

# Build Your Own Adventure

## Planning Time

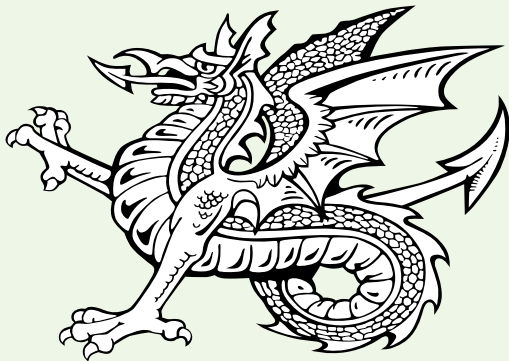
- ▶ Choose a theme or storyline for the adventure. You could aim to run things as a wide game or make something less structured. A wide game is a game usually played in the outdoors over a wide area. It involves a variety of skills and activities and is based on a story. Follow clues and enjoy intrigue, suspense and adventure.
- ▶ Themes can be a current event, myths and legends, a movie you enjoy, a popular book.
- ▶ For the players to remain interested, they need to have things to do so that they can be active participants in the story. These activities are usually set out over the trail and can involve anything from singing on a street corner to deciphering codes to building time machines. Within the story, ANYTHING GOES!!!
- ▶ Decide the area in which the adventure will take place. This may determine what clues/checkpoints/activities are possible or will work best. Consider how much time you have.

- ▶ Compose the details of the story and the clues you will use to get around the area.
  - Be imaginative...
  - Write the story in rhyme
  - Write clues in code...
  - Include songs or picture clues
- ▶ Think about the skills of the participants. What will be a challenge for them to complete? Is there a particular skill someone wants to learn or practise?

## Storyline Ideas

Different themes tend to fit different kinds of skills so the story you choose may be partly a result of what you will do. Water activities are often about Sailors or Pirates for example.

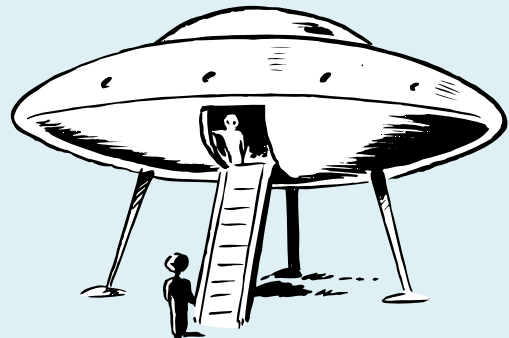
### IDEA ONE



#### Save the Princess from the Dragon

**HELP!!** An evil Dragon has kidnapped the land's fair Princess only days before she is to be married. Her parents are devastated and the town's people are in despair. They need your help. Send forth the King's army, for whoever can find the Princess and rescue her from the Dragon will be rewarded.

### IDEA TWO



#### Aliens have landed

**WHAT'S THIS!?** An Alien spaceship has crashed and it has passengers - friendly ones of course - who are desperate to get home. It's up to NASA's secret intelligence teams to find out how to repair the spaceship and send these visitors on their way.

*N.B. Injured aliens make an interesting way of practicing First Aid skills*

### Themes:

- ▶ Candles and light
- ▶ Living things
- ▶ Camping fun
- ▶ Walking, rowing, cycling, riding
- ▶ Building things
- ▶ Find your way
- ▶ Surviving a crisis
- ▶ Creativity

There are lots of options so choose what sounds interesting and challenging:

Sailing	Climbing	Gadgets
Campcraft	Drama	Emergencies
Science	Beach activities	Technology
Regatta	Pioneers	Bush lore
Singing	Afloat	Environment

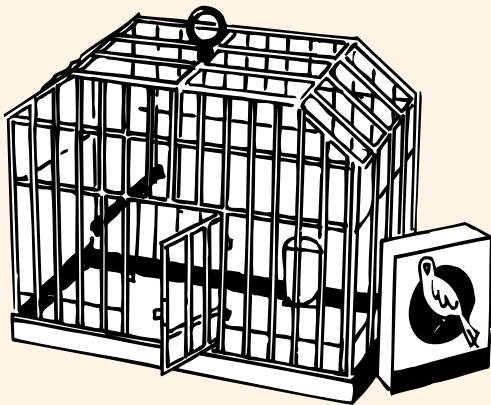
### Take Action:

- ▶ Lead a group to share with your Unit or Patrol
- ▶ Book a session with an expert who can help you gain skills
- ▶ Run a day for younger girls to share your skills
- ▶ Practise and then take part in a competition

### HOW DID WE GO?

- ▶ We tried:
- ▶ We liked most:
- ▶ Why we liked them:
- ▶ We didn't like:
- ▶ Why we didn't like them:
- ▶ Something really good that happened was:
- ▶ Next time we would change:
- ▶ We would like more:

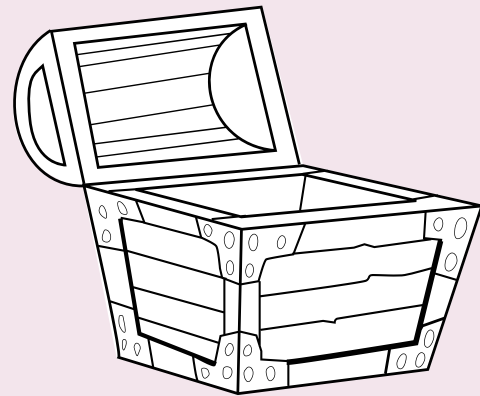
### IDEA THREE



#### Tweety's Escaped

**OH NO!** Poor Tweety! Someone has let Tweety out of his cage and now the race is on. Who will find him first? Sweet Granny or Sylvester?

### IDEA FOUR



#### Buried Treasure

**WOW!** Our Guide Leaders have found an ancient treasure map, made centuries ago by Captain Blue Beard. The first Patrol to follow the map correctly will claim the lost treasure - to share with our Guide Leaders of course.

N.B. Fun way to practice map reading.