

Leicestershire County Council

Holiday Activity Clubs 2019 at Beaumanor Hall and Park

PLACES ARE LIMITED

We have arranged an exciting and fun packed schedule of activities for your children to take part in during school holidays.

Beaumanor Outdoor Learning Centre offers a superb range of activities which will appeal to all ages and abilities, all of which are staffed by qualified and experienced teachers and instructors.

DATES

The Activity Club will run on the following dates: Please see dates on the website.

AGE RANGE

The Holiday Activity Club is available to all children aged between 7-14 years. Please note that for the High Ropes day there is a Minimum weight of 20kg (3.15 stone).

TRANSPORT TO BEAUMANOR

Option 1 – Drop off/Pick up at Beaumanor

- Park in the main Beaumanor car park between 8.30 and 9.15am, then follow the 'Holiday Club' signs to the base room to drop your child off.
- Park in the main Beaumanor car park between 4.15 and 5.00pm, then follow the 'Holiday Club' signs to collect your child.

Option 2 – Drop off/Pick up at County Hall

- There is a minibus service provided from County Hall. This MUST be pre-booked and is limited to 14 children.
- The minibus will be at the County Hall Sports Pavilion between 8.30 and 9.00am. Under no circumstances can children be left before 8.30am as there will be no adult supervision until the bus arrives.
- Please park your car first and walk your child down to the minibus (County Council Employees with a staff parking permit – please park in the Staff Car Park; Non-County Council Employees – please park in the designated area within the Visitor Car Park).
- The bus will depart at 9.00am. If you are late you will need to get to Beaumanor independently.
- The minibus will return at 4.30 and remain until 5.00pm.
- If you are late collecting your child there will be a charge of £5 per child for each 15minutes, or part thereof, that you are late. If you pick up your child after 6.00pm you will incur a charge of £10 per child for each 15 minutes, or part thereof.

IMPORTANT

Each child will be allocated a number and the person leaving the child will be given a token with the number corresponding to their child. **ONLY** the adult with this token will be permitted to collect their child in the afternoon.

COST

The cost is £35 per child per day. This is fully inclusive of all activities and return minibus transfer from County Hall, Glenfield, to Beaumanor Hall if applicable (please see 'Getting Children to Beaumanor' section above). Please note that lunch is not included and children should bring their own packed lunch.

WHAT WILL CHILDREN NEED TO BRING?

- Packed lunch and drinks
- Suitable activity clothes (due to the nature of activities clothes may get wet, dirty or damaged)
- Trainers/walking boots (no open toe shoes or sandals)
- Change of clothes and a plastic bag for any wet clothes
- Sun cream and sun hat (for sunny weather)
- Any medication your child requires (with name on medication)
- A small amount of money for the gift shop (optional).

Please do not send your child with mobile phones and other electronic gadgets as we cannot be responsible for loss or damage. If any child is found with a mobile phone or other electronic gadget it will be locked away and returned at the end of the day.

BOOKING AND PAYMENT ARRANGEMENTS to book a place:

Please contact Beaumanor Hall on 01509 890119 or e-mail Holidayclub@leics.gov.uk to reserve your place/s. Booking and consent forms will be sent to you by e-mail and the place/s will be confirmed once we have received your completed and signed booking form, consent form and deposit.

Payment:

A non-refundable deposit of 50% is required when any booking is made. The remaining balance is due 14 days prior to the date of your booking. If full payment has not been made, your booking may be cancelled and your child's place will be offered to someone on the waiting list.

Childcare Vouchers: We currently work with the following Childcare voucher schemes.

[Care4](#) ID: Beaumanor Holiday Activity Club 67435279,

[ComputerShare](#) ID: Leicestershire County Council 17933458,

[Eden Red](#) (also called Childcare Vouchers) ID: P20842452,

[Fideliti](#) ID: Beaumanor Holiday Activity Club,

[KiddiVoucher](#) ID: Beaumanor Holiday Activity Club,

[Caboodle](#) (also called Salary Exchange) ID: Beaumanor Holiday Activities Club,

[Sodexo](#) ID: Beaumanor Holiday Activity Club (875780).

[Childcare Choices \(H M Gov\)](#) ID: Beaumanor Park Hall 50025475924

[Reward Gateway](#) ID: 21356828378

[Co-Operative](#) Childcare Vouchers ID: Beaumanor Holiday Activities Club 85118261

You may also need the address: Beaumanor Hall, Beaumanor Drive, Woodhouse, LE12 8TX.

If you don't see your scheme listed please contact the bookings team for more information.

Credit or Debit Card: please call Beaumanor Reception on 01509 890119

Cheques: please make cheques payable to Leicestershire County Council and send to: Holiday Activity Club, Beaumanor Hall, Beaumanor Drive, Woodhouse, Leicestershire, LE12 8TX.

