## COJO - Mission 3 - Tuesday 26th January 2021.

Task Mission: To rescue a teammate from a crevasse.

**Brief:** You are now out of the Sahara and 600 miles from the South Pole. You are camped over the hinge zone. The treacherous conditions have caused snow tractors to plunge six feet into a deep crevasse. The team doctor has become trapped in a falling tractor – it is unknown how serious his injuries are, but explorers need to reach him in



Snow Tractor

What you need: Paper/ plastic cups, elastic bands, string.

Action Plan: Today's activity area is small and requires the use of fine motor skills and patience. Placed in front of the explorers are plastic cups, various lengths of string and some elastic bands.

## What you need to do:

The cups are representing the tractors and a doctor.

You must not touch the cups by hand.

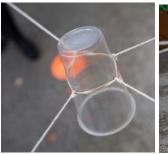
Start with one cup, then try to do it with 2 or more cups.



Using the string and bands as your only resource, you must design a pulley system to hoist the equipment and injured doctor from the crevasse. You can use chairs or tables to help yourself if there's no one to help you.



Once secured in the pulley, tractors will be hoisted and stacked in an organised way to ensure no further damage.





Any cups to fall descend back into the crevasse. You can play it as a game with somebody from your family.



## Possible problems:

If you don't have any plastic cups, use plastic bottles cut in half (ask an adult for help to cut the bottle in half).



## Answer the questions after completing the task.

How successful was your design?

How did you come up with the idea?

Did you need anybody's help? Who did you ask for help?

If this were a real-life scenario, how would you achieve this?

Which character traits will you need to have to help in this sort of crisis?

What's more important, skill or character?

Take a photo of your pulley systems and completed tasks and upload them on Class Dojo.