

Infinitive of Purpose Adventure Board Game

Thorny	Town full of	Very soft	Very thick	START
bushes	enemies to	ground (e.g.	jungle	A shoe falls
blocking the	cross	sinking sand		apart
way		or a bog/		
		swamp)		
Sudden	Work in groups of at least four people and			Aggressive
heavy rain	divide each group into at least two teams.			dog
Snake bite	Each team should look at the challenges that			All lost your
	you might have to overcome in the board			way
Rapidly	game and choose seven objects which you			Alligator
flowing river	want to take with you on your journey to help			infested
to cross	with those things. It must be possible for the			waters
People	two or three people in your team to carry all			Barbed wire
chasing you	the things that you choose, and you aren't			
One person	allowed anything with (mechanical or			Bored
unable to	electrical) power. Your teacher will tell you if			
walk	you should use the list of objects below,			
Nothing to	come up with your own ideas, or both.			Broken leg
drink				
Need to	When you have reported the objects that you			Cut hand
sleep	have chosen, place one counter per team			
Need to	(e.g. a pen cap) on the START square. Roll			Dark woods
signal to a	the dice. To move to the new square			
plane flying	suggested by the number on the dice, you			
overhead	must explain how you can use one of your			
Need to	objects to get past the challenge that is			Deep snow
move silently	written there. You can also use things that			
Need to hurry	are probably around you like rocks and			Desert to
up	branches, but you must use at least one thing			cross
Need to hide	from the selection of things you chose to solve each challenge. You can combine			Dogs
				following your
	objects and reuse objects for more than one			scent
Need to	challenge if you like.			Fallen into a
communicate				deep hole
with people	If the other team(s) agree that solution which			
at a distance	you suggest is possible with the object(s)			
Lost one	which you mention and would work, you			Fever
member of	move to that square. If not, you have to stay			
the group	on the square you were on when you rolled			
Locked gate	the dice and try again when your turn comes.			Forest fire
Ice-covered	Hurricane	Hungry	High fence	Freezing cold
lake to cross]		night
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Suggested things to take

Your teacher will tell you if you must choose only from the things below or if you can also come up with your own ideas.

- 1 (Manual) drill
- 2 Bag of edible seeds
- 3 Balloons
- 4 Bed sheet
- 5 Black ink
- 6 Blanket
- 7 Bubble wrap
- 8 Bucket
- 9 Bulldog clips
- 10 Cardboard box
- 11 Chili powder
- 12 Clothes hanger
- 13 Clothes pegs
- 14 Coffee filters
- 15 Cotton wool
- 16 Disposable chopsticks
- 17 Drawing pins (= Thumbtacks)
- 18 Hammer
- 19 Magnet
- 20 Mirror
- 21 Nail file
- 22 Needle
- 23 Newspapers
- 24 Notebook
- 25 Pair of glasses
- 26 Plastic bin bag
- 27 Poster tube
- 28 Rubber bands
- 29 Safety pins
- 30 Salt
- 31 Scissors
- 32 Sellotape
- 33 Sewing thread
- 34 Shin pads
- 35 Shoe polish
- 36 Skateboard
- 37 Meat
- 38 Sleeping pills
- 39 Springs
- 40 Tennis rackets
- 41 Umbrella
- 42 Whistle
- 43 Winter scarf