

Adapting activities

Changing one element will affect others. When adapting an activity, list all the elements. Change one element and decide which other elements will be affected.

For example: It's raining and your wide- game must now be played indoors. The *aim*, *how* it's played and the timing may change.

You want to use a knotting activity designed for 10+ guides with 7+ girls. When *Who?* changes, the aim, the equipment (*How?*) and the *time* taken may change.

Use the flow chart below to adapt activities.

