

SURVIVAL

A Scouting Ireland challenge

Refugee Dilemma



Refugee app

LIFE AND DEATH DECISIONS

Every minute eight people are forced to flee war, persecution or terror.

If conflict threatened your family, what would you do?

Built for iOS and Android, 'MY LIFE AS A REFUGEE' lets players contemplate the same life-changing decisions refugees make in a true-to-life quest to try to survive, reach safety, reunite with loved ones and re-start their lives.

Ready to get started? Download the app now!



Read more here
<https://mylifeasarefugee.org/index.html>



Team four

This team was led by the Captain. He took his team aside and had a meeting. They made up a map of the island, worked out where the best source of food and materials would be. Then they discussed the skills and capabilities of each member of the team. Balancing the need to get off the island against the capabilities of the team members that they decided to head in a North Easterly direction - avoiding the dangerous swamps. After a week or so they had set up base camp at point 9.9 on the map - a point from which they had easy access to the lush timber and food reserves. There was also an ideal spot for launching their raft - with no fear of crashing on a coral reef. They started to collect timber and build up stocks of food.

The Captain worked hard alongside his team. They shared out the work among the team. One passenger, a carpenter, took on the job of designing the raft, the others started collecting wood. Problems arose from time to time, people felt tired, they saw little progress at times, but the Captain got the team together and discussed the problems - not allowing grudges to build up. Within a month, the team had a raft built and stocked. They launched and spent a week or so on trials. Having sorted out some design faults they sailed away and were discovered two weeks later by an oil tanker and saved.

Team five

The fifth team was led by you. Where exactly would you end up? Which of the first four teams would you follow? You see the first four teams by different kinds of leaders. Each leader had a different emphasis on two things - people and results,



1. The Entertainment's Officer who led Team One was only interested in keeping his people happy. He didn't really care about getting off the island because his people just wanted the easy option - they wanted to laze about on the lagoon rather than work. He didn't even expect them to gather food - he did all that and they loved him for it. He knew that there would probably be a stormy season, but didn't want to bring it up, he just laughed it off. People mightn't like him if he was too serious. His team ended up at point 1.9 on the map so we'll call him a "one-niner".

2. The Ship's Engineer took exactly the opposite approach. He had very little regard for his people - all he cared about was the result which had to be achieved - regardless! He pushed his people hard. He took the side of the island that was obviously going to produce the goods but his people suffered, and as often happens they fought back and left him. He made all the decisions - regardless of whether some of his people had good ideas. He won all arguments and made sure the other person knew they had lost. He ended up on the bottom right hand corner of the island (grid ref. 9.1) so we'll call him "nine-ner".

3. The Purser wasn't really interested in whether his people were happy or not. Nor was he interested in achieving his set goal, i.e. getting off the island. His team could do as they liked as long as they didn't disturb him. As you would expect, his team enjoyed themselves for a while - they did as they wished, but soon panicked, quarreled and left him alone at point 1.1, so we'll call him a "one-ner".

4. The Ship's Captain on the other hand seemed to be able to handle both the people and the task in hand together. While he showed his ability to work his people according to their skills and abilities, he was also able to keep them working towards their goal. He seldom

made decisions on his own - by involving the team, he gave them a feeling of importance and -also the quality of decisions was much higher - the carpenter obviously knew what he was talking about when it came to boat building. From time to time his people had arguments amongst themselves and with him. Instead of brushing it under the carpet he made the point of actually discussing these problems, trying to find the root cause. The Captain made it all the way to point 9.9 on the island, so we'll call him a "nine-niner".

YOU!

So which style do you normally use? How do you go about leading your team?

Think of other people in Scouting - what style do they use? Are they "engineers" or "entertainment officers", "pursers" or "captains"?

The style of leadership we use has a great effect on the people we work with. There are too many ship's engineers and lots of entertainment officers who just want to keep everyone happy.

We have some 'pursers' who do just enough to keep their position and don't want to stick their necks out.

We don't have enough Ship's Captains around. Those people who would end up at point 9.9 on the island is the kind of leader we need. It's not too hard to become a "nine-niner". It involves developing good teamwork, listening for new ideas, evaluating these, proposing solutions and confronting problems as soon as they arise. Above all it means that at no time do you lose sight of the needs of either the people around you or task in hand.