

## AVENTURA

IVE TO EXPLORE

# FIELD TRIPS AT AVENTURA PARKS

LET NATURE BE YOUR CLASSROOM





Aventura experiences create a positive impact on students through adventures and programs rooted in nature.

Years of research reveal that exposure to the natural environment improves children's cognitive development by improving their awareness, reasoning and observation skills.

The Aventura Team has connected experiential learning, our Ghaf tree forest, and life skills with school curriculum into experiences that bring concepts to life as well as build confidence, communication and self-empowerment.

## LET NATURE BE YOUR CLASSROOM





- 1. DISCOVERY PLAY AREA
- 2. EXPLORADOR
- 3. RANGERS
- 4. THRILLER
- 5. AVENTURA
- 6. EXTREME

- 7. SAFETY TRAINING
- 8. NATURE TRAIL
- 9. BIRTHDAY PAVILIONS
- **10. MAIN TICKET OFFICE**
- 11. RETAIL SHOP
- 12. CHILL ZONE

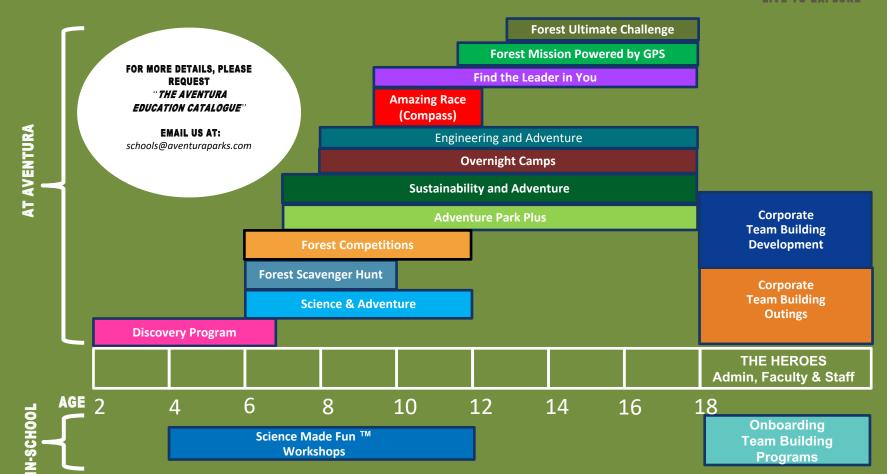
- 13. THE HUB
- 14. CAFE
- 15, TOILET
- 16. OUTDOOR THEATRE
- 17. BUNGEE TRAMPOLINE
- **18. TICKET OFFICE**

- 19. FIRST AID ROOM
- **20. GREEN CARPET**
- 21. CONFERENCE TENT
- 22. MISSION IMPOSSIBLE
- 23, JACOB'S LADDER
- 24. LEAP OF FAITH

- 25, CAT WALK
- **26. TRUST ANGLE**
- 27, THE BELL
- 28. HIMALAYA

## **AVENTURA EXPERIENCES THROUGH THE YEARS**





## **DISCOVERY PROGRAM**

Recommended Age Group: 2-7
Group size: Up to 90 students

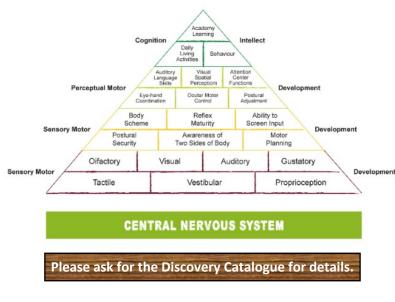


Spending time and playing in nature is essential for children's cognitive development. The Aventura Discovery Program combines various activities that help children develop life skills and collaboration. On our Discovery circuit, children encounter diverse opportunities for decision making that stimulate problem solving and creativity. Aventura Discovery focuses on the base of the learning pyramid with vestibular, proprioceptive and tactile activities to encourage the development of finer skills that are needed throughout life, as well as animal interaction and playing in a natural space.