In person: by cash, cheque, credit or debit card at Reception, Beaumanor Hall.

Cancellations: Cancellation in the 14 days before the date will lead to no refund being offered and you will be liable to pay in full if the balance is outstanding. If cancelling more than 14 days before the date your booking deposit of 50% is non-refundable. If you have paid in full you will be eligible for a 50% refund.

Places are limited and all allocations will be made on a first come, first served basis. Should the day you wish to book already be fully booked, you can choose a different day or alternatively your child's name will be placed on a waiting list.

ANY QUERIES?

Telephone Beaumanor Hall on 01509 890119

Booking terms and conditions are available on request.

Activities in Detail

All activities are run by experienced and highly qualified staff. The activities are designed to promote team working and to build confidence and to encourage children to try new activities whilst making new friends along the way.

- **Climbing and Abseiling**
Experience the challenge of climbing and the thrill of abseiling. Participants will have the opportunity to learn new skills and be introduced to some of the technical elements of the sport of rock climbing. All technical equipment is provided. Depending on the weather and the group's ability, this activity may be on real rock at a nearby venue, which will require to be transported in our minibuses.
- **Climbing in the Peaks (11-14 years)**
On this climbing day the young people will have the opportunity to go into the Peak district and experience climbing on real Peak District Rock. The exact location of the climbing trip is dependent upon weather conditions for the day. In the event of extreme weather this trip may move to an alternative indoor climbing venue. As this activity is off site the children will be required to travel in our minibuses.
- **Water Sports**
This is a day with water as the main focus. We will use boats of different kinds on the water and children will have the opportunity to go canoeing/ kayaking and raft building. The venues for the water sports day will be either the Soar river/canal in Quorn and Barrow or Watermead Country Park. As this activity is off site the children will be required to travel in our minibuses.
- **Sailing**
On the sailing Day this will be at Watermead Country Park in partnership with Leicestershire and Rutland Youth Sailing Association. As this activity is off site the children will be required to travel in our minibuses.
- **White Water Canoe Trip (11-14 years)**
Canoeing trip up to the Peak District to experience paddling on some flowing rivers, experience the beautiful country side and tackle the challenge of the White water sections. This is a simple and well known location for beginner Canoeing trip for an exciting, yet appropriate level. This Canoe trip will be led by our qualified and experienced staff. To qualify for this trip you will need to have attended two of the other Watersports sessions this summer in order to pick up the necessary skills required for paddling on moving water. As this activity is off site the children will be required to travel in our minibuses.
- **High Ropes**
A superb way for children to work together and challenge themselves in a safe and fun environment. Our High Ropes Course comprises a number of different elements. It is unlikely all elements will be covered in one day. Minimum Weight 20kg (3.15 stone) Maximum Weights

depend on the elements (see list below) a selection of the most appropriate for the group will be offered:

- Aerial Trek: A ropes and poles course, 9 metres above the ground Maximum Weight 100kg (15.7 stone)
 - Leap of Faith: Climb a 9.5m pole and leap to catch the trapeze bar
 - Zip Wire: Journey 150m from the top of our 11.5m tower Maximum Weight 140kg (22 stone).
 - Vertical Challenge: An 8 metre climb over ladders, tyres, nets and other obstacles to reach the top – if you make it!
 - Quick Jump: Take the 11.5 metre leap into space using our quick-jump, free fall device. Minimum 20kg (3.15 stone) Maximum Weight 130kg (20 stone).
 - Crate Stack: In small teams construct your own tower using milk bottle crates. Build the highest tower in the time given to be crowned the champions.
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- Operation Rescue
This has evolved from one of our popular Birthday parties. Over the course of the day the young people will complete tasks as a specialist rescue party, conquering their fears at heights, following navigational instructions and rescuing the casualties. This day will be including Climbing and High Ropes elements.
 - Rescue Me!
Learn how to use pulleys, ropes and other climbing equipment to climb ropes, move heavy objects. Discover the basics of 1st aid and think about managing a hypothetical scenario. You will also get to have a play around in the water rescuing canoes and kayaks, using throw lines and much more. As this activity is off site the children will be required to travel in our minibuses.
 - Archery
Experience the thrill of archery where you can test your own 'eye for a target'. We have both indoor and outdoor ranges. You will be shown the safety for the range, take part in a competition and play some games using the bows and arrows.
 - Survival and Bush craft
Using the superb woodland in Beaumanor Park and the local area, you will learn basic survival and bush craft skills, build your own woodland shelter and enjoy the creativity of cooking on an open fire. This may also include a visit to local country parks requiring transport in our minibuses.
 - Camp Craft Challenge
Think ready steady cook, but in the woods cooking over an open fire. You will have to build and develop your camp, provide a cooked meal and manage your resources to keep your fire going.
 - Ranger Day
Working with the Parks rangers you will explore habitats and learn about what Rangers do to help to conserve them. You will look at a wide range of areas and help with a little conservation

and well as explore & take part in fun activities and quizzes about the environments we have at Beacon Hill. As this activity is off site the children will be required to travel in our minibuses.

