





Outdoor Adventure Camps

Course date: 2-day camps / 3-day camps / 5-day camps Course location: Mui Wo, Sai Kung and Cheung Chau

Age range: 7-11 Meetup & Dismissal:

Mui Wo/ Cheung Chau Camp

Meetup: Central Ferry Pier #6 (All days), Meetup: 8:30am, Dismissal: 4:45pm (Day 3 – 4:40 pm)

Sai Kung Camp

Meetup: Sai Kung Tang Shiu Kin Sports Ground, Meetup: 8:45 am, Dismissal: 4:00 pm *Enrolments close at Monday noon, the week before your class starts.

Activity Schedule



^{**}Tuesday: Cheung Chau

Activity Descriptions for Winter Adventure Camps

Mui Wo

Dragonlympics:

This multi-group challenge involves students working in small groups to complete a series of small challenges. On each rotation, students will form new groups in order to complete the activity.

Lost in the Wild:

Participants will engage in a survival scenario in which they find themselves stranded in the wilderness and then obtain the basic elements needed for survival. In this activity, students will learn some combination of survival skills, such as water purification, fire making, shelter building, wildlife identification, archery, animal (or fish) trapping, orienteering, and water filtration. The skills Dragonfly chooses for the students will depend on the length of the activity (full day or half day) and the activity location.

Nature Hike: Students hike on established trails and learn about local ecology. This activity allows plenty of time for independent discovery and getting comfortable walking in nature. A Dragonfly instructor will lead students through activities like plant and animal identification, nature art, a scavenger hunt, mindfulness exercises, and small team building challenges

<u>Great Race:</u> A fun and engaging activity, where the participants get to learn and discover some of the culturally significant and scenic areas of the activity location. Students receive a map with clues and a sheet of questions, and have to navigate their way around the area to find the answers. Groups of 6-8 students will travel with either a Dragonfly instructor or a teacher chaperone. The great race is designed to help the participants develop effective communication, collaboration, and navigational skills.

Pathfinders: Pathfinders is a survival skills activity with a heavy focus on navigation without the aid of a compass or map. Participants will learn how to make and interpret tracking symbols in a natural environment, leaving a trail of markings that allow others to locate them and follow their route. Participants will learn the basic tracking symbols, find ways to create those symbols using available materials, and ultimately engage in both leaving a trail to follow, and following the tracking symbols left by others to follow a trail to a specific destination. In addition, they will learn the importance of being keenly observant when navigating without the aid of standard navigation tools.

<u>Winter Craft</u>: Participants will make their own ornaments using air dry clay and anything they can find in nature such as interesting leaves or pine cones they found to print it on the clay.

<u>Coasteering</u>: Coasteering is an activity in which students traverse the rocky coastline between Ham Tin and Eagle Crag. The activity begins with a safety briefing including a harness & helmet demonstration, and students will learn to safely spot one another, help each other over obstacles, and use equipment correctly. This stretch of coastline is more technical than the introductory course in Cheung Chau, and contains more challenging elements. The terrain is slightly more difficult than that of our introductory level coasteering experience. The course consists primarily of handlines, though students scramble over rocks in some areas, and the course includes a tunnel and a mini-zipline. Pools along the way allow the opportunity to cool off during the activity, and add another fun element to round out the experience

Mangrove Exploration:

In this nature-focused activity, students explore the nearby mangrove forests to learn about this important and unique ecosystem. During the experience, they will learn about the plants and animals that occupy the area, their adaptations, what they need to survive (food, water, air, reproduction, shelter, protection) and how they interact with one another to survive in this environment. Though the focus of the experience will be on mangroves, participants may also learn about other ecosystems and species around the world, through several fun games and activities. Activities may include a scavenger hunt, plant and animal identification, fossil making, nature art, and other nature explorations/observations.

Biking:

Participants will first be briefed on safety precautions and how to properly use protective equipment such as helmets. They will practice how to start, turn, stop, and navigate safely, and play some games aimed at safely building confidence on the bike. After this, they will go on a short journey around the town. Participants will be split into two groups — level 1 and level 2. Participants who have no biking experience will be given bicycles with training wheels.

