Side of Cage Soccer on the astro turf opposite Mariner Lodges)
10. Boy, oh buoy, oh buoy!! (Low on tree near yellow buoy)
13. What's a rotunda? (On the shelter in pool area. CAN BE SEEN FROM OUTSIDE THE FENCE)
6. Out of gas? It's near the gas tank! (On a tree in the middle of low ropes course)
5. Time to hang out the washing! (Washing line near pool area)
7. Ring the bell! (Under rung on ladder)
11. Up the stairs and you're there! You're still outside, aren't you?? (Outside upstairs meeting room)
12. Near a three legged swing! (On wall of Lodge 1, near Giant Swing)
3. Who's going to win Red or Blue? (Human Foosball)
8. Public toilets...but which ones? (Located on the side of Public toilets at the back of dining room)
1. Was it to the left or right of the entrance? (On LEFT post of camp entrance)

* All Number Hunt Plates are found outside*

Photo Hunt – Seafarer Site

Please note: All objects in photos are found outside not inside buildings. Please ask CYC staff for work books if not pre-arranged.

PHOTO NO.	WHAT IS IT?	WHERE IS IT FOUND?
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		

Photo Hunt – Mariner Site

Please note: All objects in photos are found outside not inside buildings. Please ask CYC staff for work books if not pre-arranged.

PHOTO LETTER	WHAT IS IT?	WHERE IS IT FOUND?
A		
B		
C		
D		
E		
F		
G		
H		
I		
J		
K		
L		
M		
N		
O		
P		
Q		
R		

Photo Hunt Answers

Seafarer Site

No.	WHAT	WHERE
1	Cold sign for tap	Tap near pool
2	Disabled Car Park	Car Park near Seafarer cabin 17
3	Emergency Assembly Area sign	On front Oval next to trampolines
4	Temperature Gauge	Near site entry
5	Twister dots	At the twister board on the oval
6	Tree stump	On fence line near swimming pool
7	Power bank	Trampolines/back of timer
8	Red Pole	Human Foosball
9	Blue Post	Public toilets at rear of dining room
10	Bell	Near front office
11	Banana Life Buoy	Swimming Pool
12	Activity safety key	In tree near Flying Fox tower
13	Boat	In garden bed with Seafarer Life Buoy
14	Cricket pitch	Centre of front oval
15	Captain Jack Sparrow	Opposite front office, near bell
16	Electrical power supply box	North of swimming pool
17	Cannon	Garden bed near Seafarer cabin 5 & 6
18	Circatron	In-between Seafarer cabin's 17 and 18

Mariner Site

A	Slide	Playground
B	BBQ knob	BBQ near Gym/ playground side
C	Giant Checkers	Next to giant swing
D	Rock climbing hold	Bouldering wall- Low ropes course
E	Marine Bollard	Playground/Mariners Wharf
F	9 Square in the Air Sign	Behind Gym near caged soccer
G	All Aboard step	Near Giant Swing
H	Basketball Backboard	Outdoor basketball ring near archery
I	Lift Off/Vertical log and tyres	Next to Giant Swing
J	Speaker	On Gym, near Mariner's Wharf
K	Roof/Window	Window above Mariner dining room
L	Yellow Buoy	Driveway near Kitchen
M	Channel Buoy	Near Giant swing
N	Grey ramp	Mariner Lodge 2
O	Cage Soccer Goal	Synthetic grass area
P	Fishing net	Between Gym and Mariner dining room
Q	Red Chains	Playground
R	Cables	Giant Swing