

Summary:

Shipwrecked is a simulation activity that is ideal for developing, practicing, and assessing communication and teamwork skills. The premise of the simulation is that 4-5 individuals have been shipwrecked on an island. Each team member has their own character profile with information; however, not all the information is reliable or accurate. As the activity progresses, the team must make decisions about how they will travel around the island, what tools and materials they need to survive, and how to escape from the island. The simulation is “low-tech,” and it requires some paper-based materials, group work space, and approximately one hour to complete.

Materials:

- Scenario and Rules Sheet (1 for each participant)
- Profiles (each individual within a group of 3-5 should have a different profile)
- Map pieces (at least one set per group)
- Best Practices Info Sheet for Facilitator
- Room that includes a large table for each group to gather around and a large table in the front of the room for the facilitator to lay out map pieces.

Character List:

- Avon
- Blythe
- Clyde
- Don
- Esk

Creating Groups:

Groups can contain three, four, or five members, but groups of five tend to function best. In Groups of three or four members, Avon and/or Clyde’s profiles are collapsed into Blyth’s profile.

Group of 5: Esk (+ diary), Blyth, Don, Clyde, and Avon.

Group of 4: Esk (+diary), Blyth (+ Avon), Don, and Clyde.

Group of 3: Esk (+ diary), Blyth (+ Avon + Clyde), and Don.

The Scenario:

You have been shipwrecked. You are with two or three other people who have been shipwrecked along with you, but you do not know each other very well. Each person in the group has important skills or information to help your group survive this ordeal; however, that does not mean you will survive. Your path is fraught with danger. You may encounter deadly animals, or you may die of thirst or starvation. The only way to make it out of this alive is to communicate with your group, but beware of those who present their opinions as fact! Who can you trust? You will have to find it out the hard way: communication and experience.

The Rules:

1. You must stay together. You cannot split up.
2. You cannot move diagonally.
3. Each movement from a map square equals one day of movement. You can go to new map squares or retrace your steps, but each movement equals one day. Each day will be recorded in Esk's diary.
4. You must ask the Controller for new map squares (by letter) or for spears, ropes, and the raft when you are entitled to it. If you do not ask for it, you do not have it.
5. You may ask the Controller clarifying questions at any time, but the Controller cannot tell you which way to go or not to go. You are on your own in this hostile environment.
6. You must complete your tasks in 31 days without running out of water or food.
7. If you encounter deadly animals, run out of water, run out of food, or take longer than 31 days, your group has died.
8. Each group has 3 deaths before the simulation is over. Upon the death of your group, you must start back at square "S," and Esk must begin a new diary. You may keep your map squares and any spears, ropes, or rafts that you have obtained.

Personal Profile: Avon

We are shipwrecked, and I want to come out of this alive. We need to make sure we are organized, we think through everything, and we cannot rush ahead without considering all of our options. I just want to get back to my cats.

These are the things I know:

- We are shipwrecked, and there's not much hope of rescue because no one knows we were at sea.
- I don't know where we're at because we don't have a map.
- I have a knife, and I know that Blyth has a compass, but we having nothing else—no matches, no gun, and nothing we can use to carry water.

Personal Profile: Blyth

We have been adrift for many days, and we are lucky that we washed up on this shore. I know this kind of country: I've been on a reality television show where I had to use my survival training. I won a million dollars, but that's not going to help any of us now. I just want to get back to my mansion.

These are the things I know:

- There may be poisonous snakes in the grasslands and crocodiles in the swamps. If we have spears, we can kill the snakes, but we have nothing to defend against crocodiles.
- This may be the mainland or it may be the island; we must look for a village or a town.
- There are trees to the north—about one day's journey. It might be a good idea to get to the trees, then we can make spears, which would be useful against snakes and wild animals. Making spears would not take long—we could easily cut off straight branches and sharpen them as we went along.
- Because we only have one compass, we must stick together. We absolutely cannot split up.

