

Survival science: learning through group interviews

Flood fighters: scoring sheet

Item ranking and reasoning

1. Life jackets – will keep you afloat if you end up in open water
2. Metal bucket – can move and hold water. The bucket is metal, meaning it won't burn with the heat from the Bunsen burner. Metal is also a good conductor of heat
3. Steel wool – not useful on its own, but, when combined with the batteries, the current heats up the steel fibre, causing it to rapidly react with oxygen in the air and ignite
4. 9 V batteries – both these and the steel wool can light the Bunsen burner
5. Bunsen burner with one gas canister – can boil water in the bucket, so that you have sanitary water to drink
6. Filter paper – a way to help remove solids from water when the gas canister from the Bunsen burner runs out
7. Can of yellow spray paint – can be used to spray SOS on the roof of the house so that someone may find and help you
8. Metal pipe, 5 cm in diameter, 2 m long – can be used as a chimney to remove smoke from the room. Could be used to fight, climb to higher places, or seal a door shut
9. Two-person tent – you might have to camp on the roof and sleeping in the tent will be warmer than just the room, as it traps warm air
10. A packet of chocolate biscuits – basic nutrition
11. Rubber tubing – useful for siphoning liquids, creating slingshots, or as a tourniquet in medical emergencies. Could also be a makeshift rope
12. Solar water pump (to move water) – the weather is bad, so the pump might be slow. Could be used to pump water out of the room
13. Assortment of books – could be used to start a fire, or as entertainment
14. Maps of the local area – not much useful information on the map, as the area is flooded. Could be used to help start a fire
15. Decorative samurai sword – it's a decorative item made from stainless steel, which is less durable than other metals, such as carbon steel, used to make real blades



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 survive the week safely indoors and are rescued.

26–32 Good – you end up camping on the roof but are rescued after a few days.

33–45 Average – you develop hypothermia and spend some time in hospital after your rescue.

46–55 Fair – you spend a day floating in the water before latching onto a tree to survive. You move to the driest desert of Arizona and never speak of the incident.

56–70 Poor – you are separated from your friend and wake up in hospital. You develop ablutophobia (fear of bathing).

71–112 Very poor – you and your friend do not survive the week of flooding.