

CHENGELO PRIMARY ADVENTURE EDUCATION CURRICULUM

Christian Adventure Learning

Summary of yearly programme, included in Primary Fees:

Grade	Camp	Term	Days	Objectives	Key Verse	Activities
Pre School	Daniel and the Lion's Den	1	½	To teach children the biblical story of Daniel and his example of faith and courage To introduce children to Ndubaluba and outdoor adventure learning To help prepare children for primary school	Joshua 1:9 "Remember that I commanded you to be strong and brave so don't be afraid. The LORD you God will be with you everywhere you go."	Journey through miracle forest, lion craft, pin the tail on the lion
Pre School	Wonder	2	½	To Help children discover God and His creation through fun and playful experiences in nature.	Psalm 24:1 "The earth is the Lord's, and everything in it. The world and all its people belong to Him"	Mini walk (Scavenger Hunt), Creation Expressions.
Pre School	Jonathan & David	3	½	To teach children the biblical story of David and Jonathan To explain what it means to be loyal and faithful to your friends To help the children understand what it is to be friends with God	Ecclesiastes 4:9-10 "Two are better than one...if either of them falls down, one can help the other up."	Mini Teamwork Obstacle Course, Friendship bands/ Sticky Picture, Water slide (tarp), Parachute games
1	We Can do More	1	1	To introduce children to adventurous activities To teach children the truth about God's power and dependability.	Romans 8:37 "In all these things we are more than conquerors through Him who loved us!"	dam treasure hunt, swim, zip line in bamboo forest
1	Wonder	2	1	To Help children discover God and His creation through fun and playful experiences in nature.	Psalm 24:1 "The earth is the Lord's, and everything in it. The world and all its people belong to Him"	Nature Walk (scavenger Hunt), Water Safari, Creation Expressions
1	The Lost Sheep	3	1	Use biblical analogy of Shepherd with sheep to give a clear example of how much God loves and cares about us To explain that it matters who we follow To explain the parable of the lost sheep and demonstrate how God loves individual people	John 10:27 "My sheep hear my voice, and I know them, and they follow me."	wide games, sheep crafts, adventure journey
2	Adventure with Paul	2	2	To teach students about faith, perseverance and obedience To teach students a little bit about the life of Paul	2 Corinthians 5 v7 "For we live by faith and not by sight"	Blindfold trail activity, Multi challenge Missionary adventure, Shipwreck water activity, games and initiatives

2	The Snail and the Whale	3	1	<p>To teach the students that we can all do great things when we are connected to God</p> <p>To teach students how to show love and kindness to others</p> <p>To introduce students to adventurous activities</p>	Phil Ch. 4 v 13. I can do all things through Christ who strengthens me.	canoe journey, snail craft, parachute games, jungle walk
3	Around the World	2	2	<p>To teach students about the world God has created</p> <p>To teach students how to search for God in creation</p> <p>To teach students about Godly stewardship</p>	Deut 4:29 "If you search for the LORD your God, and you search for Him with all your heart and soul, you will find Him."	Bamboo traverse, Moffat's dam rafting, eagles nest building, swimming, animal games
3	Giant Adventure	3	1	<p>To provide the students with giant sized challenges</p> <p>To teach the story of David and Goliath</p> <p>To introduce the idea of training in faith</p>	1 Samuel 17: 45 "I come against you in the name of the LORD Almighty"	Video, Zip Line, Obstacle Course, Canoe race, on-site game
4	Sharing Habitats	2	3	<p>To explain to students that all of creation belongs to God</p> <p>To explain to students the impact they have on creation</p> <p>To teach students how to wisely share their space with others</p>	Job 12: 7-10 "ask the animals and they will teach you, or the birds in the sky and they will tell you...let the fish in the sea inform you. Which of these does not know that the hand of the Lord has done this? In His hand is the life of every creature and the breath of all mankind"	Animal tracks and habitats quiz, initiatives, eagles nest, wide games,
5	Stepping Out	3	4	<p>To stretch students beyond their comfort zones, to explore new things</p> <p>To encourage the students to step out in their faith</p> <p>To teach the students about being missionary explorers</p> <p>To demonstrate how adventures in life are opportunities for spreading the gospel</p> <p>To give the students skills and ideas in how to share their faith with someone else</p>	2 Timothy 1:7 "The spirit God gives us does not make us timid but gives us power, love and self-discipline"	faith pole, kayaking, "Billy bones", wide game, paper making, Amy Carmichael DVD
6	Adventure Extreme!	1	5	<p>To teach students how to develop Christ-like character in everyday lives</p> <p>To teach students about the fruit of the spirit and how to apply them in their lives</p> <p>To give a clear gospel message</p> <p>Through the adventurous activities, stretch the students beyond their normal comfort zone</p>	Galatians 5:22 "But the fruit of the Spirit is love, joy, peace, forbearance, kindness, goodness, faithfulness, gentleness and self-control"	Ndubs Medic, climbing wall, kayaking, initiatives, camp out, creative arts

