

Challenge Card

SDG 9 - Innovation and Infrastructure

Outdoor



Sustainable Development Goal 9
Industry, Innovation and
Infrastructure

Key SPICES Growth



Social



Physical



Intellectual



Character



Emotional



Spiritual

Likely Scout Method Element/s



Community
Involvement



Learning
by Doing



Nature and
the Outdoors



Patrol
System



Personal
Progression



Promise
and Law



Symbolic
Framework



Youth Leading,
Adults Supporting

Best For



Joey
Scouts



Cub
Scouts



Scouts



Venturer
Scouts



Rover
Scouts

Plan>

1. Organise some cards/paper, pens and a timer.
2. Write a simple sentence with each word on a separate card.
3. Write clues to help teams get from one word card to another. (For younger groups use simple and direct clues. For older groups try riddles and puzzles to make the trail more challenging.)
4. Place the word cards that you have created in a small scavenger trail that will require the clues to find each of the word cards.

Do>

1. Divide the group into teams.

Allow half of the teams to use their mobile phones, and the another half of teams to switch their phones off.
2. Send the teams out one by one with their first clue, noting their start time.
3. Ask the teams to let you know the word on each card before receiving their next clue.

Allow those teams which have a mobile phone to text you the word and you text back their next clue (without the other teams knowing).

Insist teams without a mobile phone send two members of the team back to you to collect the next clue after each word is found.

Once each team has completed their sentence note the finish time.

Review>

1. Who finished first – the teams with or without the mobile phones?
2. How challenging was it to communicate without a mobile phone?
3. What would it be like if they couldn't access the technology they use every day?
4. What sort of activities would be more difficult to achieve?
5. Think about things like access to education, news, emergency services.