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Island Adventure

Your boat is sinking! There is a desert island nearby. You can swim there, but you can only take a small bag with you. Choose four items to help you survive on the island.



TARP



SUNSCREEN



TOILET PAPER



POT



HIKING BOOTS



HAND SAW



FLARE GUN



INFLATABLE RAFT



INSECT REPELLENT



HAMMOCK



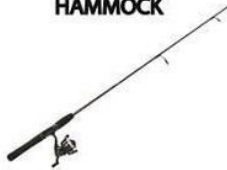
COMPASS



MIRROR



WATER PURIFIER



FISHING ROD



ROPE



HUNTING RIFLE



FIRST AID KIT



TENT



KNIFE



MATCHES

Name the four items and explain why you chose each one.

Item 1: _____

Reason: _____

Item 2: _____

Reason: _____

Item 3: _____

Reason: _____

Item 4: _____

Reason: _____

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1. The island is inhabited by nomadic tribes of hunter gatherers. Some of the tribes are extremely dangerous cannibals, but some tribes are quite friendly.

2. The island is great. There are many fruits and wild animals to eat. You even found a treasure chest full of gold. However, you were spotted with the chest by a bunch of pirates and now they are coming after you and the treasure.

3. The island is devoid of dangerous animals, but there is a very strong storm every eight hours that destroys any structures and leaves everything soaking wet.

4. The island is home to a tribe of children, not older than eight years old, who have been shipwrecked here for over a year.

5. Remember the movie King Kong? Well, you are on that island. Not only do you have to survive but you have to avoid King Kong, dinosaurs and very large flying insects!

6. The island is full of zombies, who only come out at night. They will definitely eat you if they see you, but they are afraid of water.

7. The island is actually quite nice. However, it's only 50 centimeters above sea level, and it is sinking at the rate of one centimeter a day. You don't have long until the whole island is going to be underwater.

8. The island is filled with highly evolved communicating apes, who dominate everything. They are very grumpy apes and they don't like visitors.

9. Welcome to snake island. This island is covered in poisonous snakes. They are everywhere. The only place which is safe is the beach. However, at high tide the beach disappears.

10. The island is warm during the day. However, at night the temperature on the island drops to -30 degrees Celsius and everything freezes.

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Island Adventure

In this creative teaching activity, students use their critical thinking and problem solving skills to survive being stranded on a desert island.

Before class, make one copy of the worksheet for each student. Also, prepare a dice and make one copy of the cards and cut as indicated.

Procedure

Set the scene by drawing a boat on the board. Ask the students to name the boat and to suggest what they are doing on the boat.

Then draw lightning on the board. Explain that the boat has been hit by a storm and has started taking on water.

Now, divide the students into groups of three and hand out a copy of the worksheet to each student.

Tell the students that there is a desert island nearby and that the students must choose four items from the worksheet to take with them to the island. The students then write about their choice of items and their reasons for choosing them.

When the students have finished writing, ask each group to explain their choices to the class.

Then tell the class that they are going to find out what challenge they face on the island by picking a card.

Each group picks a card and makes a plan of what they will do to survive on the island, and how the four items they brought will help them.

The groups then present their plans to the class. You assess each group's chances of survival according to their plan and how risky their ideas are. Award each group a score between zero and three.

After each group has presented, they roll a dice and the awarded points are combined with the number on the dice.

Groups need to score four or more to survive, and more than six to thrive on the island.

Depending on the score, you make up the end of each group's tale.

For example, a group with a score of four may barely survive, e.g. they may get their arms eaten by a gorilla or lose some fingers to frost bite, etc. A score of six would mean everything happened as the group planned and five would be somewhere in between.