Hiking Adventure in the Mountains

The player on your right slips and falls on some loose stones and breaks their leg. What will you do to help them to keep moving? If they don’t have a good solution, you slow down and lose a mile of progress.

One of your backpacks rips open and you lose two items as they roll down the mountain and into a river far below. Choose which two items your group has lost and cross them out.

As you enter a clearing, you see a huge bear approaching you. It’s walking steadily towards the group. What will you do? If they don’t have a good solution, you have to take a longer route and lose a mile of progress.

You think you’re lost as you approach a rock formation you saw an hour ago. What will you do to find the right path? If they don’t have a good solution, you waste time walking in circles and lose a mile of progress.

There’s a steep slope ahead. It’s almost vertical and you’ll have to climb up. What will you do to get to the top safely? If they don’t have a good solution, you have to take a longer route and lose a mile of progress.

It’s started to rain heavily and you don’t know how long it will last. What will you do? If you can’t keep dry you’ll be wet for the rest of the journey.

There are two paths ahead: one is through a thick forest and the other is a steep slope. Which path will you choose? If they agree on a path and give a good reason, gain a mile of progress.

The path ahead is covered by long grass and you’ve heard that there might be venomous snakes. What precautions will you take to avoid being bitten? If they have a good solution, gain a mile of progress.

The temperature is dropping steadily. What can you do to keep warm? If they have some good ideas, gain a mile of progress.

You’re really hungry. What supplies did you bring with you? What could you do to find more food? Eat all the food you have with you and cross it out. If you don’t have any food, lose a mile of progress.

You’re really thirsty. What supplies did you bring with you? What could you do to find more water? Drink all of the water you have with you and cross it out. If you don’t have any water, lose a mile of progress.

There are two paths ahead: one is across a shallow river with no bridge, the other is through thick mud. Which path will you choose? If they agree on a path and give a good reason, gain a mile of progress.

It’s getting dark. Do you continue up the mountain at night or set up camp and wait until the morning? They lose a mile of progress unless they agree on a plan and they have the necessary items for their choice.

The player to your left loses their footing and gets their leg stuck between two heavy rocks. How do you help them? If they don’t have a good solution, you slow down and lose a mile of progress.

You’re all feeling exhausted. Think of some ways to motivate each other to keep walking at a quick pace. If you think they have some good ideas, gain a mile of progress.

There are two paths ahead: one is through thick nettles, the other is over dangerous rapids on an old bridge. Which path will you choose? If they agree on a path and give a good reason, gain a mile of progress.

You’re walking along a ridge and it’s getting very windy. How do you stop yourselves from getting blown off the mountain? If they think they have some good ideas, gain a mile of progress.

You meet another group hiking up the mountain. They might have an item that would be useful to you. They have two minutes to negotiate an item trade with another group in the class.

There are two paths ahead: one is across a frozen lake and the other is a narrow path along the edge of a cliff. Which path will you choose? If they agree on a path and give a good reason, gain a mile of progress.

You can see a bear and her cubs fishing by a river in the distance. They haven’t noticed you yet. How will you sneak past without attracting their attention? If they have a good solution, gain a mile of progress.

You take a moment to appreciate the beauty of the landscape around you. You feel inspired and decide to stop and draw a sketch of the view. They have three minutes to draw a mountain scene.