

**1) DESCRIPTION OF THE TOOL****Lost at Sea**

In the Lost at Sea activity, the main objective is to achieve the consensus of the group, regarding a series of decisions.<sup>1</sup>

Specifically, in this activity, a group of participants will have to combine their knowledge, in order to make the most effective and adequate decisions regarding a hypothetical scenario.<sup>1</sup>

The common storyline of the Lost at Sea activity unfolds around a wrecked ship that is far from the civilization, which resulted in the survival of 15 undamaged items.<sup>1</sup> Then, the group will have to achieve a consensus concerning the importance of the items to survival.<sup>1</sup>

Lost at Sea is a group activity.

The average duration usually is 60 minutes.

**2) OBJECTIVES OF THE TOOL**

The Lost at Sea activity will allow the individual to:

- Improve his/her analysis and assessment competencies;
- Improve his/her teamwork competencies;
- Develop his/her decision-making competencies.

**3) CONNECTION OF THE TOOL WITH THE SKILL**

In this activity, the participants discuss and analyse, first individually, and then as a group, the importance of the distinct items, and try to make the most effective and adequate choices, in order to achieve their survival in the hypothetical scenario of the game.

Therefore, this activity fosters the development of Judgement and Decision-Making Skills, specifically the analysis, assessment, and decision-making competencies.

In addition, this activity contributes to improve teamwork competencies.

**4) RESOURCE MATERIALS**

The Lost at Sea activity requires the following materials:

- Lost at Sea classification charts for each participant;

- ▶ Coastguard analysis for the participants;
- ▶ Chart with the final scores;
- ▶ A pencil or a pen.

### 5) HOW TO APPLY THE SKILL

**Step 1** – Present the story to the participants<sup>2,3</sup>:

“You have chartered a yacht with three friends for the holiday trip of a lifetime across the Atlantic Ocean. Because none of you have any previous sailing experience, you have hired an experienced skipper and two-person crew.

Unfortunately, in mid-Atlantic, a fierce fire breaks out in the ships galley and the skipper and crew have been lost whilst trying to fight the blaze. Much of the yacht is destroyed and is slowly sinking. Your location is unclear because vital navigational and radio equipment have been damaged by the fire. Your best estimate is that you are many hundreds of miles from the nearest landfall.

You and your friends have managed to save 15 items, undamaged and intact after the fire. In addition, you have salvaged a four-man rubber life craft and a box of matches.”<sup>2,3</sup>

**Step 2** – Give a Lost at Sea classification chart for each participant<sup>2,3</sup>;

**Step 3** - Ask each participant to rate the 15 items in column 2 (individual rating), considering their importance for them, as they wait to be rescued in the hypothetical scenario<sup>2,3</sup>:

- ▶ The number 1 corresponds to the most important item, the number 2 to the second most important, and so forth;
- ▶ The participants will have 10 minutes to perform this task.

**Step 4** – Invite the participants to gather in groups of 3 or 4 elements, and encourage them to debate their individual choices and work together, in order to agree on a common list that should be registered on column 3 (team rating)<sup>2,3</sup>:

- ▶ The participants will have 20 minutes to perform this task.

**Step 5** – Then, provide to the participants the adequate answers that were formulated by the coastguard, and ask the participants to compare them with the individual and group scores<sup>2,3</sup>:

- ▶ Provide the Coastguard ratings on a PowerPoint presentation, whiteboard, or by photocopies.

**Step 6** – For each item, ascertain the difference between the individual and group ratings and the coastguard rating, and then add up all the points<sup>2,3</sup>:

- ▶ Disregard plus or minus differences;
- ▶ Present the final scores on a PowerPoint presentation, whiteboard, or by photocopies;
- ▶ The lower totals are the best scores.

**Step 7** – Encourage the participants to debate the differences between scores<sup>2,3</sup>:

- The teamwork and the sharing of thoughts and ideas should produce enriched scores in comparison with the individual ratings.