#### **GENERAL CURRICULAR CONNECTIONS:**

Nature & Science with Hands-on experiments; Physical Education; Environment & Conservation with awareness and hands-on activities.





## SCIENCE & ADVENTURE

**Recommended Age Group: 6-12** 

Height Minimum: 1.15M Group Size: Min 30 Students



Prepare to embark on a scientific adventure with educational hands-on science activities provided at Aventura Parks while enjoying our Zipline facilities and the beautiful Ghaf tree forest. This program includes science activities for one and a half hours, a one circuit experience in the Aventura Adventure Park for up to one and a half hours, and lunch for half an hour. Selection of the one circuit experience is based on the child's height.

Up to 20 science programs to choose from, that go beyond teaching science standards!

- ✓ Curriculum based
- ✓ Engaging Interactive & Educational
- ✓ Hands-On & Age appropriate
- ✓ Technology & Innovation
- ✓ All supplies included

#### **GENERAL CURRICULAR CONNECTIONS:**

Nature & Science: Physical, Life, and Earth Sciences.
Physical Education: Active living and general fitness.
Environment & Conservation: Awareness and handson activities.





## FOREST SCAVENGER HUNT

Recommended Age Group: 6-10

**Height Minimum: 1.15M** 

**Group size: Minimum 20 students** 



Embark on an exciting journey through the Ghaf tree forest with our specially designed Forest Scavenger Hunt, tied directly to Biology and Life Sciences curriculum. This program combines adventure, education, and environmental awareness, offering a unique opportunity to explore nature while fostering teamwork and critical thinking. The hunt is designed for ages 6-10 and can be tailored to other age groups, ensuring that each group faces challenges appropriate to their level of understanding and curiosity.

#### **SAMPLE AGENDA:**

30 mins Arrival, Registration and Introduction

60 mins Scavenger Hunt with 1:10 Instructor to student ratio

30 mins Group Discussion & Reflection

30 mins Lunch

90 mins Adventure Park Fun (1 circuit)

#### **GENERAL CURRICULAR CONNECTIONS:**

Biology: Understanding plant and animal life, ecosystems,

the power of observation, and biodiversity.

Life Skills: Developing teamwork, critical thinking, and

communication skills

Physical Education: Active living and general fitness.





## PROGRAM DURATION: 1.5 hours Hunt 1.5 hours Adventure Park 1 hour Lunch & Transitions







## FOREST COMPETITIONS

Recommended Age Group: 6-12

Minimum Height: 1.15M Group size: 10-240 students



A fast-paced competition that takes students through activities where they must work together to win. During this team-building competition, participants are briefed regarding the challenge, and they work together through primarily low-rope activities, building their skills of problem solving, collaboration and camaraderie.

While scores are being compiled, a facilitated group discussion helps students process their experience. The winner is announced, and the students may enjoy at least one circuit at the Adventure Park.

Team spirit is essential, and the activities are both challenging and fun!

#### **GENERAL CURRICULAR CONNECTIONS:**

**Physical Education:** Active living and general

fitness.

Life Skills: Problem solving, creativity &

perseverance.

Wellbeing: Belonging, Connecting.

Teamwork: Collaboration, Communication.





## ADVENTURE PARK PLUS

**Recommended Age Group: 6+** 

Height Minimum: 1.15M Group size: Up to 240



Navigating through rope challenge courses has proven to provide psychological, physical and behavioral benefits and develop positive attitudes and respect towards the natural environment.

Students enjoy our forest with a 25,000 sqm ropes challenge course and learn how it was made.



#### **GENERAL CURRICULAR CONNECTIONS:**

Physical Education: Active living and general

fitness.

Life Skills: Problem solving, creativity &

perseverance.

Engineering: Learn how the park was built.





## SUSTAINABILITY & ADVENTURE

**Recommended Age Group: 6-18** 

**Height Minimum: 1.15M** 

**Group size: Up to 120 students** 



Aventura Sustainability Programs offer hands on experiences to students of all ages and exposes them to concepts that nurture their curiosity and fascination with the indigenous flora and fauna of the UAE as well as concepts related to urban planning and conservation such as: composting and decomposition, making natural pest control, making paper, water purification, dye extraction from nature, powerful effects of UV radiation, and forest activities. Students will gain an understanding of some of the issues related to water, preservation, and survival of species, including the human species. Programs are adjusted based on age group.

