**Instructions**

**Split the group in to teams of 3 – 1 sailor and 2 fish/ mermaids.**

**Each team gets 2 pieces of paper (stepping stones)**

**The sailor cannot step in the water so the fish have to move the stepping stones to get him to the other side. If the sailor steps on the floor the team start again. Fish can give extra help by letting the sailor lean on them for balance.**

**Goal: To be the fastest team to get your sailor to the other side**

**Activity**

**Game**

**Save the Sailor**

**Resources**

**2 x paper for each team**

**Make it easier with bigger pieces of paper.**

**Objectives**

**To teach team work.**

**To teach about the importance of helping your teammates.**

**Key words**

**Team**

**Together**

**Help**

**Teammates**

**Encourage**

**Communicate**

**Recap/Round up**

**During the session highlight good examples of Helping.**

**There are different ways we can help our teammates. Ask the young people how they can help their teammates.**