

INDOOR PROGRAMMES AVAILABLE . . .

Schools

All programmes cover some or all of the five key competencies found in the NZ Curriculum. We use fun games and activities to interweave learning, thinking, using language, symbols and texts, managing self, relation to others, participation and contributing. These programmes are run by Living Springs' instructors with the help of teachers and parents. They are run indoors and have been primarily developed as alternatives in the case of unsuitable weather for outdoor activities, but are available at anytime.

PROGRAMME NAME AND DESCRIPTION	COST Per Person
<p>Indoor Initiatives Course</p> <p>A team building activity that is a highly effective method of team work training. The various challenges promote communication, problem solving and teamwork for all ages and stages of life. Participants must work as a team and use initiative to achieve success. Debriefing relates lessons learned to everyday life situations and life skills. Allow 1 ½ hrs. \$3.00</p>	
<p>Rulz Are Cool</p> <p>An interactive programme that encourages listening to and following instructions, the importance of following rules and why we need them and the promotion of respect for other people. Includes games, a puppet show, creative storytelling, a free pen with the main lesson printed on it and more! The facilitators have presented this programme all over NZ and have had very positive feedback from participating schools. Allow 1 hour. \$3.00</p>	
<p>Creative Drama</p> <p>This practical, entertaining course explores the importance of drama for enabling all children to learn through imagined experience. It uses drama activities and fun interactive games as a tool for developing team work, self expression, communication and building self confidence. Allow 1½ hours. \$3.00</p>	
<p>Indoor Orienteering</p> <p>An indoor version of orienteering where students must follow a basic yet challenging course that tests map reading skills and teamwork. They collect clues that give them parts of a riddle that they must solve once they have collected all the information. A Living Springs staff member will communicate the necessary information to your group and get them underway and conclude with a debriefing session on challenges faced, lessons learned and how this relates to everyday life. Allow 1 ½ hrs. \$3.00</p>	
<p>Puppet Workshop</p> <p>An entertaining, practical look at puppetry, where participants watch puppets in action and learn the basics of using a puppet, including hands on practice with real puppets, puppet theatres and scripts. Puppetry is a highly effective and dynamically creative means of exploring the richness of interpersonal communication. Allow 1 ½ hrs. \$ 3.00</p>	
<p>Parachute Games & Balloon Extravaganza</p> <p>A fun, interactive programme that involves hands on games to promote co-ordination, listening skills, team work, effective interaction and problem solving. Allow 1 ½ hrs. \$3.00</p>	

Please note costs are per person and a minimum charge of 30 persons applies

Indoor Carnival

The participants are given pretend money and must then compete at different 'Carnival' games and challenges where they can lose or make money depending on their skill level or luck, with the aim of making the most money by successfully completing the different activities. Promotes thinking, money handling skills, business skills and physical co-ordination. Allow 1 ½ hrs. \$ 2.00



The Pool Challenge

In the indoor, heated swimming pool students face a set of challenges and interactive games that develop water confidence, team work and communication skills. It includes learning skills such as construction, knot tying and using specific swimming techniques and more. Allow 1 ½ hrs. \$3.00



Crazy Games

A variety of fun, big group games that help participants get to know one another better, promote fun, confidence, and co-ordination. Allow 1 ½ hrs. \$2.00



Brain Power Games

A series of games to test your brain! Games test the brain, help improve memory skills, increase alertness and awareness, and promote clearer and quicker thinking. Allow 1 ½ hrs. \$2.00



You can discover more about a person in an hour of play than in a year of conversation.

-Plato