

Guiding traditions

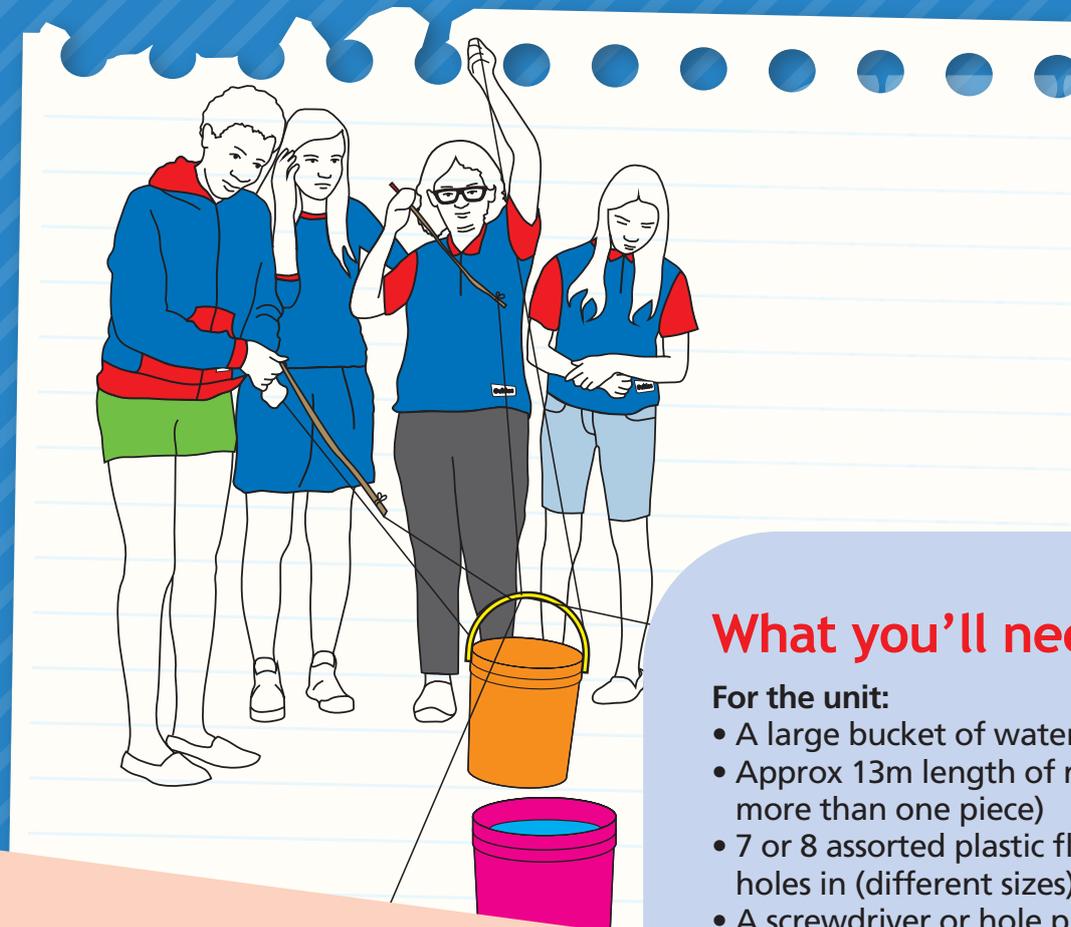


45 mins



Challenge yourself

# Treasure hunters



## Aim of activity

Knot tying is a traditional and useful skill in guiding. Let's put your knot skills to the test as you compete to scoop the prize!

## What you'll get out of it

- Practise tying effective knots
- Understand which knots to use for different materials and purposes
- Solve problems
- Work as a team

## What you'll need

### For the unit:

- A large bucket of water
- Approx 13m length of rope (can be more than one piece)
- 7 or 8 assorted plastic flower pots with no holes in (different sizes)
- A screwdriver or hole punch
- Towels or plastic to protect the floor if indoors

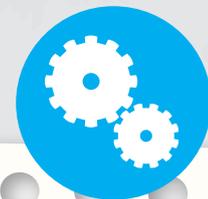
### Per Patrol:

- 5 or 6 sticks
- A ball of string
- Scissors
- A measuring jug

## Note to Leader

It would be useful to look up videos or have printouts of how to make some different knots. For this activity we suggest: clove hitch, packer's knot, square lashing and figure of eight knot.





## Stay safe

When using tools, take your time, don't get distracted, and make sure there's plenty of space around you. When you're carrying them, walk, and point them downwards.



## Before you start

Place the rope in a large circle on the floor and put the bucket in the centre. The radius of your circle should be approximately 2m, this can be adjusted if it is too easy or difficult.

In the bucket is the most incredible liquid you could ever imagine, the nectar from the fruit of a tree so rare that it only grows on one particular ledge of Mount Everest. It bears fruit only once every hundred years, and it's said that the fruit gives anyone who eats it the ability to travel anywhere in the world at the click of their fingers!

So, 'Treasure Hunters', who'll be first to scoop the precious liquid?

## What to do

**1** In Patrols, find a space on the edge of the rope circle. Your challenge is to design and make a device to lift as much liquid as you can out of the bucket, using sticks, a flower pot and string. Use the picture on the front of this card as a starting point to design your device.

Inside the circle is a patch of thorny bushes. If you step over the rope boundary at any time you'll have to spend time getting yourself out. In other words, your Patrol will have to stop what they're doing and stand still for ten seconds. Your Leader will be looking out!

**2** Gather your equipment, and when everyone is ready, start! You have 30 minutes to create your device and gather as much liquid as possible. Speed is obviously important as you race against the other Patrols, but so is your device's design. Transfer any liquid you collect into your measuring jug.

## Top tip

- A large pot might bag you more nectar – however, it will be heavier.
- Choose your knots well. For this activity we suggest: clove hitch, packer's knot, square lashing and figure of eight knot.
- Think about where to position knots when you join items together.
- Use the screwdriver or hole punch to make any holes you need – one person should hold the pot steady while another pushes the screwdriver through. Keep your hands away from where the screwdriver comes through, and keep your face away from the pot while you do this.

**3** If your device fails, look again at your design and the quality of your knot-tying. Can you improve either?

**4** Once the 30 minutes are up, or when all the liquid in the bucket has gone, each Patrol should measure how much you have collected. Who has the most in their jug?

**5** Look at each other's devices and what knots they used. Who used the most knots? Who made the simplest device? Who made the most complicated? How could you improve your device?