



Pick Up & Go 2: Overnight Camp

The Pick Up & Go collection was designed to integrate cross-curricular learning around regular school events. Pick Up & Go 2 focuses on Overnight Camps. This resource helps you involve students in the planning, implementation and evaluation of an overnight camp. It can also be modified to suit day trips or end of year celebrations.

Student learning

Through Pick Up & Go 2: Overnight Camp, students will

- Learn about different outdoor camping experiences, and work together to choose a venue for the camp
- Make decisions on camp logistics including camp activities, menus, budget, team lists and overall camp goals
- Reflect and evaluate the camp itself and their work in planning and organising it.

Curriculum links

The Pick Up & Go collection provides practical and hands-on learning activities that develop enterprise and financial capability. The activities integrate with multiple learning areas including literacy, numeracy, social sciences and technology; and helps students engage with the vision and principles of the curriculum and develop their key competencies.

-  Year 1-4
 -  6-10 weeks
 -  English
Health and Physical Education
Mathematics and Statistics
Social Sciences
 -  Free to NZ schools
 -  Led by teachers
- [Training Available](#)



Download resources now

All New Zealand teachers can download and use our resources free of charge. Signing up with Young Enterprise only takes a minute – visit <http://youngenterprise.org.nz/find-resources/> to start using these resources in your classroom today



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About Young Enterprise

Young Enterprise Trust has been supporting teachers and students for more than 30 years. We offer enterprise programmes for students of all ages, and have a huge collection of resources that can be freely used in your classroom.