

CHOOSE YOUR OWN ADVENTURE

- WRITING -

CURRICULUM AREA: ENGLISH

TARGET YEAR LEVEL/S: Years 3 – 7

CLASS TIME: 10 - 15 minutes a day/week

LESSON BACKGROUND

This is a fun lesson that works on a variety of different curricula areas, as well as working on logical and creative decision making. This is a task that allows students to travel with the trekkers, and understand how long they would survive if they were to cross Victoria Island themselves.

OUTCOMES

- Writes simple imaginative and informative texts that include some related ideas about familiar topics.
- Recognises some of the purposes and advantages of writing.

PREPARATION

- ‘Choose your own Adventure’ resource

STUDENT ACTIVITY

The task can be done individually, in pairs, small groups, or as a whole class versus other classes/schools in competition. It can be done over the course of the entire expedition (once a week), over a week, or just as a once-off task

- 1) Students begin with a budget and a list of possible inventory items. Using their budget, they must select an inventory to take with them, and they should be warned that during this adventure they will be faced with scenarios in which the lack of an item, or the incorrect amount of an item (e.g. water, food), will see them eliminated from the expedition.
- 2) During the expedition, each week the students will be given a particular scenario to deal with, either given by the trekkers, or pulled out of a hat by the teacher (see examples in the resources part of this document). They must explain how they would deal with the situation, taking into account their available inventory. Along with this, the teacher will also eliminate/reduce an item at each interval. If the teacher judges their explanation valid and backed up with their inventory, the student will be allowed to continue
- 3) The length to which the students last will depend on the teacher’s judgment of their ability to tackle the scenario, and whether or not their inventory caters for their continued survival.

EXTENSION

This task is one that can take a cross-curricula approach.

Choose your Own Adventure Resources

These are the situation cards. Each week, select one of these cards (by random if you so wish) to read to the class. The way in which they deal with the situation will determine whether or not they continue with the adventure. You as the teacher must decide whether or not their reaction to the situation will allow them to continue. You may also deduct inventory items if you feel they should still continue, but have not dealt entirely sufficiently with the given situation.

These situation cards are only examples, if you wish to adjust them to suit your class level, or once they are used up, you can make up your own.

<p>SITUATION:</p> <p>Your water tank has sprung a leak. You have currently lost 5L of water. How will you solve this situation?</p>	<p>SITUATION:</p> <p>During the night, a Polar bear raided your food supplies and has taken 10 rations of food. What could you do to prevent this from happening again?</p>
<p>SITUATION:</p> <p>You have come to a crossroads. One will lead you through thick snow and will make foot travel difficult. The other, requires you to cross a long ice lake that will add an extra day onto your trek. Which way do you choose and why?</p>	<p>SITUATION:</p> <p>The PAC has been damaged. One of the wheels has been punctured. What will you do to fix the situation?</p>
<p>SITUATION:</p> <p>Your partner has fallen awkwardly and sprained their ankle. The sprain isn't too bad, but s/he must keep off it for 2 days in order to heal. How will you do this?</p>	<p>SITUATION:</p> <p>You have noticed for 2 days now that a fierce wolf has been following you on your journey in an effort to guard its territory. Each day it tempts to get closer to your camp, and is getting more and more menacing. What will you do?</p>
<p>SITUATION:</p> <p>Your GPS tracker has stopped functioning. One of you can fix it, but it will take days to fix, and you can't afford that time. What can you do?</p> <p><i>If you have a compass, add 5 food rations to your inventory. If you don't, remove 5 rations.</i></p>	<p>SITUATION:</p> <p>Your partner has accidentally fallen into one of the ice lakes. The GoreTex jacket is soaking wet, and s/he cannot continue without it. What do you do?</p> <p><i>If you have thermo blankets add 5 food rations, if you don't, remove 5 rations.</i></p>

Choose your Own Adventure Resources

These are the raffle cards. After each pair has written down what they would do to deal with the situation, they are to pick one of the following cards out of the hat.

Some cards will allow them to gain something for their inventory, which may down the track help them with dealing with situations; some cards may incur a penalty and see them lose things from their inventory.

Photocopy these cards a number of times, cut them out, place them in a box for raffling.

GAIN 5L of water	GAIN 5L of water	GAIN 5L of water	GAIN 5L of water	GAIN 5L of water
GAIN 5 food rations	GAIN 5 food rations	GAIN 5 food rations	GAIN 5 food rations	GAIN 5 food rations
GAIN 10L of water	GAIN 10L of water	GAIN 10 food rations	GAIN 10 food rations	GAIN 15 food rations
GAIN 10L of water	GAIN 10L of water	GAIN 10 food rations	GAIN 10 food rations	GAIN 15L of water
LOSS 5L of water	LOSS 5L of water	LOSS 5L of water	LOSS 5L of water	LOSS 5L of water
LOSS 5 food rations	LOSS 5 food rations	LOSS 5 food rations	LOSS 5 food rations	LOSS 5 food rations
LOSS 10L of water	LOSS 10L of water	LOSS 10 food rations	LOSS 10 food rations	LOSS 15 food rations
LOSS 10L of water	LOSS 10L of water	LOSS 10 food rations	LOSS 10 food rations	LOSS 15L of water

GAIN Compass	GAIN Compass	GAIN Fishing Rod	GAIN Fishing Rod	GAIN Ice Drill
GAIN Thermo Blankets	GAIN Thermo Blankets	GAIN Camper Cooker	GAIN Camper Cooker	GAIN Ice Drill
LOSS Compass	LOSS Fishing Rod	NEUTRAL	NEUTRAL	NEUTRAL
LOSS Thermo Blankets	LOSS Ice Drill	NEUTRAL	NEUTRAL	NEUTRAL