The program includes hands on sustainability activities for one and a half hours and a one circuit experience in the Adventure Park for one and a half hours.

#### **GENERAL CURRICULAR CONNECTIONS:**

Nature & Science: Hands-on experiments.

**Physical Education**: Active living and general fitness.

Environment & Conservation: Awareness and

hands-on activities.





# PROGRAM DURATION: 1.5 hours Sustainability 1.5 hours Adventure Park 1 hours Lunch & Transitions







## **OVERNIGHT CAMPING**

**Recommended Age Group: 8-18 years** 

**Height Minimum: 1.25M** 

Group size: Up to 90 students



## AVENTURA LIVE TO EXPLORE

An overnight program where students are challenged and pushed out of their comfort zone. Students learn a myriad of life skills and how to function outside their comfort zone. They will also have time to reflect and journal. **Program themes include Survival; Sustainability; and Wellbeing.** The program includes specially designed facilitated Team Building activities, depending on the theme, where students learn how to set up camp, work together, and build meaningful connections. Students will set up their own camp adhering to environmental and sustainability rules of the park. Meals include Dinner and Breakfast.

Students will also enjoy the obstacles on the Adventure Park ropes course, where they can improve their agility, build their self- confidence and have FUN!.

#### **GENERAL CURRICULAR CONNECTIONS:**

**Life Skills:** Problem solving, creativity & perseverance, collaboration, communication, resource management, strategic thinking, planning.

**Character Building:** Leadership, Integrity, EQ, CQ, self-awareness.

Teamwork, Nature & Science, Physical Education, Wellbeing, Environment & Conservation.



Please ask for the OVERNIGHT CAMPS Catalogue for details for programs for up to 4 nights.

#### PROGRAM DURATION:

Day 1: noon arrival
Day 2: noon departure

#### PRICE:

AED 595 per student for 1 night

#### PRICE INCLUDES:

Program
Adventure Park Access
Meals &

Unlimited Water Refills



## ENGINEERING & ADVENTURE

**Recommended Age Group: 8-18** Group size: **Up to 80 students** 





Engineering and Adventure is a dynamic, educational program designed to immerse students in the basics of engineering and physics through hands-on activities. This unique program allows students to explore the principles behind ziplines, knot tying, and pulleys in an engaging outdoor setting. By participating in this program, students will develop critical thinking, problem-solving skills, and teamwork while experiencing the thrill of designing and building their own scale zipline systems.

#### **SAMPLE AGENDA:**

30 minutes Arrival, Registration

15 minutes AVENTURA Overview and Basic Zipline Design

10 minutes Pulleys

10 minutes Zipline

25 minutes Final Activity/Challenge: Make Your Own Zipline

90 minutes Adventure Park access (1 Circuit)

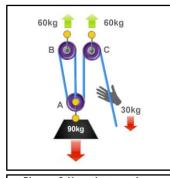
#### **GENERAL CURRICULAR CONNECTIONS**

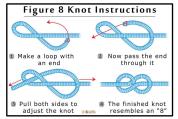
**Mathematics:** Measuring distances, calculating angles, and using geometric principles in various challenges.

Art: Encourages creativity through design

**Critical Thinking and Problem Solving:** Encourages innovative thinking and the application of theoretical knowledge in practical scenarios.

Physical Education: Active living and general fitness







## AMAZING RACE (COMPASS WORK)

**Recommended Age Group: 9-12** 

Minimum Height: 1.15M Group size: 10-240 students



Students will be introduced to orienteering and become familiar with compass work. They will learn to take a compass bearing and navigate through an orienteering map. Group initiative challenges at each checkpoint foster teamwork opportunities and character development. Teamwork is incorporated in order to complete the "amazing race" around the site. The team works through a series of primarily low rope activities in and hey will naturally begin to find a rhythm in their collaboration where they unleash the power of creativity and empowerment.

