

## Camp Burgess & Hayward Outdoor Education Center

# Group Games & Initiatives

### **Large Group Games**

Large group games are primarily ice-breakers, and almost certainly energize the entire group. The games vary depending on the group and the instructors. A large group is defined as 20 or more participants.

### **Large Group Initiatives**

These activities test the problem-solving and communication skills of the entire group. Large Group Initiatives are ideally scheduled at the start of the trip after large group games, or at the end of the trip as great closing activities. The games vary depending on the group and the instructors. A large group is defined as 20 or more participants.

### **Large Group Initiative Stations**

A series of stations are set up in one of our large open spaces. The group is split into teams and given a set time to complete each station before rotating on to the next. This activity provides some of the benefits of small group initiatives, but keeps the group together in one area rather than spread around camp. We have a diverse range of stations depending on group goals.

### **Small Group Initiatives**

Through a series of challenges, we aim to improve group communication, problem solving and trust, with time set aside for processing and discussion.

Using a wide range of props and equipment, participants work in groups of 8-15 people facilitated by an experienced instructor. We encourage group organizers to help us focus this time to best assist the group. Games vary depending on the group and instructors. This activity is a great precursor to the Low Challenge Course (Low Ropes).

### **Raft Building**

Using basic materials and the floats provided, groups must build a raft capable of transporting the entire team to our island on Spectacle Pond and back. This activity is weather and temperature dependant. Lifejackets are worn at all times on the water, and lifeguards are present.