

Survival science: learning through group interviews

Antarctic escape: scoring sheet

Item ranking and reasoning

1. Four surgical face masks – prevent further infection among the team
2. Two Zombie Cure tablets (effective in 1 h) – needed to treat the two members of the team who are infected
3. Ten rolls of duct tape – can be used to tie people up, and to prevent air flow into the room from the rest of the facility
4. 20 litres of distilled water – water is always important for survival. Distilled water is water without impurities, minerals or contaminants
5. Foil thermal blankets – will help you to survive the cold night. These items reflect heat in the form of radiation from the body back to the source
6. Hand sanitizer – used to prevent the potential spread of the virus through physical contact
7. Lab notebook – may give you more information about the virus and how to prevent infection
8. Machete – can be used to fight off other infected researchers, or protect yourself if the Zombie Cure tablets don't work
9. Handgun with 12 bullets – similar to the machete, but not as durable with only 12 bullets
10. mosquito nets – can be tied together to form a rope, as you are on the third floor
11. Glucose tablets – can be a source of energy for team members on the night watch. Glucose is a simple sugar that is the primary source of energy in the human cell
12. 50 syringes labelled with 'Zombie Vaccine, expiry April 2020' – syringes can be used as a weapon, but the vaccine itself is an early version and has been expired for years
13. Two 500 ml bottles of sulphuric acid – a corrosive acid with the chemical formula H_2SO_4 . It is used in various cleaning products and in the production of fertilizer. Not much use here
14. Vial of morphine – can be used as a painkiller
15. Sewing kit – can be used to stitch any cuts or sew the nets together

Scoring

For each item, mark the number of points that your score differs from the ranking, then add up all the points. Disregard plus or minus differences. The lower the total, the better your score!

0–25 Excellent – you and the team survive and become minor celebrities.

26–32 Good – you and the team are shaken up, but happy to be alive.

33–45 Average – you are found wandering in the tundra and are helicoptered to safety.

46–55 Fair – you survive the expedition but leave your researcher role, turn your back on science, and spend the rest of your days believing the Earth is flat.

56–70 Poor – you are emotionally scarred for life and develop globophobia (fear of balloons).

71–112 Very poor – you become infected and don't make it out of the research facility.