Meeting-in-a-Box: Around The World in 80 Days

This meeting was created to accompany **Geordie Productions'** performance of Jules Verne's classic tale of adventure, **Around the World in 80 Days**. It is aimed at **Guides** and covers **various portions of their respective programs**. There are enough elements for about **1-2 hour's** worth of activities. You can pick and choose the ones you like or run more than one meeting with this theme expanding on the ideas below.



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Learning Objectives

- Girls will further discuss and develop themes from *Around the World in 80 Days* such as time management, problem solving, character and perseverance.
- Girls will explore travel, developing their problem solving skills and discover what it means to have to persevere to achieve one's goals.
- Girls will practice problem solving through the use of STEM based activities.

Learning Outcomes

- Girls will learn about time, character and problem solving.
- Girls will acquire knowledge about careers based in storytelling.
- Girls will learn about qualities that make characters heroic for audiences.

Supplies

- A puzzle (map of Canada or the world puzzle is ideal) - 60 pieces or less
- □ Colouring supplies (pencils, crayons, paper, etc.)

- Household items forks, string, paper bags, magnets, compasses, plastic cups (all can be substituted)
- □ Large white paper
- **D** Imagination



(15 minutes)

In *Around the World in 80 Days*, the main character, Phileas Fogg is in a race against time. Create a relay race in which puzzle pieces must be picked up by each team member and assembled as a team.

This is a timed event and the first team to assemble their puzzle has used their time wisely. It can be made more challenging by having girls do a "crab walk" to pick up their pieces.

Discuss the challenges of travelling. Find out about an organization that helps travelers and discuss how it may help plan timing for travel adventures.





(10 minutes)

The characters from *Around the World in 80 Days* found themselves facing big challenges on their adventure. This story was written in the 19th century , what do you think it would be like to have to race around the world in a different time period? What would be different about traveling in 1818, 1918 and 2018?

Introduce the concept of perseverance. To persevere means to continue to do something even though it may be difficult.. Why would travellers in different time periods need to be perseverant?

In groups, make a skit that shows one aspect of travel that has changed throughout the centuries e.g. communication, transportation etc.

Activity 3: Desert Island



(15-20 minutes)

In *Around the World in 80 Days*, Phileas Fogg is constantly having to build objects or make things work to continue his voyage. Being a good problem solver and using your resources wisely are key when you are on an adventure.

Imagine you were marooned on a desert island and only had the following items with you: a fork, some string, a compass, a cup and a paper bag. Using only those items, work in groups to brainstorm and create a contraption that will help you in your daily life on the island.

Each group should present their contraption - pointing out the key features of what it can do and why it was created.



(10 minutes)

In patrols, give the girls one of the following words:

- Honour
- Value
- Perseverance
- Moral
- Loyal

These are all words that are used in the play to describe various characters. These are also words that are often found associated to superheros. Assign a word to each group. Have the groups create a new superhero that embodies a word's definition. They should sketch what their hero looks like and present it to the group expressing why their superhero is representative of the word they were given.

If time permits, have a discussion about what modern day heroes look like and what characteristics they share in real life.

Activity 5: Once Upon A Time...



(15-20 minutes)

Geordie Productions' Around the World in 80 Days is based on a story by Jules Verne. He was famous for creative works that took readers on imaginative journeys. What does it mean to be a storyteller? What careers feature storytelling as part of their day to day jobs? In a circle, go around naming different industries that require the ability to tell a story well, (animation, advertising, journalism, publishing, filmmaking etc)

In groups, have girls work on a story together by having one girl start the story going around the circle with everyone else adding to it line by line. They should write down their story. The story is built as each girl is only allowed to say one sentence and must continue the story. The first girl in line begins the story by saying "Once upon a time..." and completes the sentence. The girl in the circle must continue the story and have it make sense.

This continues until it reaches the last girl in the group's circle. The last person must conclude the story in one sentence as well.

Where does your story take you? Discuss the challenges of storytelling and what makes a great story.

Program Work Completed

* Please note that the program doesn't necessarily match up exactly with the numbers indicated, but that the activities accomplish similar goals

	Guide Program Work Completed
Time Travel	Travelling #1
Desert Island	Engineering #5 Inventing #6
Superheroes	You and Others #4
Once Upon a Time	Writing #8 Career Awareness #7 Performing Arts #3 (if attend Around the World in 80 Days) Discover Your Creativity #3 Build Skills in Communication #2

Meeting created by Sharon King in April 2018.