



Role-play or scenario game that illustrates the importance of preparing ahead and demonstrates the effects of poor planning on the quality of a trip in a fun way.



Learning experience



Topic

Guiding and planning ahead



15-30 min



Participants

- know about the importance of good planning and preparing ahead
- know about potential events that might happen due to bad planning
- are able apply the principles of good planning to their own sport or to guiding situations with groups (in case of multipliers)



Suitable for
outdoor sport instructors
(and course participants)



Practical sessions
Theoretical lessons



Outdoor F2F
Indoor F2F



Materials needed

Two cards with lists of equipment and one card with scenarios on it.



Role-play or scenario game that illustrates the importance of preparing ahead and demonstrates the effects of poor planning on the quality of a trip in a fun way.



Preparation

For this activity, make two equipment lists, in this example for rock climbing, and pre-plan. Both groups are looking to go rock climbing and see the impressive nature found in the mountains.

One is a list of exactly what two people would need to go rock climbing for a day in the mountains. (Helmet, ropes, harness, water, food, boots, climbing shoes, first aid kit, group shelter or bivy bags, maps, phone with the no. of mountain rescue, etc.) The group also has the following information prepared:

- Recommended parking information with alternatives
- Guidelines on how to climb with minimum disturbance
- Breeding season of rare birds and local regulations (e.g. zone or time concept)
- Recommended climbing routes or sectors near but not disturbing nesting birds

The other is a list of two very badly prepared people going rock climbing for a day in the mountains. (Cans of beer, old ropes, boots with holes in them, a peaked cap, plastic bag to carry everything, radio, cushion, plastic cups, crisps, phone with only one bar of battery left etc.) They also only have a vague idea of where to begin their ascent.

Then on a separate card (this one is for you to use) write down certain things that can happen on a day out rock climbing (It begins to rain, there is a queue at one of the parking locations, weather conditions suggest you would only get one opportunity to look for birds).

Activity instruction

Ask for 4 volunteers, split them into two groups, and give each group the list of gear that they will have with them on their rock-climbing trip. Make sure you have enough space for the two groups to act out their trip.

Explain to them that they should act out the trip as you narrate different things they may encounter along the day according to what they have on their list.



MAKE YOUR OWN GOO DLUCK



Role-play or scenario game that illustrates the importance of preparing ahead and demonstrates the effects of poor planning on the quality of a trip in a fun way.

You narrate the trip and guide them along. For example, if you say "It begins to rain" the group with wet gear can act out putting on their jackets and leggings, the other group with nothing have to wait under a tree till it stops.

Other encounters and events that might occur:

- If you have a crowded entrance to a parking location, one group can travel to an alternate location that they know about. The unprepared group don't know about alternative routes and have to either wait or park where they can potentially block the access road.
- When you arrive at the rock face, there is a sign that says climbing is forbidden in a couple of popular routes due to nesting birds. One group knows about alternatives like another sector that is not affected from the regulation, the other one does not. Etc.

If you have a shy group that are not happy to act out, make it a question-and-answer game. So, you can simply ask questions and they can tell you how they would cope with the circumstance based on what equipment they have. For example, "It's starting to rain what are you going to do?"

At the end of their 'trip' either have the two groups meet each other on the way home and share their experiences a good day or a bad day, what went wrong etc.

Reflection and discussion

Round off the activity by reiterating the key points from the activity and refer to the principle of planning ahead (see Leave no trace principles).



Role-play or scenario game that illustrates the importance of preparing ahead and demonstrates the effects of poor planning on the quality of a trip in a fun way.



Potential variations

- The scenario can be easily adapted to any outdoor sport.
- The scenarios can also be adapted to a guiding situation with a group where the guide or instructor needs to react to the events and encounters.



Key words

#planningahead
#guiding



Source

101 ways to teach Leave No Trace



Presented by

Leave No Trace
(Ireland)