This is an example of a wide game which could be done within a unit meeting. Depending on the skills of the Guides you may like to change some of the tasks or have leaders on hand to assist. Perhaps you could teach the skills the week before.

**What you need**
- Wide game sheet (below) for each patrol
- Gadget wood
- Rope
- Other bits and pieces you have which could be used for the shelter or raft or just things to get them creative
- Semaphore sheet, gadget sheet, knot sheet if the girls will need them
- The amount of equipment you give can depend on what you want out of this; is it just for them to practice the knots and lashings or is it for them to solve a problem of which item is more important to help their survival etc

---

**LOST**

The boat you were travelling on has sunk and you have made it to shore on a deserted island. You are really hungry and it is really hot. There are lots of creepy crawlies and things that go bump in the night! You need to ensure your patrol's survival by doing the following things:

- Make a shelter to sleep in and protect you from the sun
- Make a raft to get your patrol off the island
- When you are on your raft and sailing away from the island, use semaphore to signal to an approaching boat (the leaders) SOS