

Lifeline

This is a problem solving game that helps the school council work together with the resources available in a fun way.

Materials:

- Markers or cones.

How:

Mark off an area of a hall or outside that is 15- 20 feet wide. This area becomes the fast flowing river.

Ask one volunteer to stand on the far side of the river.

The school council has to rescue their friend who got stranded there when the bridge was swept away in a storm.

They have to create a lifeline made of items they have.

The group must work together to chain items together using resources to hand. This can be shoelaces, belts, jumpers, sticks.

The group must be able to stand on one bank and throw the lifeline to their friend to rescue them.

Discussion points:

- Did everyone contribute?
- Could one person have made the lifeline or did it take everyone?
- Did the person stranded on the other side just wait to be rescued or did they help at all?
- Would you trust this group in a real river situation?
- What would you have done differently?
- Did some give more than others?
- Did some take more of a back seat?
- How can what you've learnt, affect your school council projects?