

PLAN, TRAIN, GO, REVIEW

YOUR OWN ADVENTURE

1. Plan

Research into the options available for an adventure locally, e.g. school grounds, parks or open spaces, canals, etc.

2. Train

What skills and knowledge do they need?
What gaps are there?

3. Go

Go on the adventure.
Discovery and exploration.
Awareness of the local environment and how to look after it.

4. Review

Review and reflect through peer feedback and instructor feedback.