

RANGERS

Ranger-topia

What you'll need:

- Pens
- Sticky notes – ten per girl
- Paper – one sheet per girl

Aim of activity

Do you know what's most important to you? Find out by taking a trip to Ranger-topia.

1 Congratulations, you've won an all-expenses paid trip to the island of Ranger-topia! Unfortunately, boats can only reach the island once every decade, so you'll need to pack carefully. Your luggage allowance is ten items. The island will provide for all your basic needs (food, water, shelter, clothing and medicine). There's also one plug socket per person, but no Wi-Fi. Happy travelling!

2 Take five minutes to think about the ten items you want to take with you – things that are important to you. Write each item on a sticky note on your piece of paper. You can only take things you own already.

3 You're packed up and on the small boat. Everyone sit really close together in the

centre of your space. Your boat hits a reef and starts sinking! You need to make your boat lighter. Everyone must throw five of their items overboard. Think carefully about what you throw, as you won't get it back.

4 The sinking stops and your voyage continues. A giant kraken (sea monster) appears. It demands an offering of two items each before it will leave.

5 At last there's land ahoy! You've made it with your three remaining items. Are you surprised by the items you've got left? Put all the items left into a pile and select one at random.

6 Take turns to guess whom the item belongs to. Ask them why they kept this one over others. What does this item say about what's important to that person?

7 Put all the remaining items together and have a look at everything your unit is taking. What sort of life on Ranger-topia have you made for yourselves? Do you think you could survive with just these items between you?



Know
Myself



20 minutes



Jump
straight in

