

Nature Programme

	<u>Day</u>	<u>Morning</u>	<u>Midday</u>	<u>Afternoon</u>
Tues	1	Welcome/Settle In		Game Drive
Wed	2	Bush Walk/Trap Cameras	Receive a Talk	
Thurs	3	Erosion Control		Rest
Fri	4	Game Drive	Team Building	
Sat	5	FGASA Level 1 Overview		
Sun	6	Rest Day		
Mon	7	Interactive Reptile Park Tour		
Tue	8	Anti-Poaching Course		Game Drive
Wed	9	Bush Walk/Trap Cameras	Prepare Talk	Give Talk
Thurs	10	Alien Plant Removal		Rest
Fri	11	Game Drive	First Aid Practical	
Sat	12	Kruger Park Excursion		
Sun	13	Rest Day		
Mon	14	Plan Sleepout	Survival Sleepout/Basic Astronomy	
Tues	15	Survival Sleepout		Game Drive (Practical)
Wed	16	Bush Walk/Trap Cameras	Prepare Walk (Practical)	Give Walk (Practical)
Thurs	17	Depart		

Game Drive (Practical) will entail

- Plan a route
- Pre-drive briefing
- Guide the other volunteers (Ryan to drive)
- Prepare snacks/drinks (Hosting)

Game Walk (Practical) will entail

- Plan a route
- Pre-walk briefing
- Guide the other volunteers on foot
- Guest interaction

Sleepout will include (to name a few):

- Basic astronomy
- Navigation
- Survival
- Night watch
- Camp site rehabilitation

FGASA Level 1 Overview

- Briefly go over the FGASA Level 1 modules, both in theory and in practical (identification, etc)

Nature Programme Itinerary

Day 1

Welcome/Settle In

- Arrive at your new home in the bush, where you will be given a brief introduction, shown around and allowed to settle in.

Game Drive

- Once you have unpacked, grabbed some lunch and relaxed, you will be transported to a neighbouring Big 5 game reserve, where you will be taken on a 3-hour game drive to not only learn about and find a variety of animals, but also learn how to conduct a nature based guided experience in a vehicle.

Day 2

Bush Walk/Trap Cameras

- Getting an early start, before the heat sets in, we will leave for a morning bush walk, as well as go set up some trap cameras. A bush walk provides guests with a different, more natural way of experiencing the bush, allowing you to focus on the smaller elements, without the rumble of an engine in the background. You will be taught how to conduct a bush walk, as well as how to deal with certain situations if they arise. We will also be setting up a couple of trap cameras, which allows us to monitor some of the more elusive animals.

Receive a Talk

- In the afternoon, you will be given a talk on who we are, what we do, how we do what we do and a variety of other elements, with regards to guiding in the environments where we guide. This is more of a discussion than a lecture, as it is equally as important for us to learn about you, as well as learn from you.

Day 3

Erosion Control

- It is vitally important that we try preserve the environment in which we guide as much as possible and therefore we will spend the morning focusing on erosion control. You will be educated on why it is important to preserve the environment and you will be required to get hands on with the repair and prevention of possible erosion.

Rest

- After a day of physical work, you will have an opportunity to get some well-deserved rest around the swimming pool or to go to the shops.

Day 4

Game Drive

- You will start the day with a 3-hour game drive on a neighbouring Big 5 reserve, once again trying to find and learn about the different animals one would expect to see in this environment. You will also have an opportunity to practice your guiding and navigation skills, as you will take turns being co-guide while on the drive.

Team Building

- Working as a team is vitally important in any situation and more specifically in guiding. You will therefore take part in an amazing race, team building challenge, which will test your ability to work as a team, while learning of your own strengths and weaknesses, all while having fun.

Day 5

FGASA Level 1 Overview

- We will briefly go through the FGASA (Field Guide Association of South Africa) Level 1 syllabus, which is the industry standard for all up and coming guides in South Africa. It will give you an overview of all the elements that guides need to know about the environment in which they work, but rather than sit behind a desk listening to a lecture, we will try make it as practical and fun as possible.

