

Chart Your Own Course – An Adventure Game Activity

Chart Your Own Course, a fun, interactive ‘choose your own adventure’ style activity, has been developed to enhance a **Key Stage 3** visit to Brunel’s SS Great Britain.

This activity is designed for students to complete in **groups of 3 or 4**. A maximum of **40 students** can take part at any one time.

The activity takes about **1 hour** to complete.

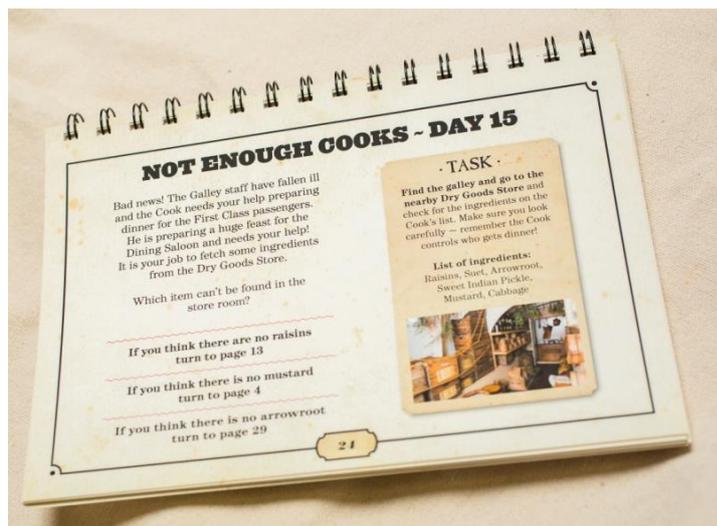


Chart Your Own Course enables students to:

- Put themselves in the shoes of Victorian sailors and immerse themselves in an authentic historical scenario - a 60-day voyage to Australia in the 19th Century
- Examine a range of historical sources
- Participate in a range of ‘hands on’ challenges
- Engage in group discussion, critical thinking and decision making exercises
- Decide their own route around the SS Great Britain, engage with their surroundings and consider the potential consequences of each decision
- Work as a team to achieve a group score



“My students really enjoyed the fact that they were allowed to be independent. They worked in teams and they all helped within that team and consequently they achieved some good results,” Year 7 Tutor

Frequently Asked Questions

How do I book Chart Your Own Course?

Using Chart Your Own Course during your visit is free but is subject to availability and must be booked in advance.

To book, please call the Bookings Team on **0117 926 0680**.

Where do I collect and return the activity from?

Chart Your Own Course will be available to pick up from the Ticket Desk at the Visitor Centre on arrival.

Chart Your Own Course consists of 10 x activity bags (see contents list below), a checklist for school staff and a set of staff chance cards within a large wheeled plastic box. Students have everything they need to complete the activity within their activity bag.

The lead adult is responsible for ensuring that all activity bags are **returned** to the Visitor Centre after use with their contents in order.

How can staff support the activity?

- Chart Your Own Course requires school staff support – a ratio of 1 adult for every 10 students taking part is recommended.
- On collecting the activity, the lead adult should read the **Checklist for School Staff**, which briefly explains the activity, then distribute staff chance cards and maps to supporting school staff.
- In order to facilitate the supervision of students, staff are provided with **chance cards** which can add or deduct coins from each group's coin count. School staff have the power to be cruel or kind – you can give the cards out at random or reward good behaviour / group work.
- There are three decks on the ship and the bridge to the Weather Deck is the only way on or off the ship. Some school groups have opted to position a staff member on each deck of the ship. Other groups have allocated staff members to supervise different groups.

How do I get my students ready to start the activity?

- At the Visitor Centre, get the students into groups or allow students to choose their own groups of 3-4. **It is essential that students work well together.**
- Give each group an activity bag.
- Distribute staff chance cards and maps to school staff. Staff are provided with **chance cards** to facilitate the supervision of students.
- Introduce the activity to your students and remind them of expected behaviour. We have provided a suggestion (below) to help you.
- Go through the Dockyard Museum to board the ship – the activity takes place on board the ship.

How can I introduce the activity and inform my students of the rules?

Chart your Own Course is a game where you put yourself in the shoes of a Victorian sailor making a 60-day journey to Australia on the SS Great Britain.

Aboard the ship, in your group, you must follow your **Crew Guide and Companion**, reading it carefully and making decisions together. Your decisions will have consequences.

By making decisions and doing challenges you can gain or lose coins (*the coins are imaginary; there will be no actual coins to find on board*). You can keep track of how many coins you have using your **Coin Counter**.

While you're on board (*School staff*) might hand your group a chance card, it could earn you more coins or lose you some!

Will you make any money on your voyage or will you lose it all?

What will this voyage be like for you?

You have everything you need to do this in your **activity bag** but you will find a **message to decode** on the ship. Use the **Ship Map** to find your way around.

Before you set off on your 60-day journey, here are the golden rules which all crew members must follow:

1. **Stay on board the ship**, you have all three decks to explore.
2. **Be safe**, stay with your group. If you need a member of school staff, we will be on board the ship.
3. **Be respectful of other visitors**, talk and walk around sensibly.
4. **Look after your activity bag and its contents.**
5. Leave the ship as tidy as you found it.

