

HANDOUT



ISLAND SIMULATION: CREATE YOUR OWN SOCIETY

Think about all you have learned from successful and unsuccessful shipwrecked societies. How would you go forward in the following situation?

You and your friends have been stranded on an island. The island is six kilometres long and two kilometres wide, located in a large ocean. This island is not on any map. No plane or ship passes it at regular intervals.

A warm water current flows past the island. The highest elevation is a three hundred metre hill at the north end. There is a fresh water spring on the island, plenty of fruit trees, and a population of wild birds. Two-thirds of the island is covered with plants.

The boat that brought you to the island is wrecked and sunk in deep water five kilometres away. So far, nothing has washed ashore from the wreck. You only have what is in your pockets and in your backpack right now.

Nobody knows where you were going or where you are. Through a miracle, no one was hurt. You are as well as you are right now.

What are you going to do?

STARTING QUESTIONS

- Do we know that there is no one else here?
- Why do we need to know if anyone else is on the island?
- What things do we have?
- What do we need and in what order?
- Do we know if we need protection? From what or whom?
- What decisions must be made?
- How will these decisions be made?
- Who will our leaders be? What powers will they have?
- How will we deal with people who do not follow rules?
- How will we share resources?
- How will we build solidarity?
- How will we preserve the health of the castaways?
- How will we preserve the health of the island?