

THE JUNGLE JOURNEY

Travel to the impenetrable wilderness equipped only with a carabiner



Goal: The children will experience an adventurous journey through the „wildest“ nature; they will crawl, climb, walk on a log and enjoy the „jungle“ with all their senses.

How long: 15–30 minutes

Who: 5–99 (a simplified version can be played by younger children)

Where: A place with trees or shrubs that is overgrown with logs and tall grass but without thorny bushes

When: All year round

You need: A long rope and a carabiner for each participant

1. BUILD THE ROUTE

Find a convenient place (park, garden, playground, meadow, grove, urban wilderness, etc.) with a challenging terrain such as trees close together, slopes and shrubs, then stretch a rope to form a route for your little adventurers. Wrap it around tree trunks, weave it through some low branches, lead it along a log, through shrubs, etc. 50 metres of rope is the minimum though 100 metres is preferred. Be prepared that the setup might be time-consuming.

2. JUNGLE JOURNEY

Place small carabiners into the hands of the children so that they can attach them to the rope. If you don't have carabiners, use curtain rings, toilet paper rolls or string loops. The children (one at a time) set off at the starting line, get fastened to the guide rope and follow it through the jungle to get their carabiners to the finish line. They must overcome a number of obstacles along the way and reach the finish line, maybe a little overwhelmed but excited about the challenges they had experienced.

TIP: CHILDREN AS TRACK BUILDERS

Have the children build tracks in teams for their classmates and friends. Give each team 50 metres of rope and have them create their own routes. You can let them stretch the rope through the “jungle” wherever they want or you can assign them a route through the treetops (where the trees are manageable), a route through the shrubs, a route between tree trunks, a swamp, etc.

TIP: THE MICROBUS FOR ELVES VARIATION

Paint a toilet paper roll to look like a bus. You can cut out the windows, add some passengers and make the stringed route much shorter and just above the ground.

Imaginary elves can now travel on a special bus (or cable car) through the stumps

and moss. The children can refine their imagination as they comment on the journey to their little passengers. The children can also create their own minibus routes, take turns and come up with new routes for their classmates.

3. REFLECT

A short sharing session is useful at the end of the game. Ask questions about the course of the adventures (e.g. How did you do? What was difficult to overcome? Where did you get stuck?) and ask about the experiences (How did you feel? Where did you feel good? Did it get annoying?). We can also use questions about new discoveries (e.g. What surprised you? What new things did you notice? What did you realise?) and any other questions (Where would you like to walk like this? What kind of place and route would you choose, and why?).

EVALUATION OF THE ACTIVITY'S GOAL (EVIDENCE OF LEARNING)

The children experienced what wilderness looks like and how (in)permeable and interesting it is by playing an adventure field game.

The children found that nature can vary at places; that it is full of trees, shrubs, logs

In the group, the children had the opportunity to reflect on and evaluate the game and their experiences.