Personal Profile: Clyde

I knew I shouldn't have gone on this private cruise; I don't even like being outside. Instead of tanning on the deck sipping a fruity drink with an umbrella, we are on the forsaken coast.

These are the things I know:

- In this sort of country, our main problem is water. Fortunately, we had a drink of water just before our yacht capsized and we swam ashore. Still, in my experience, we cannot go more than four days without water. We have to have water on the fourth day or before that. By the morning of the fifth day, we will be dead without water.
- Obviously, since sea water is salty, if we drank that, we would die quickly.
- We must look for a stream or river for fresh water; even if we do find water, we have nothing and can make nothing to carry it in, so we would have to come back or find new sources of fresh water every four days
- We could find a river if we went inland, but my guess is that we are more likely to find it if we stick to the coast. I think it might be best if we went eastwards, but that is something we should discuss carefully before we decide.
- We should never forget that we should look for food. We cannot cook anything, so we must look for fruit which will help to keep us going in this hot, humid climate
- We must have fruit sometime during the first 14 days, otherwise, we will not have the strength to go on. When we have found fruit, we can carry it with us.

Personal Profile: Don

We're shipwrecked. This is awesome! I needed some real, gritty experiences for my next book, since my best-sellers about an explorer living with the tribes of East Africa have recently been called into question for their validity. And, it doesn't hurt to get some free publicity. I can see it now "Famed Writer (and others) Shipwrecked: Their Stories of Difficult Survival!" Maybe I'll get to be on the cover of the Times. Well, as long as we make it out alive. I'm not sure that I trust the others: That Avon has some shifty eyes.

These are the things I know:

- We may be on an island, or we may be on the mainland. If we are on an island, then we may have to build a raft in order to reach the mainland.
- For a raft, we need logs or heavy branches, ropes or vines to lash them together, and some sort of paddle.
- The ropes should be easy. If we come across a tree with vines or ropes, then we can cut some off and that should not take very long. If the ropes are not in a handy spot for building a raft, we can carry the ropes with us.
- Our problem is likely to be the logs. It will take two whole days to cut the logs and paddle and make the raft. That is two days without travel. Yes, yes, two non-travel days of hard work will be needed to make our raft.
- Another problem is that the logs cannot be carried—they will be too heavy. Therefore, the trees must be on the coast.
- Our first problem is to decide which way to go. I think raft building is important, so it might be a good idea to walk along the coast looking for trees and ropes. East or west? I don't think it matters. I suggest we try going westward.
- From here we can see trees to the north, about one day's walk away. But they are not fruit trees, and they have no ropes.
- I have made a map of where we have landed. I have given it the letter "S." S is for "shipwrecked," and "survival," and "safety first." Every day we travel to a new square, I will make a new map and give each map square a letter—any letter will do. If we go north, it will be to square "F." If we go east, it will be to square "Y." If we go westwards, it will be to square "X."

Personal Profile: Esk

We have narrowly escaped death at sea! Woe to the weak of heart! We now face a cruel death on land if we do not find water, and food, and our way out of this place. It's important to record our movements (and perhaps our last days!) because it is important to remember how many days we can survive without water and fruit. It is up to me to make sure that I keep accurate records so the others don't die of dehydration or starve to death. I don't want to be responsible for our deaths. It's good that I'm an accountant who likes lists. My methodical record-keeping may keep us from our demise. Then, maybe my parents won't think I'm such an utter failure at life.

