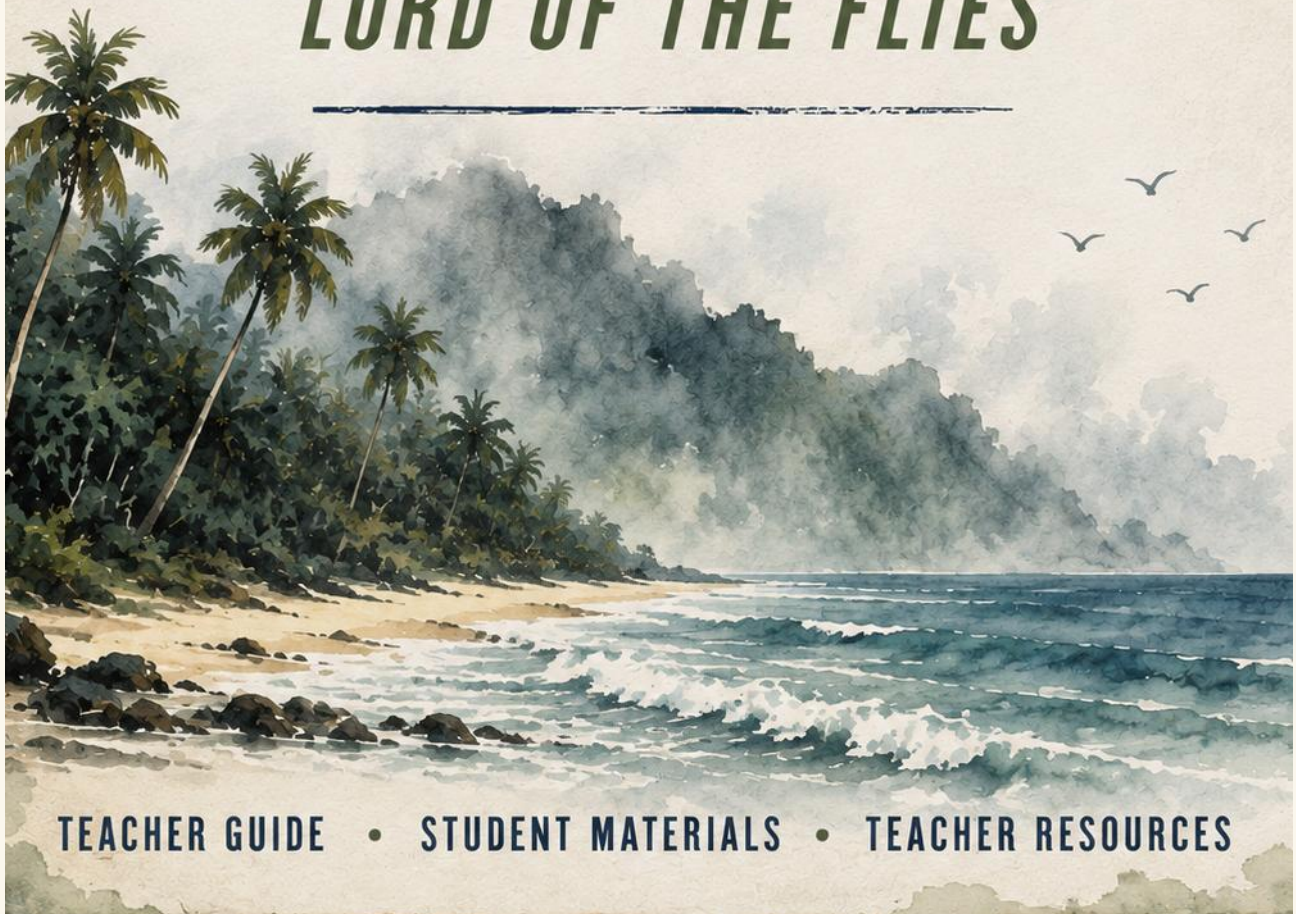

STRANDED!

A SURVIVAL SIMULATION FOR
LORD OF THE FLIES



TEACHER GUIDE • STUDENT MATERIALS • TEACHER RESOURCES

PRODUCT PREVIEW

AT A GLANCE

STRANDED! is a two-day pre-reading simulation for *Lord of the Flies*.

Students work in small groups to decide what their island needs, how it will operate, and how it will respond when things begin to go wrong. The choices they make become a shared experience you can return to once the novel begins.

