

Adventure Explorers & Survival Gear

1. Linnea: Blindfolds
2. Orion : Umbrella & 11 Red Antidote Beans
3. Alejandro: Hula Hoop
4. Tomas: Puzzle Board
5. Charlotte: Rope
6. Morgan: Blanket
7. Michaiah: Map & Pen
8. Matilda: Gold Floating Lily Pad
9. Noah: Timer
10. Isaac: Flashlight
11. Ian: Flashlight

Other Props:

- Table
- Two 1 x 4 planks
- Cement or wood Rounds
- Bags for props (8)
- Compasses
- Watermelons & clues
- Flags
- Rope (for disappearing island)

Our Adventure Plan

1. Give First Note to the **Licorice Ropes**
2. Explorers meet at Licorice Ropes & **Licorice Witch Heather** gives a short lesson on Compass Use. They do 2 example “test” runs within the playground. *Heather Explains that each of the 8 Creature Keepers must Sign the Map at each challenge.*
3. Give each person their “gear” for their adventure to take with them
4. **Ed the Explorer** is the **Adventure Guide** - he stays mostly quiet, but goes along with the group helping the stray child who might have no idea how to use their compass - and he makes sure the group finds the correct targets.
5. Licorice Witch Heather gives them the second note and they travel **190° for 40 steps** to the **Poisonous Cherry Tree**
6. **[Activity for 4 year old] Ingrid, the Cherry Fairy** stops them and warns of the poisonous tree. She asks if any of them have an umbrella. The one with the umbrella is

the only one that can travel underneath the poisonous cherry tree without being stung by the cherries. Orion (4 year old) puts up his umbrella & finds the watermelon

7. Ingrid explains antidotes protect friends for their journey to the tree & only after they eat the antidote can they pass under the Cherry Tree to get to the next clue. One must swallow the Poison Cherry antidote, wait 60 seconds & then they can safely go under the tree for up to 5 minutes, until it wears off. Orion hands out a red jelly bean to each person. *Ingrid Signs the Map, wishes them good luck* Then they can all start at the base of the tree.
8. **Go 260° 70 Steps to the “Stairs of Doom”.**
9. They find the flag at the Stairs of Doom, and have trouble finding the watermelon. ***Slithering Sam*** stomps down the stairs and puts the watermelon near the 10th stair from the bottom. He says they are very lucky to have come at a time when disappearing Island is full. He asks for a blanket (Morgan) and we lay out the blanket in the grass. In order to reach the next clue, they must first show how well they can fit on disappearing island. They must all get on the blanket with no body part touching the water around them. Every time they ‘pass the test’ they earn two stairs toward the watermelon.
10. Once successful (easy), explain that the first tide is just coming in, and they must all get off the island. They stand on the other side of a rope “land”. Now the blanket is folded in half, and again they must get all the team on the blanket (harder).
11. Continue folding the blanket, and that is how many ‘double’ stairs they can climb to get the watermelon (4 folds = 8 stairs). If they are short, they have to use their tools to get it (rope).
12. Remind them to start at the Flag for the next clue - **Travel 150° for 55 Steps to the Lost Hope Forest**
13. ***Graham the Gruntman*** greets the group and explains that there is no way he will let them look in his forest until they can pass his Hoop Test.....Does anyone here have a Hula Hoop and a timer?
14. Alejandro gives his hoop. Noah gives him the timer Kids are asked to form a circle and hold hands. Gruntman puts the hoop between two of their hands and explains: They have (10) minutes total time. In that time, they must pass the hoop around the circle in one direction until it returns to the starting point without dropping hands. Once they have completed the challenge successfully, they can use the remaining time to search his forest for the clue.
15. Kids find the watermelon and return to the flag for the next reading which is **0° N for 53 steps to the Hole to Nowhere**
16. When kids find the hole to nowhere, ***Mysterious Mary*** comes out of the forest with the flag and she puts it in the ground. Miguel sets up a table over the manhole. Mary explains that she owns the “Hole to Nowhere” and the only way she will let them have the clue she found “Down there” is if they pass her blind puzzle test.
17. Mary asks if anyone has a small wooden board, a puzzle and exactly 6 blindfolds. Tomas and Linnea have them. Since Tomas and Linnea were the most “prepared”, they must give the blindfolds to their friends to put on. “You think you can do this puzzle? We’ll see...” Then assistants tie on blindfolds. Mary gives each blindfolded person two

puzzle pieces. The challenge is for Linnea and Tomas to direct their friends to put the puzzle together. Linnea and Tomas can't touch the puzzle and their friends can't peek at it. Once the puzzle is complete to Mary's satisfaction, she will tell Linnea and Tomas (or Ian) where the watermelon is.

18. Kids bring the watermelon back to the manhole and follow the clue **30° for 105 steps** to the **Alligator Swamp**
19. As **Magdul Miguel** sees the kids approaching, he sneaks up on them and explains that they should not be in his swamp. He is proud to tell them he is the only one that has ever crossed the swamp without being eaten by the alligators. He's seen many unsuccessful passes by people that tried. The **ONLY** way to cross the swamp is by walking on the rotten wood planks and sleeping alligator heads. The watermelon they seek is on the other side of the swamp and first they must cross. The only thing is, they must stay together, if they touch the grass the entire team must start over.
20. Part way through the challenge, an alligator "Wakes Up" and snaps one of the wood planks and swims underwater with it.
21. At one point, there is not enough alligator heads, and Matilda needs to use her "floating lily pad"
22. The clue, once found, will explain that IF they can show the **Andy the Gatekeeper** back at The House, that the map is fully signed by all 5 of the Creature Keepers, and they turn in ALL of their Essential Items, he will sign it & then they may pass into the Secret Lair of The Shadow Cat (final hiding spot) to get to their treasure.
23. Kids bike home and Andy/Heather explains that they must hand in their stuff and follow him/her to the entrance - then they follow the Gatekeeper into the basement and find a note on the door. One says Don't look in here: and then it says "Seriously, NOW you choose not to follow directions?" and the other door says "Look in Here"
24. Kids find the treasure of "Give Jars" with their names & a note on each one

