



Boyne
Island
Environmental
Education
Centre



Camp Champion -Overview

Year 7 - 10 Residential Program

With the belief that every person has the ability to be a *champion* within themselves, students are called to action and set on a journey to be the best version of themselves. Students embark on a journey of self-reflection and self-esteem by driving their own metaphoric 'train' and collecting 'carriages' (personal life skills) along the way. STEAMing along through various challenges, students will be stopping at all stations endeavouring to arrive at a destination of improved understanding of self. Through the *Camp Champion* program principles of co-operation, communication, persistence, respect and reflective thinking, students will challenge themselves with a confronting physical challenge (hike or canoe expedition) conquer fears on the high ropes, work collaboratively in team building activities and design and build a water tight raft. Using elements from the Australian Curriculum – General Capabilities -Personal and Social Capability continuum - the program targets opportunities for students to recognise emotions, become confident and resilient, appreciate diverse perspectives, work collaboratively and develop reflective practices. Throughout the journey, students are designated a team to support and encourage them throughout their journey. Individual success is measured by their own ability to critically self-reflect upon their journey to acquire their reward.

Duration: 4-5 days (3-4 nights)

Curriculum Intent

General capabilities

Personal and social capability

The key ideas for Personal and Social Capability are organised into four interrelated elements in the learning continuum. These include self-awareness, self-management, social awareness and social management. These are the program targets for year 6 students at level 4 of the Learning Continuum of Personal and Social Capabilities.

Self-awareness

- Recognise emotions recognise personal qualities and achievements and develop reflective practices

Self-management

- Express emotions appropriately, develop self-discipline and set goals, work independently and show initiative and become confident, resilient and adaptable

Social awareness

- Appreciate diverse perspectives

Social management

- Communicate effectively, work collaboratively, make decisions and negotiate and resolve conflict

Critical and creative thinking

In the Australian Curriculum, students develop capability in critical and creative thinking as they learn to generate and evaluate knowledge, clarify concepts and ideas, seek possibilities, consider alternatives and solve problems. These are the program targets for year 6 students at level 4 of the Learning Continuum of Critical and Creative Thinking.

Inquiry – identifying, exploring and organising information and ideas

- Pose questions

Reflecting on thinking and processes

- Reflect on processes

Cross curriculum priorities

Sustainability

- OI.2 All life forms, including human life, are connected through ecosystems on which they depend for their wellbeing and survival
- OI.7 Actions for a more sustainable future reflect values of care, respect and responsibility, and require us to explore and understand environments.

Itinerary



Learning Intentions:

WHAT... are we learning?

- A champion is someone who can develop and build upon their personal and social awareness. They are able to recognise their emotions, work together in a team, show resilience and persistence during difficult times, set goals and reflect upon experiences.

WHY ... are we learning this?

- Teamwork is important not only in childhood, but it also plays an important role in helping you succeed as an adult. These fundamental life skills of teambuilding assist you in becoming an active citizen throughout your life and build your capacity to be a great leader.
You can either- give up, give in or give it all you got!

HOW ... will you know you're successful Champion?

I can...

- Consider my attitude and behaviour
- Create a positive frame of thinking
- Work collaboratively
- Be resilient and persevere
- Set goals
- Reflect on my actions

Catering: External caterers supply, cook and serve food

Students and adults will need:

- Please refer to the Camp 'What to bring' list



CARAs

- Bush cooking
- Bushwalking Mt Larcom
- Canoeing
- Challenge High Ropes
- Challenge Low ropes
- Cycling & Scooter
- Movement over uneven surfaces
- Power boating small
- Raft Building
- Residential Camping
- Swimming in locations other than pools
- Team Building High
- Team building medium
- Travel on BIEEC bus



