



EXPEDITION

1.1 Countryside Code

- Aim: To reinforce knowledge, recognition and understanding of the Countryside Code.
- Resources: Individual cards each with an element of the Country Code written on it.
- Plan:

Timing	Section	Activity
2 minutes for each mime/card	Individual mimes	One of the group selects a card and mimes the aspects of the Country Code the rest of group must guess the correct element.
4 minutes for each mime/card	Group discussion	Discuss relevance to Duke of Edinburgh's Award expeditions.
Repeat as above.	Leader monitors group	Winner selects a new card and game continues. Leader makes sure all participants are involved.
10 minutes	Group discussion	Facilitate a discussion that helps participants to understand why the Country Code is important, and the sort of things that can happen if they don't do what it says.
Variations		<p>The exercise could be used as a team game with one team miming to the other (this avoids embarrassment for individuals when miming).</p> <p>Play it as a drawing game similar to "Pictionary".</p> <p>Perhaps use the exercise during a training practice venture.</p>