Santa's Sled Race: In this team improvised building activity, participants will be engaging in the Christmas version of one of the great annual races in the world; the 1500 km sled race knows as the Iditarod. In teams of 6-10, participants design and build Iditarod sleds from a set of common materials. Students take part in all phases of sled design, decoration, and construction, in preparation for the big race! Once the sleds are finished, teams appoint one student as a "driver" and four others as the "sled dogs" who will propel the sled forward as fast as they can. Recognitions are given for the fastest sled, best looking sled, and best team name.

Sai Kung

Dragonlympics:

This multi-group challenge involves students working in small groups to complete a series of small challenges. On each rotation, students will form new groups in order to complete the activity.

<u>Winter Craft</u>: Participants will make their own ornaments using air dry clay and anything they can find in nature such as interesting leaves or pine cones they found to print it on the clay.

Canyoning:

Level 1: The activity begins with a safety briefing including a harness/helmet demonstration, and students will learn to safely spot one another, help each other over obstacles, and use safety equipment correctly. Participants will explore the beautiful river, climb boulders, build a dam from the natural materials in the river, and learn basic survival skill by constructing their own water filtration system. Water filtration is an activity in which students learn the importance of clean water to human survival, and the methods by which they can purify water in the wild to make it potable. Participants will also have the opportunity to swim in the pools of the canyon.

Level 2: The activity begins with a safety briefing including a harness & helmet demonstration, and students will learn to safely spot one another, help each other over obstacles, scramble over rocks, and use safety equipment correctly. Luk Wu Canyon is a technical canyon where participants are required to use equipment such and a harness, hand lines, crab claws and a mini-zipline while they navigate their way through the course, and have the opportunity to swim in the pools of the canyon.

Lost in the Wild:

Participants will engage in a survival scenario in which they find themselves stranded in the wilderness and then obtain the basic elements needed for survival. In this activity, students will learn some combination of survival skills, such as water purification, fire making, shelter building, wildlife identification, archery, animal (or fish) trapping, orienteering, and water filtration. The skills Dragonfly chooses for the students will depend on the length of the activity (full day or half day) and the activity location.

<u>Nature Hike</u>: Students hike on established trails and learn about local ecology. This activity allows plenty of time for independent discovery and getting comfortable walking in nature. A Dragonfly instructor will lead students through activities like plant and animal identification, nature art, a scavenger hunt, mindfulness exercises, and small team building challenges

<u>Search & Rescue</u>: This activity requires participants to apply a number of survival skills as they work through a search and rescue scenario. First-aid, navigation and improvised building are all emphasized in this activity, and participants will work together to locate, assess, treat and transport an injured person from a wilderness environment.

<u>Great Race:</u> A fun and engaging activity, where the participants get to learn and discover some of the culturally significant and scenic areas of the activity location. Students receive a map with clues and a sheet of questions, and have to navigate their way around the area to find the answers. Groups of 6-8 students will travel with either a Dragonfly instructor or a teacher chaperone. The great race is designed to help the participants develop effective communication, collaboration, and navigational skills.

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FAQ

1. Who are the program instructors?

Our staff are experts in outdoor education and facilitating adventure activities. All instructors have received Dragonfly training, passed local police checks, hold first aid qualifications, and for many, possess relevant internationally recognized outdoor certifications.

2. Can children still register if they are younger or older than 7 - 11 years old?

Unfortunately, no. To give participants the best possible experience, and for safety considerations (i.e. the use of well-fitting safety equipment), we do not permit children under age 7 or older than age 11 to join the camps. We may, however, run camps for children of other age groups in the future

3. What is the instructor to participant ratio on programmes?

All activities are staffed with least one instructor per every eight participants (1:8)

4. What should participants wear or bring with them?

Confirmed registrations will receive a full packing list via e-mail, or you may download a copy of the document here. We recommend that all participants wear light-weight clothing that protects them from sun exposure and sturdy shoes, whilst bringing a full change of clothes in their backpack. There will be time to get changed at the end of each day.