Sample Timetable

Tide					
Breakfast+		7.00	7:00	6.00	7.00
Intro*	10.00am *Welcome Ice breakers	7:45 + Cabin Inspection 8.25 +Kick Start Activities (Environmental Monitoring/river scoot / river walk/other) 8.45 * Connect – *Yarning Circle 9.00 * Personal Goal Setting	7:45 + Cabin Inspection 8.25 +Kick Start Activities (Environmental Monitoring/river scoot / river walk/other) 8.45 * Connect – *Yarning Circle	7:45 + Cabin Inspection 8.25 +Kick Start Activities (Environmental Monitoring/river scoot / river walk/other) 8.45 * Connect – *Yarning Circle	7:30 + Pack up cabins / cabin inspection / Emu parade 8.25 +Kick Start Activities (Environmental Monitoring) 8:30 * Team Fortis - <u>Connect</u> – *Yarning Circle Team Magnus* Bus to Canoe Point
Session 1*	iPad induction of centre Australian Curriculum focus Pre-self-reflection data collection	9.15 Team Fortis - <u>Construct</u> – Design and construct a raft- Raft Race OR Surf Awareness / Beach challenge Team Magnus – <u>Consult</u>, <u>Communicate</u>, Trust & low ropes	9.00 Team Fortis - <u>Comfort V</u> <u>Chaos</u> High Ropes Challenge – Team Belay Team Magnus – <u>Challenge</u> Activity (Mt Larcom Climb) OR Canoe Expedition	6.30 Team Fortis <u>Challenge</u> Activity (Mt Larcom Climb) OR Canoe Expedition Team Magnus <u>Comfort V Chaos</u> High Ropes Challenge – Team Belay	8.45 * Team Fortis -Bus to Canoe Point Team Magnus - <u>Connect</u> – *Yarning Circle 9.00 <u>Compete</u> Amazing Race @ Canoe Point
M/T+	11:00 @ BIEEC	10:00	10:00		10:45 – staggered MT
	<u>Consult and Communicate</u> 11:30 * Team Fortis – Comm activities/ Team pledge / Camp Champion journey *Team Magnus – Comm activities/ pledge	Continue activity	Continue activity		11.00 <u>Consult and Collaborate /check in</u> *Revisit/ Review Aus Curriculum focus, WHAT WHY HOW Goal Setting &Post-self reflection, feedback
Lunch+	12:30	11:30	11:30		12:00
Session 2*	<u>Cooperate</u> 1:15 Team Fortis – <u>Consult</u>, <u>Communicate</u>, <u>Co-operate</u> Trust & Low ropes Team Magnus –<u>Co-operate</u> Initiative Games	12.15 Team Fortis – <u>Cooperate</u> Initiative Games Team Magnus <u>Construct</u> – Design and construct a raft Raft Race OR Surf Awareness / Beach challenge	12.15 Team Fortis <u>Challenge</u> – Fire making and bush cooking challenge Team Magnus – <u>Challenge</u> Activity (Mt Larcom Climb) OR Canoe Expedition	Team Fortis Challenge Activity (Mt Larcom Climb) Team Magnus - <u>Challenge</u> – Fire making and bush cooking challenge	12:45 Depart *Denotes – activity taken by BIEEC staff with visiting school staff support # Denotes – activity taken by visiting school staff with BIEEC staff support + Denotes – activity taken by visiting school staff
Debrief *	<u>Consult and Collaborate</u> 2:45 *Plough back of day’s activities and set up self- reflection practice.	<u>Consult and Collaborate</u> 2:45 *Plough back of day’s activities and self-reflective practice	<u>Consult and Collaborate</u> 2:45 *Plough back of day’s activities and self-reflective practice	<u>Consult and Collaborate</u> 2:45 *Plough back of day’s activities and self-reflective practice	
A/T+	3:15	3:15	3:15	3:15	
Recreation Time	+Showers / Cabin Allocation /Set up Camp /Dinner preparation/ journaling / Power down activities	+Showers / Dinner preparation/ journaling / Power down activities	+Showers / Dinner preparation/ journaling / Power down activities	+Showers / Dinner preparation/ journaling / Power down activities	
Dinner	6.00	6.00	6:00	6:00	
Session 4+	7.00 + Visiting School Activity (Aus Identities Personality Ques.) 9:00 +Bed preparation	7.00* Green STEAM Art – A Country Arts Practice / + Visiting school activity 9:00 + Bed preparation	7.00 + Visiting school activity 9:00 + Bed preparation	7.00 + Visiting school activity 9:00 + Bed preparation	

* Subject to change depending on variables such as arrival, departure, tides, weather, etc.