



Windmill Hill

Evening Entertainment

A PGL team member will lead each session. Please ensure there is at least one supervising adult from your group present to support your evening entertainment programme. All activities are suitable for large or small groups unless otherwise stated.

Ambush

Like hide-and-seek but in the dark, and on a much larger scale! Groups split into small teams; one team hides within the centre grounds, leaving a trail for the other team to follow. Bonus points are available for 'ambushing' the opposing team. Great for developing strategic and team building skills. In the summer months, this can be adapted to Foxes & Hounds where a loud whistle is blown instead of using physical markers.

Suitable for:

- 7-11 year olds
- 11-14 year olds
- 14-16 year olds
- 16+ year olds

Active / Energetic: ★★★★★

Creative: ★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★☆☆

Campfire

Enjoy a traditional campfire run by our Groupies. Younger guests can enjoy songs and games while older guests can relax, share stories and reflect on their shared experiences of the day.

Suitable for:

- 7-11 year olds
- 11-14 year olds

Active / Energetic: ★☆☆

Creative: ★★★★★

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★☆☆

Capture The Flag

An inclusive, high-energy game in which teams work together to capture the opposing team's flag, while avoiding being captured or losing their own. The key to the game is pre-planning, communication and teamwork. The team capturing the other team's flag wins.

Suitable for:

- 11-14 year olds
- 14-16 year olds
- 16+ year olds

Active / Energetic: ★★★★★

Creative: ★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★★★★★

Disco

A popular last night choice, guests learn the moves to popular hits with "follow-the-leader" sessions, plus lots of unique PGL dances! A fun and sociable evening.

Suitable for:

- 7-11 year olds
- 11-14 year olds
- 14-16 year olds
- 16+ year olds

Active / Energetic: ★★★★★

Creative: ★★★★★

Teamwork and Communication: ★☆☆

Planning and Problem Solving: ★☆☆

Passport To The World

Guests are split into teams and given a list of national flags with a map. Each country on the map represents a plaque to find around centre. Each plaque features the country's flag and has a question relating to the country, which must be answered correctly before moving on to find the next flag and eventually returning to base.

Suitable for:

- 7-11 year olds
- 11-14 year olds

Active / Energetic: ★☆☆

Creative: ★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★★★★★

PGL Sports Night

Your PGL Groupie introduces and plays a number of alternative games for your teams to take on. Games played may include Space Hopper Football, Dodgeball, and Ultimate Frisbee.

Suitable for:

- 7-11 year olds (KS2)
- 11-14 year olds (KS3)
- 14-16 year olds (KS4)
- 16+ year olds
- Groups up to 48

Active / Energetic: ★★★★★

Creative: ★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★☆☆

Quiz Show

In teams, guests are set Q&A-style challenges with lots of interaction and plenty of variety to keep them motivated and to maximise their participation. As well as general knowledge, rounds may include dressing up, dancing and miming.

Suitable for:

- 7-11 year olds
- 11-14 year olds
- 14-16 year olds
- 16+ year olds
- Groups up to 48

Active / Energetic: ★☆☆

Creative: ★★★★★

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★★★★★





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Robot Wars

With a focus on teamwork and communication, guests are split into teams where one team member will be chosen to be dressed as a robot. The robots are created from cardboard and tape which are earned through challenges. Each team will then compete against each other in a Robot Wars tournament using water, to decide the overall winning team.

Suitable for:

- 7-11 year olds
- 11-14 year olds
- 14-16 year olds
- 16+ year olds
- Groups up to 48

Active / Energetic: ★☆☆

Creative: ★★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★★★★★

Splash

Each team completes a series of challenges or games in order to earn equipment. The teams then need to use this equipment to build a carrier to protect a water balloon. Great for problem solving, teamwork and communication.

Suitable for:

- 7-11 year olds
- 11-14 year olds
- 14-16 year olds
- 16+ year olds

Active / Energetic: ★★☆☆

Creative: ★★★★★

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★★★★★

Wacky Races

PGL's own Olympics - a collection of fun relay-style team and individual games designed for active participation by all team members.

Suitable for:

- 7-11 year olds
- 11-14 year olds

Active / Energetic: ★★★★★

Creative: ★★☆☆

Teamwork and Communication: ★★★★★

Planning and Problem Solving: ★☆☆

