

Name: Sinking Ship

Number of players: 1+

Aim: To increase fluency, to be able to make an argument, to improve conversational speaking skills, to introduce vocabulary for making suggestions.

The situation!

You are on a boat crossing the Atlantic on the way to the Caribbean when suddenly you hit an unknown object under the water. The ship starts sinking. You run to the lifeboat, there are a lot of people there. You can see an island in the distance. There is only enough space for 6 people in the lifeboat, who will you take with you?

Before you start the game ask your students the following questions:

If you were in this situation what type of people would you want to take with you and why? What characteristics would they have? (Calm, organized, creative etc). If you had to live on the island for the rest of your life would your decision change?

Ready to play?

- Hand out page one and two. You will see there are 14 people. Tell the students to look at all the people. They must decide who they are going to take with them. For each person, they must write any positives/negatives. Depending on how many students you have in the class you could get students to complete this task individually or in pairs. Each person has been given a point's value based on how helpful they would be to your survival.
- When the students have decided, question them about their choices. You could even try to persuade them to change their minds.
- The class must now decide as a group who they would like to take.
- Hand them page three. Page three has more information about who these people really are.
- Students must read through this and then make a final decision as a group.
- When the class has come to a final decision add up the corresponding points to see if they would survive on the island



	Bob Smith 44	Lawyer		
	Tracy Smith 41	Housewife		
	Rebecca Smith 5	Tracy and bob's child		
	John Goodman 48	Doctor		
	William Jones 22	Actor		
	Carl Tips 28	Priest		
	Sophie Dodd 19	Model		



	Jose Gomez 61	Carpenter		
	Dan Richards 73	Survival Expert		
	Diana Valentine 24	Farmer		
	Alika Mayer 27	Nurse		
	George Banks 52	CEO of a multi- national company		
	Nara Croft 30	Mechanic		
	Lee Ming 38	Policeman		



More information

- **Bob Smith** does not think that Rebecca is his child. He suspects Tracy has cheated on him but he still loves her.
- **Tracy Smith** is addicted to prescription medicine. She knows first aid.
- **Rebecca Smith** is sick and doctors do not know exactly why.
- **John Goodman** has been accused of malpractice and is currently waiting to go to court. If he is convicted he will go to jail for 10 years.
- **William Jones** is very good in stressful situations. He can also understand Spanish.
- **Carl Tips** is secretly an alcoholic and cannot control his anger.
- **Sophie Dodd** is pregnant with a child. She thinks she knows who the father is.
- **Jose Gomez** does not speak any English.
- **Dan Richards** has a problem with his legs and cannot move very well. He needs support to walk properly.
- **Diana Valentine** is in love with William Jones and will not let him go alone.
- **Alika Mayor** didn't get very good grades at school and is not sure she does everything right.
- **George Banks** wants to be a woman. He is taking hormone pills.
- **Nara Croft** has just been released from jail for a non-violent crime
- **Lee Ming** has taken bribes from criminals.



You need to have more than 35 points to survive on the island

- Bob Smith – 5
- Tracey Smith – 6
- Rebecca Smith – 1
- John Goodman – 6
- William Jones – 7
- Carl Tips – 2
- Sophie Dodd – 2
- Jose Gomez – 7
- Dan Richards – 5
- Diana Valentine – 8
- Aika Mayer – 6
- George Banks – 5
- Nara Croft – 8
- Lee Ming – 4

Bonus points:

If you take William and Jose = +5

If you have taken Sophie Dodd and either John or Aika = +3

If you have taken Dan and either Lee, Bob, Nara, Carl, Diana or William = +4