Participants should also bring their own packed lunch and snacks each day (containing no nuts or seafood), as well as two large (1 liter) filled water bottles. Water refills will be provided throughout the day.

5. Can participants join if they do not know how to swim?

Yes! For water activities, participants will wear Personal Flotation Devices (PFDs), and will be supervised at all times.

6. Is it an overnight camp?

No. This is a day camp and participants will be dismissed at the end of each day. For the meeting and dismissal points each day, please refer to the next question.

7. Where should participants be dropped off or collected?

For Sai Kung programs, the meeting and dismissal point is Tang Shiu Kin Sports Ground in Sai Kung town center. From there, Dragonfly will arrange a bus to take participants to and from the activity location each day.

For Mui Wo/Cheung Chau programs, the meeting and dismissal point is Central Ferry Pier No. 6. From there, Dragonfly will take participants to board the ferry to Mui Wo/Cheung Chau. Please note that participants need to bring a topped up Octopus card to pay for the ferry fare themselves. Alternatively, participants can choose to meet us at the ferry pier in Mui Wo or Cheung Chau (on Wednesdays). This option can be selected on the registration form.

For all programs, we ask that participants arrive early, as late-comers may not be able to join the program if they miss the bus or ferry.

8. Can I request my child to be in the same group as their friends?

Where possible, we will endeavour to group friends together, however cannot guarantee that we can meet all requests due to operational and logistical needs. Dragonfly reserves the right to separate siblings or friends into different activity groups as necessary.

9. What arrangements are there for bad weather?

On a day where rain is expected, our instructors will assess the situation and notify parents of any adjustments to the day's activity schedule via WhatsApp by 7.00am. If it is decided that activities will move to an indoor campsite, only participants who meet the entry requirements of the venue will be allowed to participate. (Currently there are no entry requirements for children under the age of 12, however this is subject to change as regulated by the HKSAR Government). Participants who cannot take part due to inability to comply with the covid requirements of activity venues will not be refunded.

If there is severe adverse weather on a program day, such as Typhoon Signal 3 or Red Rainstorm, that day's activities will be cancelled, and a 70% refund (at regular price, daily fee) will be processed.

10. What are the cancellation terms and conditions?

Dragonfly reserves the right to accept or reject any refund/credit applications if supporting documents are not provided or advance notice is not given as stated below. Refunds are based on the number of day(s) missed/cancelled. Any alternative arrangements arising from cancellations are at the discretion of Dragonfly. Refunds will only be given under the following circumstances:

Cancellations due to COVID-19

Dragonfly will charge an administrative fee equivalent to 10% of the program fee (non-discounted price) and refund the remaining if:

- Dragonfly cancels the program(s) following government-declared closures arising from COVID-19
- The participant has tested positive for COVID-19 or is subject to mandatory quarantine. Valid medical proof of a positive covid test or referral to quarantine must be submitted to Dragonfly within 24 hours upon its issuance

Cancellations due to medical reasons

Dragonfly will charge an administrative fee equivalent to 30% of the program fee (non-discounted price) and refund the remaining if participants inform Dragonfly by email before 7.00am on the program day(s) and submit a signed doctor's sick note stating the reason they are unable to participate and date(s) to be missed within 5 days.

Cancellations due to adverse weather

If Tropical Cyclone Warning Signal No. 3 or above, or Red Rainstorm Warning Signal or above, is issued by the Hong Kong Observatory before the start of the day, the program day is cancelled. Should these Warning Signals not be raised, however Dragonfly deems the weather to be unsuitable for the originally scheduled activities, we may decide to change to another activity to be run under a sheltered area, or cancel the program day, depending on the severity of the conditions.

If Dragonfly announces the cancellation of a program day for the above weather reasons, then parents can choose to accept a refund or course credit to be used for future Dragonfly camps. Refund: 30% of the non-discounted camp fee, pro-rata, will be retained to cover administrative costs and the remaining refunded. Course credit: The amount paid, pro-rata, will be offered as credit to be used on any Dragonfly camp within the next 12 months.

11. Is there any insurance policy for participants?

During activities, participants will be covered by Dragonfly Limited's insurance policies.