#### **SAMPLE AGENDA:**

09:00 - 09:30 Arrival, Registration and Introduction

09:30 - 10:00 Compass Bearing and Orienteering

10:00 - 12:00 Orienteering in Action through activities

12:00 - 12:30 Lunch

12:30 - 14:00 Adventure Park Fun (1 circuit)

#### **GENERAL CURRICULAR CONNECTIONS:**

Character Development: Collaborative decision-making,

trust, self-awareness.

**Life Skills**: Problem solving, creativity & perseverance.

Nature & Science: map reading, compass work, orienteering.

**Physical Education**: Active living and general fitness.

Teamwork: Collaboration, Communication, Problem-solving.





#### PROGRAM DURATION:

1.5 hours Orienteering
1.5 hours Adventure Park
1 hour Lunch & Transitions

PRICE: AED 240





## FIND THE LEADER IN YOU

Recommended Age Group: 9-18 Group size: 6-20 students





A five-day learning journey that utilizes concepts from Covey, Reiss, Goleman, Cuddy, and Sinek and ties these concepts to both indoor and outdoor activities. This experience has elements of building self-awareness, leadership development and team building along with concepts of emotional intelligence, which are integrated into the program. Students work together through indoor and outdoor activities designed to build self-awareness, responsibility and accountability.

Time management and planning tools are high-lighted, and journaling is encouraged. Program content is adjusted based on the ages of the participants.

The objective of the program is to set short term personal goals and purpose based on

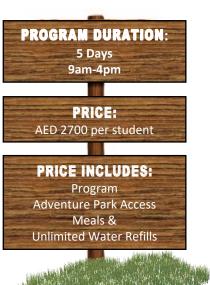
strengths and dreams.

#### **GENERAL CURRICULAR CONNECTIONS**

**Life Skills:** Problem solving, creativity & perseverance, collaboration, communication, resource management, strategic thinking, planning.

**Character Building:** Leadership, Integrity, self-awareness.





## FOREST MISSION POWERED BY GPS

Recommended age group: 11-18

Group size: 6-1000 students





The "Forest Escape Powered by GPS" is a nature-focused, interactive adventure designed for students aged 11 to 18. This program blends the excitement of a traditional scavenger hunt with modern gamification techniques, utilizing GPS-based challenges that are deeply connected to the natural environment. The experience culminates in a meaningful tree-planting activity, symbolizing the program's commitment to environmental stewardship. The program can be conducted at Aventura Parks or within school grounds, offering flexibility and adaptability to different environments.

#### **PROGRAM OBJECTIVES**

- > Foster Connection to Nature
- ➤ Enhance Problem-Solving Skills
- > Promote Environmental Stewardship
- ➤ Build Confidence
- > Promote Physical Activity









## PROGRAM DURATION: 1.5 hours Forest Escape

1.5 hours Adventure Park
1 hour Lunch & Transitions

PRICE: AED 240 per student

PRICE INCLUDES:
Program
Adventure Park Access
Meal & Unlimited Water Refills



#### **GENERAL CURRICULAR CONNECTIONS**

**Life Skills:** Problem solving, creativity & perseverance, collaboration, communication, resource management, strategic thinking, planning. **Character Building:** Leadership, Integrity, selfawareness.

## FOREST ULTIMATE CHALLENGE

**Recommended Age Group: 13-18** 

Minimum Height: 1.4M Group size: 10-200 students





In order to thrive, students must learn to work together. During this experiential team-building challenge, participants work through a series of engaging activities (**both low and high ropes**), where students must use skills of problem solving, planning, collaboration, communication, leadership, and innovation.

Throughout the challenge, Aventura facilitators work with the group to process the experience, and participants enjoy a group discussion while scores are being tallied. The winning team wins bragging rights and an Aventura prize!

#### **GENERAL CURRICULAR CONNECTIONS:**

**Teamwork:** Collaboration, Communication **Character Development:** Collaborative decision-making, Problem Solving, Trust, self-awareness. **Physical Education:** Active living and general fitness.







