

WIDE GAME - THEME "OCEAN"

OBJECT OF THE GAME

Something is missing, find this thing and return it to its rightful place.

RULES OF THE GAME

1. This is not a race or a competition.
2. Each group chooses a Captain. The captain is not "in charge", just the holder and the reader of the map and instructions.
3. At each station you will find your instructions, only open your groups instructions.
4. Work together and help each other.
5. Have FUN.

STAGE 1 – Emergency Center

Group 1

Find your life saver in the hall, there is one per group and it has to be with the group at all times.

Head for the Boat Shed.

Group 2

Find your life saver in the hall, there is one per group and it has to be with the group at all times.

Sit under the sunshade and wait for further instructions.

Things needed: 4 cardboard rings with mottos written on them a) Lend a Hand, b) Help Others, c) Guides join in, c) Work as a Team, tie a piece of rope to each life saver, a game for group 2 to play until group 1 leaves Supply Shed.

STAGE 2 – Boat Shed

Build your boat using the materials supplied in the box. Don't take to long you have a long way to go.

When you have finished your boat, take it to the Supply Shed.

Things needed: large box per group with holes in for portholes or rope holes, glue stick material newspaper, rope, paper plates, foil, patty pans

STAGE 3 – Supply Shed

Load your boat with the supplies required for your journey. Make a hat per crewmember and put on sunscreen, help each other. Do not loose any of your supplies, you may need them.

When everyone is ready go to the Boat Ramp.

Things needed: face paint for sunscreen, newspaper for hats, a small box filled with supplies – vinyl mats, chop sticks, pencils, scissors, stapler, plastic bag (bandaids, toothpicks, string), bag of rice, shark food(bag of shredded paper)

STAGE 4 – Boat Ramp

The voyage is long and we need some entertainment. Make a musical instrument to entertain us. Don't leave any of your supplies.

Load your boat and sail to Jamboree Reef

Things needed: paper plates, cardboard tubes, cellophane, paper punch, plastic cups, ice cream containers, greaseproof paper
Leave a made instrument there for them to copy – tambourine, flute,

STAGE 5 – Jamboree Reef

Decode the message before you can continue.

Things needed: coded message reads "Rare fish eggs have been stolen from Guide Island Aquarium and taken to Scout Island. Rescue and return them to the aquarium." Code sheet attached.

STAGE 6 – Scout Island

Make a cradle to carry the eggs in, your crew must rescue 10 of them.

**You cannot use you fingers to pick them up or they will squash.
You cannot put them in your mouth, you might swallow them.
If you drop them they will disappear.
Give everyone a chance to try.**

Choose a crewmember to carry the eggs. Protect her, if any eggs drop the whole crew has to return to Scout Island for more eggs.

**When eggs have been collected sail around the ship wreck and onto Safety Reef.
BEWARE.....**

Things needed: sheets of paper, instructions on how to make a cup, container of popcorn for eggs
Can be done by using chop sticks in the supply box.

STAGE 7 - Shipwreck

Things needed: water squirty bottles?, leaders to be sharks.

A leader "grabs" a crew member to eat the rest have to save her before their boat is wet too much and sinks.

They must throw the shark food for the shark to let go. The crew member is now drowning, they have to throw her the life saver.

STAGE 8 - Safety Reef

Your journey is nearly over, take time to relax and check the eggs. Maybe a little chow would give you all a boost of energy.

All aboard the boat and continue to Guide Island.

Things needed: cups, biscuits, mixed cordial, basket for used cups

STAGE 9 - Guide Island

Return all of the eggs into the aquarium. For safety reasons only 2 crew members are allowed on the mat, let everyone have a chance to return the eggs. Remember - don't drop any or touch them.

Things needed: bowl for the aquarium, mat to put the bowl on