

Outdoor Education Session Outline		Planned By: Josephine Peters							
Title: Invading the enemy		Topic: Night activity							
Key Competency: Relating to others		Achievement Objectives: Develop individual and group trust through participating in co-operative but challenging outdoor adventure activities.							
Learning Intention/W.A.L.T.: We are learning to participate, contribute and communicate as a group to invade the enemy.									
Special Features eg. cultural considerations, time required, appropriate venue... Best played where there are objects to hide behind, under and on etc. Is played in dark so know the grounds before running the activity.									
Resources: 2 glow sticks, String and Whistles									
Assessment /What would success look like: Communicated effectively with your group Developed effective invasion tactics									
Activity		Organisation/ Management							
<p>The activity is a night activity so it's required to be played when dark. It is similar to capture the flag. Two teams within a set boundary, starting at opposite ends. Each team to retrieve their glow stick from the opposite end of the designated game area. The glow sticks are to stay visible and in the same place eg. hung on a tree. The first team to retrieve their glow stick is the winner.</p> <p>To retrieve one's glow stick a team member must get to the other end (opponent's territory) without being tagged. If you are tagged you must return to your base (hands in the air to show the opponent's team you have been tagged). That individual then starts from the beginning point again.</p> <table border="1" data-bbox="71 1350 1109 1590"> <tr> <td>Senior school (Year 6, 7, 8)</td> <td>Play in the dark</td> </tr> <tr> <td>Middles (Year 5, 4 and 3)</td> <td>Play at dusk.</td> </tr> <tr> <td>Juniors (Year 2 and 1)</td> <td>Play during the day with different coloured materials</td> </tr> </table> <p>Blow whistle to indicate end and return to assembly point.</p>		Senior school (Year 6, 7, 8)	Play in the dark	Middles (Year 5, 4 and 3)	Play at dusk.	Juniors (Year 2 and 1)	Play during the day with different coloured materials	<p>Explain the rules and process at assembly point. Have leaders near boundaries.</p>	
Senior school (Year 6, 7, 8)	Play in the dark								
Middles (Year 5, 4 and 3)	Play at dusk.								
Juniors (Year 2 and 1)	Play during the day with different coloured materials								
Risk Management: People, Environment, Equipment. Being in the dark not having vision so objects are in the way/check the area for major obstacles. Whistles to use to stop the game/ notify of problems. Check for injury before beginning. Have first aid and adults with torches on hand.									
Poor Weather Alternative: Students put on raincoats and play in a treed area or could play a version of this game inside.									