



# Mimosa Evening Entertainment

Every evening while your group is on centre, your Group Leader will run an 'ent' of your choice. This will last for an hour from 8pm until 9pm. The Disco will run every evening after Evening Ents, when groups are welcome to dance the night away, chill with their friends or have a game of volleyball.

To assist you in choosing the ents which suit your group's needs, please refer to the list below and let us know your preferences during the Teacher Talk when you arrive. The list is not comprehensive, so if you have any other ideas or would like an ent to run differently, please speak to your Group Leader and we'll do our best to accommodate.

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

## Trip to Cap d'Agde

This activity takes the group to the marina in Cap d'Agde where they can explore the waterfront and the ice cream and souvenir shops. Your Group Leader will guide you there and provide entertainment on the coach journey.

**Suitable for:**

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

## Disco

A chance to mix with other groups, to dance and build their social skills.

**Suitable for:**

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

## Robot Wars

The group will be split into teams, where they will choose one member to be dressed as a robot. The robots are created from cardboard and tape which has to be earned through challenges. Each team will then compete against each other in a Robot War tournament using water, to decide the overall winner.

**Suitable for:**

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

## Guess Who

Guests use what they can find to dress up and transform themselves into a famous person. They then need to use their acting, modelling and creative skills to get the teacher to guess who they are impersonating.

**Suitable for:**

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

## The Cube

Based on the popular TV show, guests will be split into teams and members of the team will have an opportunity to take part in challenges, hoping to beat the cube.

**Suitable for:**

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

## Beach Olympics

Here's a chance to burn off some energy on the beach! The group split into teams for some races. Some will be about speed while others will allow the more dramatic members of the group to shine!

**Suitable for:**

- 11-14 year olds





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### Splash!

This ent is a take on the old game show 50/50. It consists of several little challenges which will either require volunteers or the entire team to complete. Challenges can be anything from peeling an orange without using your hands to making up a rap about penguins. 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:**

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

### The Big Million Euro Race

Based on the TV game show of 'Million Pound Drop' but with a twist! Contestants are given 1 million PGL Euros. Your Groupie asks questions and the group must try to retain as much of their money as possible. Money placed on correct answers will be kept, but money on incorrect answers will be lost! The group with the most remaining money or which makes it the furthest wins. The twist may involve some exciting live or recorded challenges to put their money on too!

**Suitable for:**

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

### PGL Sports Night

The group is split into a number of teams and there will be a sports tournament of either football, volleyball, rounders, ultimate Frisbee, dodge ball; or a combination if you prefer.

**Suitable for:**

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

### Dragons' Den

Based on the popular TV show, teams will find what they can and use their imagination to create a new invention. They will face a team of dragons and sell their idea. If their invention gets picked by a dragon, they are safe. If not, they may come face to face with some water!

**Suitable for:**

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

### Family Fortunes

This is based on the TV game show and will run as a quiz with guests split into teams. The quiz involves guests answering everyday questions that have been previously collected from a survey of PGL staff. The most popular answers score the most points.

**Suitable for:**

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