Creature Keepers & Props Needed

1. Licorice Witch Heather - compass, tools, bags
 2. Ed the Explorer - compass, game knowledge!
 3. Cherry Fairy Ingrid - Ask Orion about Umbrella - Get him to give Antidotes after he finds watermelon
 4. Slithering Sam - Get blanket from Morgan, Rope
 5. Gruntman Graham - Hula hoop from Alejandro, timer from Noah
 6. Mysterious Mary - Table, Blindfolds from Linnea, Puzzle from Tomas
 7. Magdul Miguel - Cement Rounds, Wood Planks,
 8. Gatekeeper - check, comment on and sign the map
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General Game Descriptions:

Amazing Shrinking Blanket

Explain to the group that because the ground is so cold, you've provided a nice cozy blanket for them to stand on.

Spread the blanket on the ground or floor.

Ask the whole group to get on it so that no body parts are touching the ground off the blanket.

Once the group successfully completes standing on the blanket, advise them that you've received a report that another group needs half of their blanket to keep their feet warm, too. Ask them to get off and fold the blanket in half.

Repeat the above process as many times as possible. Each time you fold the blanket, the group will need to be more creative (and cozy) to successfully stand on the blanket.

Hula Hoop Pass

Have the group form a circle holding hands. Ask two people to let go of their grip long enough for them to place their hands through a hula hoop before rejoining them.

The team task is to pass the hula hoop around the circle in a specified direction until it returns to the starting point.

Another way to play is to use two hoops and have them go around the circle in opposite directions.

You can also use loops of rope (about hula hoop size). You can make this more challenging by having them do it on one foot and within a time limit.

Scrambled Puzzle

Set-up:

Have the group sit blindfolded at either around a table or in a circle. One person sits out without a blindfold with his or her back to the group. They may not turn around to look at the group.

Activity:

Spread puzzle pieces across the table in front of the blindfolded group. Use simple puzzles, such as preschool puzzles with large, obvious shapes.

The group must try to assemble the pieces into a completed puzzle. The person who can see will have the same puzzle, or a picture of the completed puzzle, in front of them. They can give advice or directions to the group to help them put the puzzle together completely.

Alligator Crossing

The Alligator Crossing is a series of platforms set out approximately 8 feet apart that the group must cross using a 6 foot board. Each platform becomes progressively smaller. The object is to get the entire group from behind a line on the ground onto each successive platform until they crossed to a span of an imaginary river without touching the ground. The group must do this without the aid of any foreign objects (sticks, rope, etc) EXCEPT the one 6-foot board they are given. The group must create a strategy, assign roles, work as a team, and assess progress throughout the entire activity.

1. Explain to the group that they are foreign correspondents in a far away land in the deepest part of the jungle. While doing a report on the local people, one of your group waved enthusiastically to a team of warriors, not knowing that the "wave" is a very insulting gesture. Unfortunately, you are now being chased for your lives through the jungle.
2. You've managed to slip the war party momentarily, and your run through the jungle has led you to the bank of a very deep, wide river. There is no way to jump across it and no way to swim across it, as the current is too strong and it is infested with alligators.
3. Fortunately for you, one of your members grew up in the 80's and remembers the game "Pitfall," where the hero safely crossed across river on the heads of alligators! And to think his parents said playing video games wouldn't pay off.
4. Explain to the group that they can only use the 6-foot board to cross the river. The goal is to cross the river, without anyone falling in (they would be eaten) or allowing the board to touch the water (it would be instantly swept away).
5. The group has about a 15-20 minute head start on the war party - time is ticking!

Some facilitation tips:

- Set out a rope or stick that defines the banks of the "river."
- The platforms should be 6" to 1' further apart than the length of the given board.
- You can give them the board on "dry land" or have it resting on top of the first alligator platform. If it is on the first platform, the edge of the river bank should be 2-3 feet away from the first platform.

- Decide beforehand what the consequence will be for falling off of a board, such as returning to the beginning, or the previous platform. Be cautious in assigning too stiff of a penalty (the entire group must start over, etc).

Spider's Web

1. Explain to the group that they were exploring caves, looking for treasure, in a remote part of the world. (You'll notice a lot of "remote" locations in our activities).
2. Fortunately, they were able to find the treasure in the last cave they were looking in. Unfortunately, a giant poisonous spider has spun a web across the entrance to the cave while they were inside. There are no other ways out of the cave.
3. The group must help each other through the web without touching it, else that person would become stuck in the extremely sticky web. Really! Just brushing against a strand ever so slightly would cause someone to become stuck.
4. Although very strong and sticky. The web is very sensitive. The vibrations from someone passing through a hole causes it to close, making it impossible to pass another full body through the hole. For some unknown reason, it is still large enough to put hands through.
5. The entire group must get through, because each member of the team has a special piece of the map needed to get back to safety. You can't just give the map pieces to save the others, either, as it is tattooed on your body.
6. Good Luck!

Some facilitation tips:

- Be sure the group has practiced spotting and lifting, and that they are mature enough to safely do both. This activity requires lifting and must be taken seriously.
- Use clothespins to mark holes that have been passed through. After the first few people go through, it's almost impossible to remember which holes are available to use.
- You can add a time restriction if you like. The spider will be back in 15 minutes, after all.
- Rope Variation: You can use this element by threading a rope through all of the holes without it ever touching the web. This variation is difficult in its own right, but is perfect for groups that you do not want to do lifting for any reason.