



## **RULES OF THE GAME**

### **STRANDED ON AN ISLAND**

#### **RULES**

After listening to this story, go together in your groups and do the required tasks.

#### **THE INITIAL SITUATION**

Your ship has capsized. However, you are lucky: everyone survives the ship's sinking and reaches the beach of a small, uninhabited island, completely exhausted. As the weather calms down and warm rays of sundry your wet clothes, you notice that the sea has washed some items from the ship onto the beach: a folding spade, a hatchet, eight kitchen knives, a pocket knife, a pack of dry matches, ten spoons and a large cooking pot, about 40 m<sup>2</sup> of the canvas, books, the ship's first-aid kit, and soaked paper. Later, as you look out to sea at dusk, you realize the remoteness and loneliness of the island. Surely they will look for you, maybe they will find you - but when? You had neither time nor opportunity to make an emergency call. You realize that you are in an exceptional situation in which you have to organize survival and everyday life in a completely new way.

#### **THE AIM OF THE GAME**

The initial situation described above forms the framework for action in the simulation game, in which it is your task to organize the survival of all those stranded in small groups.





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## THE COURSE OF THE GAME

**The first phase of the game:** Securing survival and choosing a campsite

**Step 1:** The first three survival actions What luck that everyone in your class survived the shipwreck - but now you have to organize the daily life of the whole group. Each member of your small group writes down three actions that would be among their first on the island. Discuss the suggestions in the small group and agree on the three most important actions.

**Step 2:** Choosing a campsite The site plan gives you an overview of the island. There is: " drinkable water in a stream leading to the sea, ..." edible fruit in a densely forested area, " a lagoon with a large supply of fish and crabs, " a mountain, with numerous rocky niches and smaller caves. In your small group, now decide on a place where you want to set up camp for the indefinite time until the rescue. Include the following aspects in your considerations: protection from the sun and storms, distance to water and food sources, possible rescue by passing ships or airplanes.

**The second phase of the game:** Organisation of living together and possible rescue

**Step 3:** Organisation of living together Each of you surely has his or her own ideas about how the living together of the whole group on the island should look like so that it can survive the time until the rescue. Therefore, you need to make agreements that ensure survival and regulate living together. Think about what tasks need to be done every day and make a list of these tasks on the log sheet. Remember that you are planning for the whole group - so be very specific about assigning teams to specific tasks or naming specific people. Before finalizing the planning, follow step 4.

**Step 4:** Measures for detection and rescue, Of course, everyone hopes for an early rescue by passing ships or helpers from the air. But how can you draw attention to yourself on the island? If you decide on a signal fire (with a light signal at night and a smoke signal during the day), you must allow for four people during the day and two at night to maintain the fire and take this into account when dividing up the other teams. Do you have any other ideas on how to make your detection and rescue possible?





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Worksheet

### THE COURSE OF THE GAME

**The third phase of the game:** Decision-making processes and rules for conflicts

**Step 5:** Decision-making processes Now you have already made quite a several decisions for the whole group of stranded people. Think about what experiences you have had so far. Are you satisfied or should some things be done differently? Months can pass until the rescue. So what should happen next? Do you elect or appoint a single leader or a leadership group? What powers should these people have? Will they be controlled and if so, by whom and how? Or will all important things be discussed in the whole group in the future? How will decisions then be made? So there are quite a few important decisions to be made for the time on the island.

**Step 6:** Dealing with conflicts In no group is everything always harmonious - and certainly not in such an exceptional situation. Make assumptions about what conflicts might arise during your stay on the island. Think about how you want to deal with these conflicts. How can you prevent quarrels? How do you want to regulate conflicts that cannot be prevented? Record the outcome of your deliberations and observations about your decision-making processes in this phase of the game on the record sheet.

**The fourth phase of the game:** Reaction to conflicts (event cards)

The event cards describe situations and conflicts that put living together on the island and the organizational form you have designed to the test. Discuss the events in the small group and decide how you want to deal with this situation - if necessary, you can use the conflicts as an opportunity to change the structures you have devised so far.

**The fifth phase of the game:** evaluation in the plenum

In this final phase of the game, all small groups present their decisions and organizational structures in the class plenary using the protocol sheets. Here, the different models of living together can be compared, discussed, appreciated, and criticized.





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### **THE COURSE OF THE GAME**

Interesting questions will certainly arise that you can discuss further: What have you learned about groups and societies living together? How do you now think about central aspects such as justice, power, violence, law, social behavior, private property? At what point did the situation on the island become political? And what is politics anyway?