- Beacon Hill Day

You will spend the day up at Beacon Hill Country Park having an adventure. On an exploration of Beacon Hill build dens, learn how to navigate and orienteer. As this activity is off site the children will be required to travel in our minibuses.

- Orienteering

Test your sense of direction and navigational skills. In this activity you will be given the basics to read a map and find the markers working in small groups in a competition against the clock. Depending on the progress of the group this activity could extend offsite to Beacon Hill, for this the children will be required to travel in our minibuses.

- Bugs Beasts and Beyond

On this day you will connect with your environment. Aspire to be David Attenborough looking for the Bugs in the log piles, the creatures in the ponds and the wriggly worms in the meadows. Discover the birds that fly overhead and beasts that crawl beneath our feet.

- Buggy and Bridge Building

Test your construction skills building bridges and land buggies. Using nothing but ropes and wooden poles, working in teams, build a bridge to span the gap across the Beaumanor River. Using your mechanic skills build a stone-age car similar to Fred Flintstone and race across the field.

- Crystal Maze

Loosely based around the TV Show. The children will be competing throughout the day in different challenges and tasks in order to win Crystal. They will be working in constantly changing teams to complete the tasks. The tasks could be anything from communicating a set of instructions through a walkie-talkie radio to building a bridge across our stream to climbing our climbing wall or leaping around our high ropes course. The day will be very much guided by the children and working within the skill sets of the instructors leading the club on the day.

- Crystal Maze Supercharged

This is similar to the Standard Crystal Maze but tougher/ bigger challenges, stricter time limits and a faster pace throughout the day.

- Desert Island Challenge

At the beginning of the day the children will get split into different tribes who will be allocated an area of the grounds to set up their desert island. The teams will have to build their camps for the day, trade items with neighbouring island in order to complete some tasks. They will also have to design an island flag and create an island song/poem or national anthems, playing capture the flag type games, building fires and much much more.

- Pirate Capers

Building again from one of our popular Birthday parties. Navigate the high seas and improve your skills in becoming a successful buccaneer. Read maps, bury treasure, test your sea legs, and practice your aim at firing cannons on this action packed pirate adventure. Costumes are encouraged.

- **Pirate Adventures**
Stranded on a desert island, create a pirate base camp, and then develop the skills required to be a feisty swashbuckler. Climb the rigging, walk the plank, and orientate around the site in search of hidden treasure. This day will include elements of our High Ropes Course and/or Climbing Walls. Costumes are encouraged.
- **1940's Spy Mission**
Travel back in time and experience life during the Second World War. Intercept and decode secret messages, shield each other in our hidden Air Raid shelter, and race against the clock to rescue wounded casualties, all within authentic surroundings. Costumes are encouraged.
- **"Brave" – the highland games**
Inspired by the Disney movie, Test your skills and find your bravery. The day will include archery, elements of the high ropes course (leap of faith), Warrior battle training. Costumes are encouraged.
- **Wild Games**
A fun filled day playing team games across the grounds of Beaumanor. Games such as capture the flag, football golf and rounder will feature as well as many others.
- **Mix It - A Play in a Week**
This will be run in partnership with Enter Edem. It is taken from their hugely successful Mix It programme. It is a week long programme and you will need to attend all 5 days. During these days Enter Edem will be running workshops leading to the production of a Play in a Week. The theme of the Play will be "Game On!"

Daily Timetable

Time	What's happening?	Notes
08.30-09.00	Parents drop children at County Hall (Option 2)	Children will be taken to Beaumanor Hall by minibus
08.30-09.30	Parents drop children off at Beaumanor Hall (Option 1) AND Minibus arrives from County Hall	Park in the main car park, then follow the 'Holiday Club' signs to the base room. Children will be met by Beaumanor Hall staff. Health & Safety Paperwork / Registers will be completed
09.30-12.30	Activities	Children will enjoy the morning's activities whilst being fully supervised by experienced and fully trained staff
12.30-13.00	Lunch	Children will provide their own packed lunch and may visit the gift shop (as no food or drink is sold it is important that children bring enough food and drink for the day)
13.00-16.00	Activities	Children will enjoy the morning's activities whilst being fully supervised by experienced and fully trained staff
16.00-16.30	Return journey to County Hall (Option 2)	Children will be taken back to County Hall by minibus
16.00-17.00	Parents collect children from Beaumanor Hall (Option 1)	Park in the main car park, then follow the 'Holiday Club' signs to the base room Don't forget the token to collect your child!
16.30-17.00	Pick up by parents at County Hall	Don't forget the token to collect your child!