

2025-26

Trip to Manor Adventure



Why are residential trips important?

- Opportunity to be more independent
- Opportunity to spend time away from home alongside peers
- Opportunity to try new challenges and step out of comfort zone
- Bonding with year group and make new friends before going into Year 5/6
- Build self-esteem, self-confidence and self-belief!



Manor Adventure- Culmington Manor, Shropshire

Dates: Weds 17th-19th June 2026

Manor Adventure



£300-£350 (dependent on numbers)

Price includes:

- Coach costs
- Accommodation for 3 days, 2 nights
- Cooked meals (cooked breakfast, hot options for lunch and evening meal, salad bar, dessert).
- Ensuite bedrooms
- 9 x 1.5 hour activities
- Safety equipment eg. Helmets/harnesses

Non refundable deposit of £50.00 to be paid by 30th September 2025 which will go live at 5pm

Order of the trip

Wednesday- Leave by coach after lunch. Arrive at Manor for 2:00pm

Afternoon activity. Evening meal provided by Manor Adventure + 1 evening activity

Thursday- Breakfast, Activities through morning, Lunch, Activities through afternoon, Dinner

Friday- Breakfast, Check out of room 9am. Activities through morning, lunch, coach home around 1:30pm

Estimated arrival back to school 3pm

Accommodation

Children will be allocated rooms with a small group of friends.

These room sizes cannot be confirmed until we arrive however, children will be given the chance to choose a few people they would like to be with and we will try our best to accommodate this.

Should your child have any specialist needs with regards to bedtime, please inform a class teacher and these can be supported.

Teaching staff will be distributed around the manor and doors labelled so children know who to go to and when at any time of the night.





Food

Any dietary requirements to be given when booking so that these can be accommodated for your child during the trip.

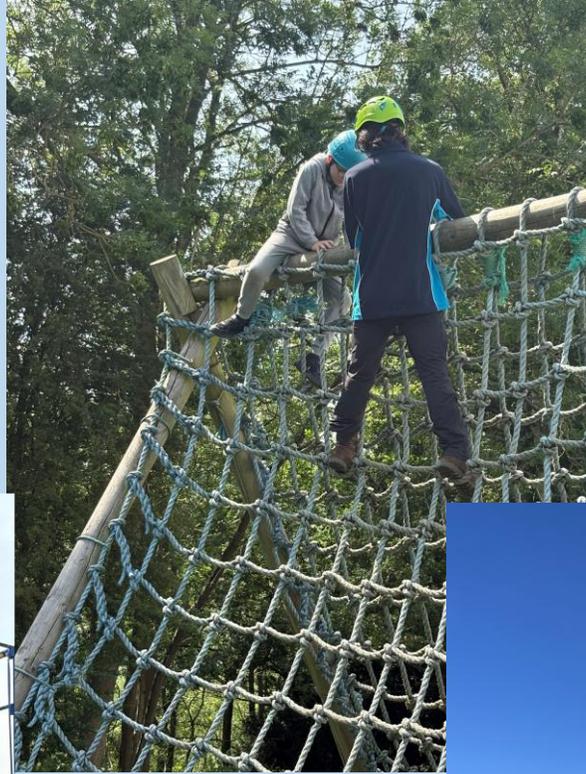
Menus vary day to day. There is always a choice of hot and cold dishes, vegetarian options and a fresh salad bar, with meals served in a communal dining area.



Activities at the Manor



Other activities...



Skills developed

This trip will explore a wide range of skills including:

- Team bonding
- Resilience
- Determination
- Collaboration
- Communication
- Supporting others
- Stepping out of 'comfort zone'
- Enjoying the outdoors!



Equipment and Safety

All safety equipment will be provided by Manor Adventure and is securely checked before each child goes on a piece of equipment.

Each activity will be run by a Manor Adventure experienced member of staff with an adult from Red Hill supporting each activity.

There is no pressure for every child to take part in each activity. We will encourage children to 'step out of their comfort zone' but if they choose not to take part then they can observe.



Packing

A more detailed list of items to pack will come out closer to the time, however a rough guide includes:

- Old clothes- long sleeved t-shirts, short sleeved t-shirts, trousers, shorts, hats, PJs
- Old trainers (couple of pairs to change between)
- Teddy
- Medication (detailed lists will go out in advance for medication and administration)
- Sleeping bag & pillow with pillow case (Simple bunk bed provided)
- Drinks bottle, torch, toiletries
- Waterproof clothing (jacket/trousers)
- Large bin liner for old clothes

-No electronics or phones! There will be no time to play on them. Plenty of photos will be taken by staff and shared, so focus being on just have fun! Should there be an emergency, we will contact you.

Questions?