These are the things I know:

- We must first find water. Unfortunately, we have nothing to carry it in.
- We can only survive 4 days without water; there is no 5th day.
- We can survive only 14 days without fruit; there is no 15th day if we don't find fruit. But at least we can carry the fruit with us.
- Even if we find water and fruit, we cannot expect to survive longer than 31 days.
- I have drawn up a 31-day diary. Today we are on Map Square "S," which Don has made. Each day, I will write down the map squares, whether we are exploring new squares or retracing our steps on old squares.
- It is important to remember how many days we can survive without water and fruit, so I have made a column for water and a column for fruit in my diary. If we have no water or fruit, then I will leave a blank space, an empty space, empty of water and fruit. But if we find a river, then I will write "water" and if we find fruit, I will write "fruit" for that day in my diary.
- Tomorrow is day number 1. I have marked today as Day 0 in my diary, and under the column for the Map Square, I have written "S." I have written nothing in the columns for water and fruit because there is no water and fruit on square "S."
- I suggest that we look for hills. We should be able to see a distant hill about two days' walk away. If we climb a hill, then we could see much further than we can see now.

Personal Profile: Blyth: About Avon

We have been adrift for many days, and we are lucky that we washed up on this shore. I know this kind of country: I've been on a reality television show where I had to use my survival training. I won a million dollars, but that's not going to help any of us now. I just want to get back to my mansion.

Unfortunately, the whiny guy, Avon, died before we got to shore, but he gave me his knife, and he told me everything he knows.

These are the things I know:

- There may be poisonous snakes in the grasslands and crocodiles in the swamps. If we have spears, we can kill the snakes, but we have nothing to defend against crocodiles.
- This may be the mainland or it may be the island; we must look for a village or a town.
- There are trees to the north—about one day's journey. It might be a good idea to get to the trees, then we can make spears, which would be useful against snakes and wild animals. Making spears would not take long—we could easily cut off straight branches and sharpen them as we went along
- Because we only have one compass, we must stick together. We absolutely cannot split up.

These are the things Avon told me before he died:

- We are shipwrecked, and there's not much hope of rescue because no one knows we were at sea
- I don't know where we're at because we don't have a map
- I have a knife, and I know that Blyth has a compass, but we having nothing else—no matches, no gun, and nothing we can use to carry water

Personal Profile: Blyth: About Avon and Clyde

We have been adrift for many days, and we are lucky that we washed up on this shore. I know this kind of country: I've been on a reality television show where I had to use my survival training. I won a million dollars, but that's not going to help any of us now. I just want to get back to my mansion.

Unfortunately, the whiny guys, Avon and Clyde, died before we got to shore, but Avon gave me his knife, and they both told me everything they knew.

These are the things I know:

- There may be poisonous snakes in the grasslands and crocodiles in the swamps. If we have spears, we can kill the snakes, but we have nothing to defend against crocodiles.
- This may be the mainland or it may be the island; we must look for a village or a town.
- There are trees to the north—about one day's journey. It might be a good idea to get to the trees, then we can make spears, which would be useful against snakes and wild animals. Making spears would not take long—we could easily cut off straight branches and sharpen them as we went along
- Because we only have one compass, we must stick together. We absolutely cannot split up.

These are the things Avon told me before he died:

- We are shipwrecked, and there's not much hope of rescue because no one knows we were at sea
- I don't know where we're at because we don't have a map
- I have a knife, and I know that Blyth has a compass, but we having nothing else—no matches, no gun, and nothing we can use to carry water

These are the things Clyde told me before he died:

- In this sort of country, our main problem is water. Fortunately, we had a drink of water just before our yacht capsized and we swam ashore. Still, in my experience, we cannot go more than four days without water. We have to have water on the fourth day or before that. By the morning of the fifth day, we will be dead without water.
- Obviously, since sea water is salty, if we drank that, we would die quickly.
- We must look for a stream or river for fresh water; even if we do find water, we have nothing and can make nothing to carry it in, so we would have to come back or find new sources of fresh water every four days
- We could find a river if we went inland, but my guess is that we are more likely to find it if we stick to the coast. I think it might be best if we went eastwards, but that is something we should discuss carefully before we decide.
- We should never forget that we should look for food. We cannot cook anything, so we must look for fruit which will help to keep us going in this hot, humid climate
- We must have fruit sometime during the first 14 days, otherwise, we will not have the strength to go on. When we have found fruit, we can carry it with us.