



# Adventure Swap



This adventure is a bit like a magical mystery tour.

This is how it works - a number of venture units in an area ( a County perhaps) agree to take part. The adventure is run over a weekend in a known location.

Each venture unit has to plan an adventure that starts at the same place and end at the same place. All the items are planned out, route card, instructions, incidents, tasks, clues etc. Then all details are put into an envelope and you arrive at the start location ready to go.

All envelopes are put into a pile and you chose one (not your own) and that is your adventure for the weekend. At the end of the adventure all the units are together again and you discover who planned your adventure.

So, when you are planning the adventure you need to ask, do you make it really hard or easy? It's a balancing act and they can get their own back on you at the end!

## Things you need to learn

- To be prepared
- Brush up on your Scouting Skills
- Pioneering and lashing skills
- Lightweight trekking
- Observation
- Teamwork
- Creativity and adaptability