## 6) WHAT TO LEARN

Lost at Sea activity aims to achieve a decision consensus, in which a group of people has to combine their knowledge, in order to obtain the best possible decisions and scores.

In this regard, this tool encourages each participant to analyse and assess individually the hypothetical scenario and the undamaged items and make decisions. After that, the participants are encouraged to do that collectively.

Therefore, this activity supports the development of Judgement and Decision-Making Skills, specifically the analysis, assessment, and decision-making competencies, contributing, as well, to enhance teamwork skills.

### References:

- 1 <https://smallbusiness.chron.com/decisionmaking-exercises-34918.html>
- 2 <https://insight.typepad.co.uk/insight/2009/02/lost-at-sea-a-team-building-game.html>
- 3 [https://insight.typepad.co.uk/lost\\_at\\_sea.pdf](https://insight.typepad.co.uk/lost_at_sea.pdf)



### Annexes:

#### Annex 1

Items	Individual rating	Group rating	Coastguard rating	Difference between the individual & coastguard ratings	Difference between the group & coastguard ratings
Sextant					
Shaving mirror					
Mosquito netting					
25L water container					
Case of army rations					
Maps of the Atlantic Ocean					
Floating seat cushion					
10L can of oil/petrol mixture					
Small transistor radio					
20 square feet of opaque plastic sheeting					
Can of shark repellent					
One bottle of 160% proof rum					
15 feet of nylon rope					
2 boxes of chocolate bars					
Ocean fishing kit and pole					
			<b>Total</b>	Your score	Group score

Table 1 – Lost at Sea classification chart<sup>3</sup>



### Annex 2

Items	Coastguard rating	Coastguard arguments
Sextant	15	"Useless without the relevant tables and a chronometer".
Shaving mirror	1	"Of all the items, the mirror is absolutely critical. It is the most powerful tool you have for communicating your presence. In sunlight, a simple mirror can generate five to seven million candlepower of light. The reflected sunbeam can even be seen beyond the horizon."
Mosquito netting	14	"There are NO mosquitoes in the middle of the Atlantic Ocean and the netting is useless for anything else".
25L water container	3	"Vital to restore fluids lost through perspiration. 25L will supply water rations for your group for several days".
Case of army rations	4	"This is your basic food intake".
Maps of the Atlantic Ocean	13	"Worthless without navigation equipment".
Floating seat cushion	9	"Useful as a life preserver if someone fell overboard".
10L can of oil/petrol mixture	2	"The second most critical item for signalling. The mixture will float on water and can be ignited using the matches".
Small transistor radio	12	"You would be out of range of any radio station".
20 square feet of opaque plastic sheeting	5	"Can be used to collect rainwater and shelter from the wind and waves".
Can of shark repellent	10	"To repel sharks, of course!"
One bottle of 160% proof rum	11	"Contains 80% alcohol, which means it can be used as an antiseptic for any injuries, otherwise of little value. Very dangerous if drunk, as it would cause the body to dehydrate, the opposite of what you need to survive".
15 feet of nylon rope	8	"Could be used to lash people or equipment together to prevent being washed overboard. There are a variety of other uses, but none high on the list for survival".
2 boxes of chocolate bars	6	"Your reserve food supply".
Ocean fishing kit and pole	7	"Ranked lower than the chocolate as there is no guarantee you will catch any fish. The pole might be used as a tent pole".

*Table 2 – Coastguard analysis<sup>3</sup>*

### Annex 3

0-25	Excellent	"You demonstrated great survival skills. Rescued!"
26-32	Good	"Above average results. Good survival skills. Rescued!"
33-45	Average	"Seasick, hungry and tired. Rescued!"
46-55	Fair	"Dehydrated and barely alive. It was tough, but rescued!"
56-70	Poor	"Rescued, but only just in time!"
71+	Very poor	"Oh dear, your empty raft is washed up on a beach, weeks after the search was called off."

*Table 3 – Final scores<sup>3</sup>*