7	Environmental Camp	3	5	To explain to students how to see God in His creation and find out more about His character To teach students about the impact of their lifestyle on the environment To encourage students to take responsibility for their actions To teach students that they are ultimately accountable to God for the care of His creation	Genesis 1: "Let us make man in our own image....let them have dominion over the fish of the sea, the birds of the air and over the cattle and over all the earth, and over every creeping that creeps on the earth"	4 x nights camp out, night canoeing, bug catching, bush walk, tree crafts, survival skills
5	Chengelo Building Trust Days	2	½	To teach the biblical stories of Jonathan and Peter To take students through a series of progressively more challenging Trust activities and obstacles To present and learn the active process of trusting (in self, others and God)	"When I am afraid, I put my trust in you" Psalms 56:3, "Trust in the Lord with all your heart and lean not on your own understanding, in all your ways submit to him, and he will make your paths straight." Prov 3:4-6, "Nothing can hinder the LORD from saving, whether by many or by few." 1 Samuel 14:1-14 (6), Hebrews 11:1 11 Now faith is confidence in what we hope for and assurance about what we do not see	Trust activities, primary climbing wall, Chengelo Zipline
6		2	½			
7		2	½			
5	Ropes Course	3	½	To teach the biblical stories of Gideon, Elijah and Jonathan To take students through a series of progressively more difficult ropes course challenges To present and learn the active process of trusting (in self, others and God)	"When I am afraid, I put my trust in you" Psalms 56:3, "Nothing can hinder the LORD from saving, whether by many or by few." 1 Samuel 14:1-14 (6), "Answer me, LORD, answer me, so these people will know that you, LORD, are God, and that you are turning their hearts back again." 1 Kings 18 (37), "Go in the strength you have and save Israel out of Midian's hand. Am I not sending you?" Judges 6 (14)	Trust activities, ropes course obstacles, primary climbing wall, Chengelo Zipline
6		3	½			
7		3	½			

Notes The Ndubaluba Pre-course form requests from the Primary class teacher any particular things they want the course to focus on. This regards the class dynamics, behavior or pastoral issues rather than the theme or any academic content of the camp.

The Pre course form should be handed in to the Ndubaluba office at least a week before the camp.

Primary staff should bring a first aid kit on the camp mainly for the bus travel to Ndubaluba. They are however; free to use the Centre's first aid kits once here.

CHENGELO PRIMARY ADVENTURE EDUCATION EXTRA

To complete The Primary Rumdoodle students take on all 12 adventurous challenges AND develop their confidence, courage, social skills, physical fitness, and problem-solving abilities.

Challenge	What do I need to do?	When can I do it?
● Climbing wall	Climb to the top of the Ndubaluba climbing wall using only one-color route	Grade camps or Flying Fox Day
● Adventure days	Attend two different Ndubaluba adventure days	Ndubs Adventure days
● Wild camp	Camp in your own Tent in a wilderness area for one night	Rock climb camp
● King Swing	Complete the king swing on the ropes course	Ropes Course Camp
● Giant hammock	Sleep for one night in the giant hammock at the ropes course	Ropes course camp
● Zip line	Complete the Ndubaluba zip line from tower to tree	Flying fox day
● Abseil	Complete an independent abseil down the tree or tower at Ndubaluba	Flying Fox Day
● Eco-Challenge	Eco-Promise: Grow edible produce in a bag garden. Give what you grow to someone who needs it. Attend 1 Kasulu Eco Day	Independently in Grade 7
● Rumdoodle race	Finish the primary Rumdoodle race within the time limit	Rumdoodle race
● Rock climb	Complete the 1 climb at Ndubs rocks	Rock climb camp
● Ropes course	Complete the ropes course without assistance and without touching the ground	Ropes course camp
● Knots	Tie five different knots. Know how to use them	Ropes course camp or Flying Fox Day