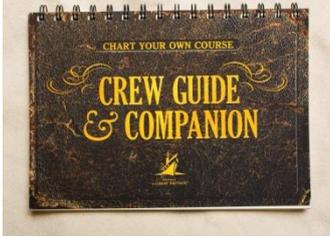
Meet back here _____ (group leader decides meeting point) at _____ time (group leader decides time)

What I do with the activity bags once we've finished?

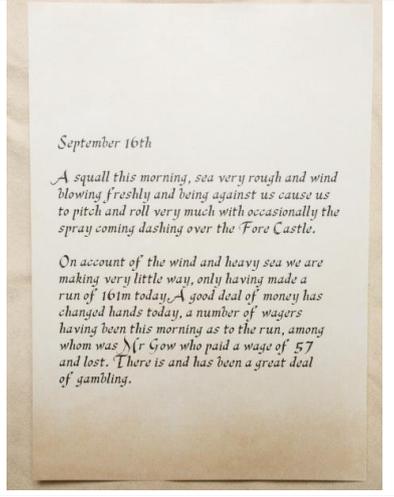
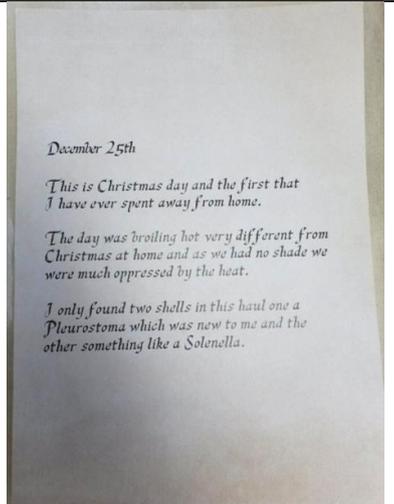
On finishing the activity, please check that all activity bags and their contents are present and in order. Please return activity bags to the Visitor Centre after use.

What you get

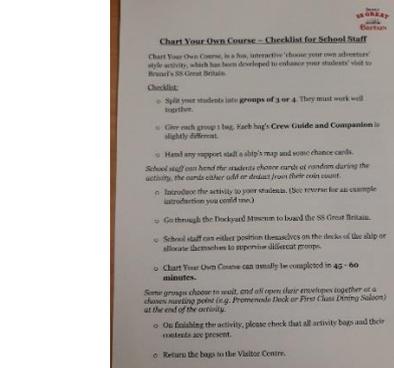
Each activity bag contains:

	<ul style="list-style-type: none">➤ 1 x Sailor's Ditty Bag
	<ul style="list-style-type: none">➤ 1 x Crew Guide & Companion <p>Students' guide through their 60-day journey. They will encounter scenarios that really happened to crew members and make decisions that will shape their story. Only by following the story can they complete the activity and increase their coin count!</p>
	<ul style="list-style-type: none">➤ 1 x Coin Counter - for keeping track of coins earned
	<ul style="list-style-type: none">➤ 1 x Ship Map
	<ul style="list-style-type: none">➤ 1 x Secret Decoder
	<ul style="list-style-type: none">➤ 1 x Lucky Game Die
	<ul style="list-style-type: none">➤ 1 x Torch
	<ul style="list-style-type: none">➤ 1 x Mystery Envelope - to be opened only when the activity has been completed (Day 60)!

***Students will find on the ship:**

	Item	Location on the ship
 <p>September 16th</p> <p>A squall this morning, sea very rough and wind blowing freshly and being against us cause us to pitch and roll very much with occasionally the spray coming dashing over the Fore Castle.</p> <p>On account of the wind and heavy sea we are making very little way, only having made a run of 16im today. A good deal of money has changed hands today, a number of wagers having been this morning as to the run, among whom was Mr Gow who paid a wage of 57 and lost. There is and has been a great deal of gambling.</p>	<p>Historical Source to be ‘decoded’ 1* – Extract from Allan Gilmour’s Diary (a Steerage Passenger).</p> <p><i>* Half of the groups will be prompted in their Crew Guide to find this source; the other half will be prompted to find Source 2.</i></p>	<p>Steerage Accommodation, Promenade Deck</p>
 <p>December 25th</p> <p>This is Christmas day and the first that I have ever spent away from home.</p> <p>The day was broiling hot very different from Christmas at home and as we had no shade we were much oppressed by the heat.</p> <p>I only found two shells in this haul one a Pleurostoma which was new to me and the other something like a Solenella.</p>	<p>Historical Source to be ‘decoded’ 2* – Extract from Samuel Archer’s Diary (the ship’s Surgeon).</p> <p><i>*Half of the groups will be prompted in their Crew Guide to find this source; the other half will be prompted to find Source 1.</i></p>	<p>The Surgery, Promenade Deck</p>

Resources for Supporting Staff

	<p>➤ Set of Ship Maps</p>
	<p>➤ Set of Chance Cards – staff have the power to add or deduct coins from the group. A way for staff to join in the game while supervising the students on the ship.</p>
	<p>➤ Checklist for School Staff – briefly explains the activity and how to introduce it to students.</p>