

THE
BUSHCRAFT
company

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5 DAY RESIDENTIAL



SAMPLE ITINERARY

DAY 1

10.00 AM - Arrive

Introduction to Camp

Our instructors will discuss the key elements of Bushcraft and explain what the students can realistically achieve living in the wild. They will then have a safety briefing and familiarise themselves to their new surroundings.

Fire Workshop & Wilderness Cookery

The students will learn the basic principles of the fire triangle and put this knowledge into practice by collecting wood and lighting their fires using flint and steel. They will then learn how to cook a simple meal using fresh seasonal ingredients, over the fire.

PM - Lunch

Shelter Building

The students will learn why we need shelter when we are living outside, and the types of shelter people from different societies, nationalities and places have used across the ages. Each tribe will then build their own shelter, using natural materials from around the woodland.

Camp Craft

Students will be challenge with making a tribe identity, they will name their tribe and even make a flag to distinguish their tribe from everyone else's.

Supper

Evening Games

Games are a great way for the children to bond with their fellow students and their teachers. It will also help the students to use any of the remaining energy that they have left over after the day, ready for a good night's sleep.

Sleep in shelters

DAY 2

7.30 AM – Breakfast

Wilderness First Aid

The students will learn basic skills to cope with a medical emergency in the wild, including how to construct a simple stretcher from the items you have on you, and how to improvise an effective splint.

Wilderness Pottery

Tribes will have the chance to make models out of clay to identify their tribes,

PM – Lunch

Wilderness Cooking and Survival Bracelets

The students will be taught another recipe (e.g. Lamb stew) which they will season and make themselves over a fire that they lit using the skills they learnt on the previous day. They will also make Bannock cakes.

Camouflage and Concealment

Students will take part in a fun camouflage and concealment exercise, employing team tactics and making the most of their surroundings to camouflage themselves and evade capture.

Supper

Night-time Stalking Games

The students will embark on a series of exciting night-time stalking exercises through the forest, challenging them to use the full range and scope of their senses and to work collaboratively in an unfamiliar setting.

Sleep in shelters



DAY 3

7.30 AM – Breakfast

Animal ID and Tracking

The students will learn how to recognise different animal prints and what they might mean. If they find any fresh prints then they may even be able to follow them to see where they lead.

Cutting Tools Workshop

Students will learn about the different types of tools used in the field of Bushcraft, both primitive and modern, and the reasons for their use. They will be taught safe handling techniques, helping them to understand how to manage risk effectively.

PM – Lunch

Target Sports 1

The students will learn a little history about this ancient sport. They will then be taught basic archery techniques and how to handle equipment safely and responsibly before competing in a mini-tournament.

Target Sports 2

Using what they learnt in the previous session, the children will also learn to throw tomahawks at a target and play other target games in their tribes such as 'Archery Tag'

Supper

Evening Games

Games are a great way for the children to bond with their fellow students and their teachers. It will also help the students to use any of the remaining energy that they have left over after the day, ready for a good night's sleep.

Sleep in shelters



DAY 4

7.30 AM – Breakfast

Plant ID and Foraging

Students will be taught how to navigate through the woodland, using natural navigation techniques as well as a map and compass. They will learn how to identify plants and find their own food in the woods.

Wilderness Walk

They will be taken on a stunning walk around the woodlands where they will be able to use the plant and animal knowledge that they have gained.

PM – Lunch

Scenario SOS

The students will put all of their new skills to the test and work in teams to complete an orienteering course, using grid references to locate a simulated plane-crash scene, where they will treat the casualties and make improvised stretchers to evacuate them back to camp.

Depart

Tribes Got Talent

This is a fantastic way to spend the final evening, participating in our trademark talent competition, in which each tribe performs a skit, dance or song which they will have been practicing all week. All of the students enjoy themselves and it is always brilliantly amusing, and at times, astonishing, as the students show off their skills.

Sleep in shelters



DAY 5

7.30 AM – Breakfast

Trap Making

Students are taught how to make a variety of different animal traps and what they would be used for. They will learn the pros and cons of the particular traps.

Bushcraft Tournament

The teams will participate in a series of fun but challenging initiative exercises that will really put them to the test, both mentally and physically. This is a great team-building activity and demands trust and communication.

PM – Lunch

Leave No Trace Procedures

The students will learn the importance of leaving their environment as they found it, and understand the impacts human activity can have on the natural landscape. They will be asked to strike camp and return their team camp areas to their natural state.

15:00 – Depart