Day 6

Rest Day

- Time for some much needed, well deserved rest. You can relax around the pool, go for a hike on the nature trail or do some shopping in town, the choice is yours.

Day 7

Interactive Reptile Park Tour

- Spend the day at the Khamai Reptile park, going on an interactive tour, where you will get up close and personal with some of Africa's creepy crawlies, as well great exposure to a different type of guiding.

Day 8

Anti-Poaching Course

- You will spend the morning learning about the plight of Africa's wildlife and get to meet some of the brave men and woman, risking their lives to save our animals. Poaching is a huge problem that we face daily, and therefore we will visit Protrack, a local anti-poaching company, who will walk us through the training and challenges they go through. You will also have a chance to test yourself on their obstacle course.

Game Drive

- Once again, we will make our way to a neighbouring Big 5 reserve and go on a 3-hour game drive, once again learning about and appreciating the wildlife, as well as mastering our guiding skills.

Day 9

Bush Walk/Trap Cameras

- Starting your day with a morning bush walk, you will have an opportunity to take in and learn about the incredible nature you find yourself in. We will also have a look at the trap camera pictures, to see what exciting images we managed to capture during the week.

Prepare/Give Talk

- Preparation and communication are vital elements of a good guide. In order for you to show off these skills, you will be required to research, prepare and give a talk on a topic of our choosing, but don't stress too much, like everything, the emphasis is on having fun.

Day 10

Alien Plant Removal

- Protecting our fauna and flora is vitally important and therefore, we will spend the morning working on alien vegetation removal. We will focus on identifying alien vegetation, why it is important to remove alien species, what is being done to eliminate alien vegetation and we will get our hands dirty, by physically removing the alien plant species.

Rest

- After a day of physical work, you will have an opportunity to get some well-deserved rest around the swimming pool or to go to the shops.

Day 11

Game Drive

- Time for another 3-hour game drive on the neighbouring Big 5 reserve. Hopefully by now you will be teaching the guide a thing or two.

First Aid Practical

- As with all guest related activities, having a valid first aid and knowing how to handle different situations is vitally important. You will therefore be tested on your first aid ability, by being exposed to a variety of first aid scenarios one could face in the bush environment. We understand the importance and seriousness of dealing with a medical emergency, but once again, we focus on learning while having fun.

Day 12

Kruger Park Excursion

- Spend the day driving through world-famous Kruger National Park. This 2-million-hectare reserve is home to an abundance of wildlife and a variety of habitats, which all pose different challenges and opportunities for a guide. It will be excellent exposure to tourism on a mass scale and allow you to experience one of the greatest wilderness areas in the world.

Day 13

Rest Day

- Time for some much needed, well deserved rest. You can relax around the pool, go for a hike on the nature trail or do some shopping in town, the choice is yours.

Day 14

Plan Sleepout

- Before we head out for a day/night of survival, you will be required to prepare and plan a night out in the bush. We will go through the basic elements with you and what you can expect.

Survival Sleepout/Basic Astronomy

- We will make our way into the bush for a day of survival and a night under the stars. We will go through basic survival techniques, navigation, challenges you may face and then at night, weather permitting, do some basic astronomy, followed by taking turns on night watch.

Day 15

Survival Sleepout

- The next morning, we will continue with some fun survival challenges and then go through camp site rehabilitation, before making our way back to the accommodation.

Game Drive (Practical)

- We will head into the bush for one last drive but with a slight difference, this time you'll be the guide, so planning a route, giving the briefing, interacting with the "guests" and providing the drinks/snacks is up to you, but don't worry, you won't have to drive.

Day 16

Bush Walk/Trap Cameras

- Starting your day with a morning bush walk, you will have an opportunity to take in and learn about the incredible nature you find yourself in. We will also have a look at the trap camera pictures, to see what exciting images we managed to capture during the week.

Prepare/Give Walk (Practical)

- Time to put all that you have learnt and experienced to practice, as you will give the rest of the group a guided walk through the bush. There will be some time to plan and prepare beforehand.

Day 17

Depart

- The unfortunate time for us to say our goodbyes has arrived. Once all packed and ready, you'll be transported to your bus.