Mission 6: 'Some people feel the rain, others just get wet.'

BRIEF:



TASK MISSION:

To sail to Elephant Island.

Explorers have spent many nights at camp but the ice is breaking up and it is too dangerous to remain there. An island lies a week's gruelling sail away. In groups, explorers must build flotation devices and ensure they are strong enough to survive a week on the icy waters to Elephant Island.

Know you need to have facts before judgments are made.

Self-discipline, honesty, determination self-reflection, positivity and decisiveness.

Able to take time to solve problems and find solutions.

BY THE END OF THE TOPIC:

Able to articulate strengths and needs.

RESPECT target character behaviours:

Understand you can learn from making mistakes.

SUGGESTED OUTCOMES:

- Have the will to succeed.
- How to compete in tasks against others.
- Use self-discipline and control.
- How to make an honest choice.

RESOURCES:

COJO Box, paper, string, elastic bands, Cellotape, glue, twigs, wooden stirrers and plastic carton.

ACTION PLAN!

In a race against time, explorers must abandon camp and set sail on the icy waters of Antarctica.

With only the resources remaining at camp (see resource list) – explorers make their way to the activity area!

ACTIVE DUTY!

The ice is melting rapidly, taking with it vital supplies.

Each group is to design and build a vessel that will endure a week's sail, in treacherous conditions, to Elephant Island.

Once launched into the sub-zero waters, vessels have to endure vicious winds (hairdryer/ fan) and sweeping storms (watering can).

MISSION ACCOMPLISHED!

Team debrief. To include:

Did each vessel survive the waters and the storm?

What did your team do well to ensure all the explorers were kept safe? Which behaviour traits will you need when you make it to the island? Did you make the most of what you had or did you just give up and get wet?



CHALLENGE:

- Increase the area of water for the boat to cross.
- Increase the force of wind and rain.
- Decrease the time limit.

SUPPORT:

Provide instructions.

Provide only the resources needed.

"Difficulties are just things to overcome, after all." Ernest Shackleton