INCLUDED

- 41-page Teacher Guide
- Student Directions
- Survival Planning Menu
- 5-page Island Record Sheet
- 8 Island Event Cards + optional backs
- Island Event Teacher Guide
- Event Tracking Sheet
- 2-page Reflection Exit Ticket

Designed for two 40–45 minute class periods • groups of 4–5 • no prior knowledge of the novel required

FIELD NOTE 008

TEACHER GUIDE

CONTENTS

Teacher Guide

GETTING STARTED

Welcome3

What Is STRANDED!?4

Learning Objectives5

What's Included6

Quick Start8

BEFORE YOU TEACH

Materials Checklist11

Preparation Timeline12

Classroom Setup14

TEACHING THE SIMULATION

Lesson at a Glance16

Phase One: Survival Planning18

Phase Two: Leadership & Power21

Phase Three: Island Events25

AFTER THE SIMULATION

Debrief30

Assessment33

GOING FURTHER

Extensions35

Frequently Asked Questions38

STRANDED! • Teacher Guide

— 2 —

FIELD NOTE 008

TEACHER GUIDE

QUICK START

Quick Start

Short on time? Start here. STRANDED! is designed to run over two class periods of approximately 40–45 minutes each. The full Teacher Guide gives you scripts, scoring guidance, and tips, but this section gives you the basic flow.

At a Glance

TIME

Two 40–45 minute class periods

PLACEMENT

Before reading *Lord of the Flies*

GROUPS

4–5 students

PRIOR KNOWLEDGE

None required

Teacher prep: print materials, cut the Island Event Cards, and review the scoring system.

What to Prepare

For each group

• Student Directions

• Survival Planning Menu

• Island Record Sheet

For each student

• Reflection Exit Ticket

For you

• Teacher Guide

• Island Event Cards, printed and cut

• Event Tracking Sheet

• Timer

Quick Start Rule

Keep the novel connection and scoring private until the right moment. Let the experience come first.



— 8 —

INSIDE THE SIMULATION

Every part of the simulation moves the island forward.

FIELD NOTE 002

17° 14' N / 61° 48' W

STRANDED!

PHASE ONE

SURVIVAL PLANNING MENU

YOUR CHALLENGE

Your group has 10 Survival Points to spend. You cannot afford everything. As a group, decide what your island should prepare for first. Every choice has a cost, so choosing one priority may mean giving up another.

You may choose only from the options below. You may not spend more than 10 points.

SURVIVAL PRIORITY	COST	WHAT IT PROVIDES
Shelter	3	Protection from weather and a shared living space
Food System	3	A plan for hunting, gathering, rationing, and distributing food
Fresh Water Plan	2	A plan for finding and protecting safe drinking water
Fire	2	Warmth, cooking, protection, and possible signaling
Signal for Rescue	2	A prepared method for attracting rescuers
Rules / Laws	2	A system for establishing expectations and consequences
Leadership Structure	1	A formal system for choosing and organizing leadership
Weapons / Defense	3	Tools and a plan for defending the group
Morale / Community	1	Activities, traditions, or routines that help strengthen the group

MAKE YOUR CHOICES

For every priority your group selects: record your choice, record its cost, and explain why your group believes it is worth the points.

TOTAL POINTS AVAILABLE: 10 TOTAL POINTS SPENT: ____ / 10

Once your group finalizes its choices, they cannot be changed.

FIELD NOTE 003

17° 14' N / 61° 48' W

STRANDED!

ISLAND RECORD SHEET

Island Name: _____ Group Members: _____

Your group will use this record throughout STRANDED! Keep track of the choices your island makes and the reasoning behind them. Once a phase is complete, you may not go back and change your earlier decisions.

PHASE ONE: OUR SURVIVAL PLAN

Your group has 10 Survival Points to spend. Use the Survival Planning Menu to choose your priorities. Record each choice below and briefly explain why your group decided it was worth the points.

Total Points Spent: ____ / 10

OUR CHOICE	COST	WHY WE CHOSE IT
1.		
2.		
3.		
4.		
5.		
6.		

Before moving on, make sure your group has finalized its choices. Once Phase One ends, these choices cannot be changed.

FIELD NOTE 005

Straight edges are the cut lines.

ISLAND EVENT CARDS

EVENT 1
STORM WARNING

The sky darkens quickly. The wind picks up, and heavy rain begins to fall. Within minutes, the storm is much worse than anyone expected. Your group needs to protect both yourselves and the supplies you have left.

What will your group do?

You have 2 minutes to decide.
Record your response and be prepared to explain your reasoning.

EVENT 2
FOOD IS DISAPPEARING

Your food supply is running low faster than expected. Then someone discovers the problem: one member of the group has been secretly taking extra food and hiding it. The rest of the group is angry, and everyone is looking for a solution.

What will your group do?

You have 2 minutes to decide.
Record your response and be prepared to explain your reasoning.

EVENT 3
SOMETHING IN THE DARK

Several people wake during the night convinced they heard something moving just beyond camp. No one actually saw anything. By morning, rumors are spreading. Some people insist the island is dangerous and want protection immediately. Others think fear is getting out of control.

What will your group do?

You have 2 minutes to decide.
Record your response and be prepared to explain your reasoning.

EVENT 4
WATER TROUBLE

Several members of your group become sick. You soon realize your drinking water may be the cause. The group needs safe water and the supply you have been using can no longer be trusted. People are frightened, thirsty, and looking for an immediate solution.

What will your group do?

You have 2 minutes to decide.
Record your response and be prepared to explain your reasoning.

1. PLAN

Spend 10 Survival Points and decide what matters most.

2. BUILD

Record choices and establish how the island will make decisions.

3. RESPOND

Face unexpected events without rewriting earlier decisions.

What students are actually doing

Debating priorities • negotiating with group members • making decisions with limited resources • testing leadership and rules • responding under pressure • explaining reasoning • reflecting on what worked and what did not

The simulation gives students something of their own to compare with Golding's island once reading begins.

TEACHER SUPPORT

The resource is structured so you can facilitate the experience without having to invent the simulation as you go.

THE TEACHER GUIDE

Includes preparation, timing, phase-by-phase directions, teacher language, Stability scoring, debrief questions, assessment options, extensions, and FAQs.

PHASE THREE TOOLS

The Island Event Teacher Guide shows which earlier choices may matter and what to listen for. The Event Tracking Sheet keeps scores private and easy to manage.

FIELD NOTE 008

TEACHER GUIDE

PHASE ONE: SURVIVAL PLANNING

PHASE ONE: SURVIVAL PLANNING

Time: Approximately 10 minutes

- Group Materials: Survival Planning Menu and Island Record Sheet
- **Starting Resources: 10 Survival Points per group**

Phase One asks students to decide what matters most when they can't have everything. Their choices establish the priorities of their island and may give them important advantages when unexpected problems arise later.

The Survival Planning Menu

Each group begins with 10 Survival Points to spend.

Students may choose only from the options on the menu and may not spend more than 10 points.

Introduce the Challenge

Once groups have their materials, tell students:

You have 10 Survival Points. You cannot afford everything. Every choice solves one problem—and creates another.

As a group, decide how you will spend your points. You must record and justify every choice you make.

Then start the timer and let them work.

What Are Students Actually Buying?

The choices on the menu represent areas their island chooses to prioritize and prepare for. Students are not purchasing physical objects in the traditional sense.

For example, choosing Food System means the group has invested time and effort into establishing a way to obtain, ration, and distribute food. Choosing Signal for Rescue means they have already prepared a method for attracting attention if an opportunity for rescue appears.

The same principle applies to the two organizational choices:

Leadership Structure means the group has committed to establishing a formal system of leadership. Students will develop the details of that system during Phase Two.

Rules / Laws means the group has committed to establishing rules and consequences before a crisis occurs. Students will develop those rules during Phase Two.

Groups that don't purchase these options can still make decisions and respond to problems, but they will enter later situations without an established system already in place.

Don't explain which choices may become useful later. Students should make their decisions based on what they believe their island needs.

A detailed illustration of a tropical island. In the foreground, there's a small wooden hut with a thatched roof on a sandy beach. Several palm trees are scattered across the island, some with coconuts falling. A small boat is visible in the water near the shore. The background shows more of the island and the ocean under a clear sky.

— 18 —

[illegible]

POLY-NOTES 6.02

TEACHER RESOURCE

STRANDED!

EVENT TRACKING SHEET

Class/

Period

Date:

Each island begins Phase Three with 5 Stability Points. After each event, record the Stability adjustment: "+2", "-1", "-2", or "+3." Keep all scores positive.

STABILITY TRACKER

Island / Group	Start	E1	E2	E3	E4	E5	E6	Final	Outcomes
	5								
	5								
	5								
	5								
	5								
	5								

EVENTS USED

Event 1 _____

Event 4 _____

Event 2 _____

Event 5 _____

Event 3 _____

Event 6 _____

FINAL OUTCOMES

ISLAND — B+

Stability: 10
 Resources: 10
 Wealth: 10

FRAGILE — 5-8

Stability: 10
 Resources: 10
 Wealth: 10

COLLAPSED — 0-4

Stability: 10
 Resources: 10
 Wealth: 10

Stability: 10
 Resources: 10
 Wealth: 10

QUICK SCORING

— 3 —

Print the materials, cut the event cards, review the scoring system, and you're ready to run the island.