









Survival Training

	<p><u>time frame:</u> 48-96 hours</p>
	<p><u>Location:</u> outdoors</p>
	<p><u>participants:</u> 6 people</p>
	<p><u>Material:</u> depends on the activities</p>
	<p><u>procedure:</u> The group spends at least 48 hours outdoors together. During this 48 hours they have to complete different adventure- and experience-oriented tasks (abseiling, canoeing, horse riding, conquer a canyon, cross a lake etc.). Of course there will also be "normal" activities like making a fire, cooking or sleeping outdoors, which have to be arranged as well.</p>
	<p><u>goal / purpose:</u></p> <ul style="list-style-type: none"> • identification and development of own skills • contribution to the team
	<p><u>Questions for discussion:</u></p> <ul style="list-style-type: none"> - Who played which role within the team? - Was there a hierarchy within the team or were all equal? - What were relevant reasons for changes of strategy or behaviour?
	<p><u>Source:</u> game pool of PFIFF, Hochschule Fulda</p>