

Design Your Island

Group Names: _____ Period: _____

Island Name: _____

STEP 1: Priorities: List 5 important tasks, rank them in order & explain why it is important.

1. _____ because _____
2. _____ because _____
3. _____ because _____
4. _____ because _____
5. _____ because _____

STEP 2: Leadership Qualities: Choose 3 and rank them.

ambition, assertiveness, charisma, friendliness, integrity, intelligence, physical strength, tenacity

Leader Name: _____

Description: _____

STEP 3: Law & Order

Describe your approach to the government....

Create 5-7 Rules everyone has to follow

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

STEP 5: Consequences.

Describe the consequences or punishments if any of the rules are broken. How will you make sure people actually follow the rules?

STEP 6: Not Just Survival

Describe 2-3 things you will do as a group to make sure all kids remain hopeful, positive, and productive.

1.

2.

3.

STEP 6: ANYTHING ELSE

Include any other important information that has to do with reaching people's needs including safety, comfort, survival, health, interests, sports, etc. Volunteer groups or committees would handle this.

STEP 7: You wandered the island and have found 14 people who are also stranded, but you can only take 7 with you back to camp.

Yes/No (Choose 7)	PEOPLE	AGE	SKILLS
	Cosmetologist	26	An eye for beauty; married to carpenter, pregnant
	Therapist	44	Kind, compassionate, and introspective, specializes in PTSD
	Biologist	35	Knowledgeable on species of plants and animals, only speaks German
	Violinist	23	High intelligence and a world class musician, used to be a nurse
	Surgeon	58	Expertise in trauma surgery, possibly infected with a deadly virus
	Dietician	20	Personal trainer, strong, and knowledgeable about diet, perfect health
	Senator/Diplomat	41	Natural leader and peacekeeper, knows multiple languages including German
	Travel Agent	33	Knowledgeable on various cultures and languages, also a midwife and can deliver babies
	Carpenter	31	Knows how to build and construct, very hands-on in projects, good at managing money
	Engineer	27	Expertise in structural engineering but doesn't like to do it themselves, also knows electrical engineering
	Astronomer	44	Brilliant mathematician; hearing impaired, genius with high IQ, good at cracking codes
	Organic Farmer	50	Knows all about agriculture and crops, has a brain aneurysm that could burst and kill him/her at anytime
	Outdoorsman	45	Survival skills, like hunting, fishing, climbing, ex-convict crime unknown
	War Veteran	30	Tactical skills; former sniper, severe PTSD and memory loss