Shipwrecked

# Summary

## Plot

Patrols become shipwrecked on a desert island and must complete a series of challenges to stay alive before they are rescued.

## Format

Patrols receive envelopes with their tasks in and race to complete them before the other patrols. As soon as a patrol completes a task they ask for the next envelope.

Patrols will each receive a set of items to start and some will be given along with the envelopes.

# Resources

## General

* Paddling pool and hook-a-ducks (or magnetic fish, make sure you give the patrols something magnetic).
* Long ropes to mark boundaries
* 2 hoops and plastic balls (enough that fitting them in a hoop requires stacking them carefully)

## Per patrol

### Given at the start

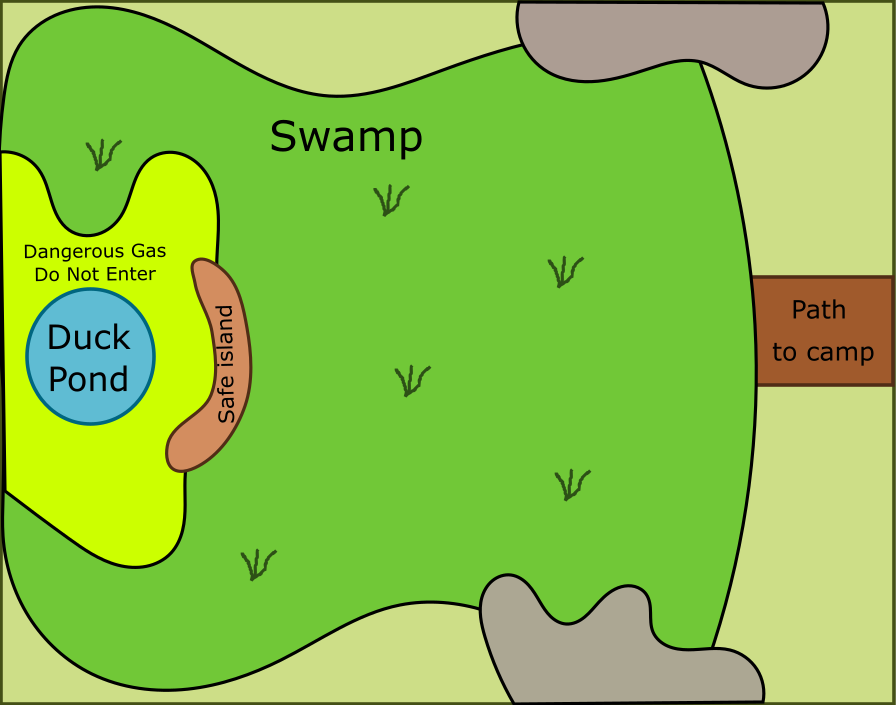
* Tarpaulin
* Various lengths of rope and string.
* 2 bamboo canes or similar.
* A few pieces of wire e.g. paperclips, clothes hanger.
* Large plastic bowl
* Small plastic bowl
* Small plastic cup
* Cling film/ clear plastic bag
* Old bits of fabric, one brightly coloured, one big enough to be used as a sling.
* Whistle
* Various semi-useful odds and ends

### Given with specific challenges

* Tough plastic bin bag. (2 if large patrols)
* 2 Parsnips
* 3m of Green wool per patrol member

# Set up

You will need a space large enough for each patrol to make a home camp, and to set up the challenges below.

* Catching ducks

Place a paddling pool at one end of an open space. Approximately 1m from the paddling pool create an island of safe ground e.g. by a circle of rope or a sheet of plastic or carpet. This should be big enough for a whole patrol to stand on. Lie a rope 15m away. The idea is to represent a swamp like the picture.

Girls will need to use their “raft” (tough bin bag) to get the whole patrol from one side of the swamp to the other. If any girl falls off the “raft” and touches the ground the whole patrol will need to return to the start.

Patrols can open up their bags to make more space, cut it in half to make 2 platforms to jump between or whatever modifications they want to make it easier for them to cross.

* Finding berries

Each patrol will need its own set of berry cards with their own colour on. Sheets have been made for 6 patrols. **These sheets need to be printed in colour!** Patrols will need to work out which berries are suitable for eating and which are poisonous using the colours of the berries.

The berries need to be hidden around the play area for the patrols to scavenge for. Patrols should only collect berries of their patrol colour.

# End Game

You can finish the game when the first patrol is rescued or let them all finish. Patrols that starve to death could be given a second chance, especially if it happens early on.

If the game is taking too long remove some of the optional envelopes, marked with an \*. Make sure you take this into account when determining the winner.

# Challenges

1. Desalinate water
2. Build (but not light) a fire
3. Find sources of food. Tough plastic bag.
4. Shelter – create a shelter you can all fit in.
5. Signals – create 2 signals one for air one for the sea.
6. \* First Aid – Help the smallest member f your patrol after a fall.
7. \* Storm – Hide in your shelter and make a bracelet – Green vines (wool)
8. \* Sickness – More varied diet required – find some roots – 2 parsnips
9. \* Rockfall – Move the rocks off your path – Move the plastic balls from one hoop to another.
10. A ship – morse code (use the whistle to send a message to a leader in morse code)
11. Rescue – Leave no trace that you have been on the island. Must have tidied up to complete the challenge.