

# LOST AT SEA

## AGES

Teens

## PROGRAM DESCRIPTION

Partner with an engaging guest speaker from your community to talk about wilderness/ocean survival! The activity portion of this program is based on a popular team building exercise in which participants imagine that they have been stranded on an unpopulated island. When their ship sinks, they've had to disperse in three rafts. Luckily, they each have a box of emergency supplies that will help keep them alive. Teens work together to decide which items are most valuable. The team with the best score at the end will survive. Easily adapted to a virtual program. Suggested runtime: 45 min.



Image source: Shutterstock

### Outcomes:

- Teens will have the opportunity to practice critical thinking as individuals;
- Teens will “experience pressure to go along with the crowd and see the consequences” (PACEsetters, see Resource list);
- Teens will practice persuasion, negotiation, and learn how to function in a collaborative environment;
- Teens will learn about the importance of emergency preparedness.

### TIP:

You can also combine this program with activities from Survival Island: Can You Survive? on page 311, such as practicing Morse Code or building a water filter.

## MATERIALS AND PREPARATION

Materials:

- Survival items checklist (see Resources)
- Pencils
- Props to represent survival items (optional)

Instructions:

- Introduce yourself and do 1–2 icebreaker activities. Teens will be doing lots of communicating with one another (and you) during this activity and it's important that they feel comfortable.
- Split teens randomly into groups. The size of the group doesn't matter so long as groups are roughly even.
- Explain that the teens are stranded at sea and will need to use their emergency items to get out alive. Individuals take a few minutes to rank the items in terms of importance, without sharing with the group.
- Then the group comes to a consensus about their group's rankings. Groups must be careful not to share their thoughts with other groups. Remember: Only one group will survive.
- After each group has shared their lists, present the actual item rankings as defined by the United States Coast Guard. The group with the best score survives!

### TIP:

Make sure to state clearly that no cell phones are allowed. Otherwise, someone will look up the list in advance.

## UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly. Consider outreach to first responders, emergency awareness groups, park rangers, or coast guards to present on this theme.

## RESOURCES

### Web

"Teambuilding: Lost at Sea" from PACE: <https://bit.ly/2ROA67e>

Team-building exercises from Mind Tools: <https://bit.ly/3oYA2hG>

### Books

#### Fiction

*Adrift* (2015) by Paul Griffin (YA)

*Song of the Current* (2017) by Sarah Tolcser (YA)

*A Map for Wrecked Girls* (2018) by Jessica Taylor (YA)

Non-fiction

*To the Sea: Sagas of Survival and Tales of Epic Challenge on the Seven Seas* (2000) by Tony Meisel (YA/adult)

*Sea Survival Handbook: The Complete Guide to Survival at Sea* (2009) by Keith Colwell (adult)

*438 Days: An Extraordinary True Story of Survival at Sea* (2016) by Jonathan Franklin (adult)

*Survive the Savage Sea* (2020) by Dougal Robertson (adult)

*The Complete Guide to Medical Skills, Tactics, and Techniques* (U.S. Army Survival series) (2016) by Jay McCullough (adult)

*The Sea Survival Manual* (2005) by Michael and Frances Howorth (adult)

*Basic Wilderness Survival Skills* (2018) by Bradford Angier (adult)

*100 Deadly Skills: Survival Edition: the SEAL Operative's Guide to Surviving in the Wild and Being Prepared for Any Disaster* (2016) by Clint Emerson (adult)

*The Worst-Case Scenario Survival Handbook: Expert Advice for Extreme Situations* (2019) by Joshua Piven and David Borgenicht (adult)