So you may not be able to fly but you can be creative in how your travel through space. Try learning Parkour

Age 14 - 18

Activity details

This activity counts towards...

- Superhero Adventures

£	Outdoors
Day/Night	

☐ 11 - 14	☑ 14 - 18
☐ 5 - 7	☐ 7 - 11
☐ 3 - 5	

☑ Autumn	☑ Spring
☑ Summer	☑ Winter

Skills:

- Communication
- Decision making
- Gross Motor Skills
- Independence
- Listening
- Observation
- Responsibility

Equipment: