Suspension game

The participants are driven by car to a place where they do not know so well. From this place the participants have to find their way back to the starting point

Security

- Since the participants are on their own (without a leader), it makes sense to choose a terrain in which there are no major hazards.
- The groups should be designed in such a way that experienced participants are present everywhere.
- Because participants cannot see out of the window during the car ride, some may become nauseous.
- Each group should be given a cell phone (without GPS) for emergencies.
- A car with a driver should be available as an emergency car.

Learning effect on the participants

- It promotes the independence of the participants.
- The participants are on their own.
- The older participants learn to take responsibility for the younger participants.

Interesting for the leaders

- The leaders can recognize which participants take responsibility.
- The behavior of participants without leaders quickly becomes visible.

Tips and Miscellaneous

- The game can be wrapped in a story (e.g. Noah).
- Maps (cutouts) and compass should be given to participants.
- The game should be tried out with the leadership team first.

- One afternoon before this game, map and compass skills can be practiced with the participants.

Poster at the vernissage
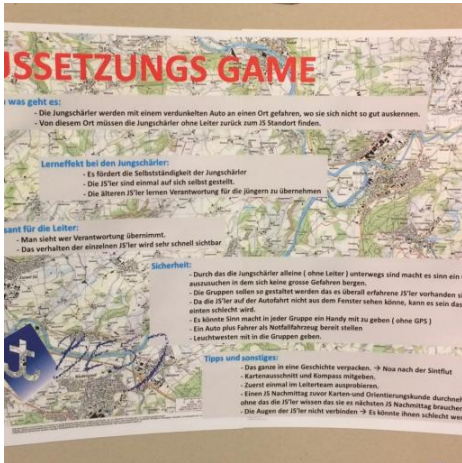
Source reference

- **Cover photo:** heinz dahlmanns / pixelio.de
- **Poster:** BESJ Teamweekend 2017, www.besj.ch
- **Idea:** This idea comes from the "Ideas Vernissage" at BESJ Teamweekend 2017.For more ideas from this vernissage, see the article BESJ Teamweekend 2017.