## PROGRAM DURATION: 1.5 hours Ultimate Challenge 1.5 hours Adventure Park 1 hour Lunch & Transitions

## **PRICE:**AED 280 per student





## SMF IN-SCHOOL PROGRAMS

Recommended Age Group: 6-12 Group size: Min 30 students



Our In-School workshops include hands on science activities for **one hour in-school, utilizing methodologies by our partner, Science Made Fun<sup>™</sup>.** By turning your classroom into a living laboratory, you can choose from over 50 handson science workshops and go beyond teaching the science standards—your students can experience them! Rated #1 in-school field trips for nearly 20 years in the US, check our program list online <u>www.sciencemadefun.ae</u>.

Enhanced programs designed to go hand-in hand with your science curriculum.

- ✓ Curriculum based
- ✓ Engaging Interactive & Educational
- ✓ Hands-On & Age appropriate
- ✓ Technology & Innovation
- ✓ All supplies included











### **INCLUSIVITY & DIVERSITY**





We believe that inclusivity is at the heart of our culture and strive to share our unique natural environment with everyone, regardless of ability. Aventura is the first attraction in the middle east to be certified as a Certified Autism Center by the The International Board of Credentialing and Continuing Education Standards (IBCCES).

IBCCES was established in 2001 and provides a series of certifications focused on autism, neurodiversity, and cognitive differences.

The Certified Autism Center<sup>™</sup> (CAC) credential requires IBCCES training and certification of at least 80% of public-facing staff in autism and sensory differences. The goal is to be better prepared and equip staff to provide services and experiences to all, including autistic and sensory-sensitive individuals.





#### RESTAURANT

We know that an important part of a successful field trip is a nutritious and delicious meal.

We also have à la carte menu options, from The Ghafé, our in-house restaurant.

Complementary coffee/tea for The HEROES--Teachers & Chaperones.





### FIELD TRIP MENU

## Meal options (choice of) Margherita Pizza + Fries

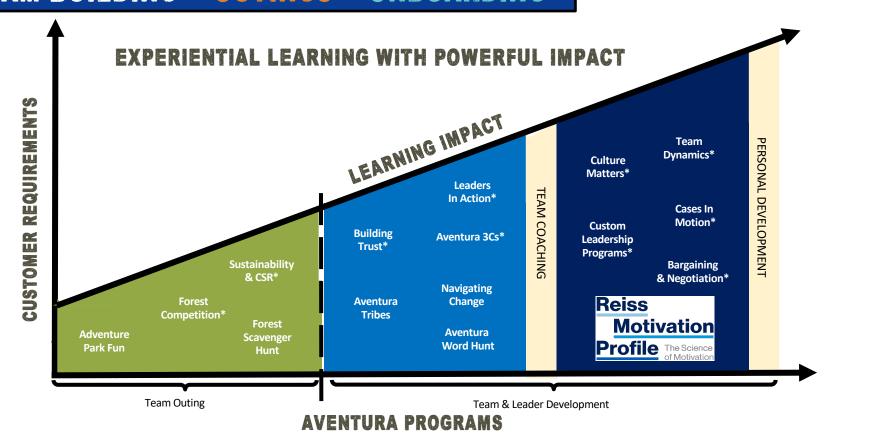
Chicken Tenders + Fries Beef/Chicken Hotdogs + Fries Beef/Chicken Burger + Fries and Seasonal Fruit

#### **Beverage**

Apple/Orange/Mango/Mix Fruits Juice

## PROGRAMS & WORKSHOPS FOR THE HEROES TEAM BUILDING • OUTINGS • ONBOARDING





<sup>\*</sup> These programs and workshops can be adjusted with indoor and table-top activities.

## PHOTO GALLERY



SCIENCE MADE FUN ™ (IN-SCHOOL & AT AVENTURA)

## AVENTURA LIVE TO EXPLORE



**OVERNIGHT CAMPING** 



IN-SCHOOL **TEAM BUILDING FOR THE HEROES** 





**FIELD TRIPS AT AVENTURA** 

