

<u>Gilligan</u> Job: First Mate (Captain's helper) Characteristics: funny, foolish Good point: He's a hard worker. Bad point: He often causes accidents because he's not careful.



#### <u>The Skipper</u> Job: Ship Captain Characteristics: happy, bossy Good point: He is a natural born leader. Bad point: He tries to be the boss of everything. If you don't follow his orders, he will hit you with his sailor-hat.



<u>Mr. Howel</u> **Job:** Millionaire

Job: Millionaire Characteristics: greedy, lazy, romantic Good point: He's rich and he knows how to make life easy and comfortable. Bad point: He never does any work.



#### <u>Ginger</u>

Job: Movie Star Characteristics: young, beautiful Good point: She's a talented actress. She likes to entertain with her singing, dancing, and acting. Bad point: She's not very smart and she

wants to be treated like a princess.



<u>The Professor</u> Job: High School Teacher Characteristics: smart, stubborn Good point: He's a science genius. He can speak 4 languages: English, Marubi, Papuan, and Katubi. Bad point: He always thinks his way is the best way.



Mary-Ann Job: Farmer's Daughter Characteristics: sweet, naive Good point: She can bake the most delicious coconut cream pies. Bad point: She's too conservative, shy, and easily frightened.



<u>Candy</u> Job: Exotic Hawaiian Dancer Characteristics: charming, sexy Good point: She always smiles and she's a great dancer! Bad point: She's a playgirl.



<u>Phil</u>
Job: Construction Worker
Characteristics: hard working, angry
Good point: He's strong and he can build anything.
Bad point: He hates taking orders, and often yells at people.



<u>Nurse Edna</u>

Job: Psycho Nurse Characteristics: crazy, genius Good point: She can solve most medical problems because she worked in a hospital for 30 years. Bad point: She sometimes enjoys doing

terrible medical experiments on people – just for fun.



# Calvin

Job: Underwear Model Characteristics: sexy, muscular Good point: He looks great in a swimsuit or underwear. Bad point: He never wears a shirt, and he

is very self-centered.



<u>Tire</u> Job: tire

**Characteristics:** round, rubber, old **Good point:** Can be used for many things eg: games, sitting on, burning, making shoes, etc. **Bad point:** It is dirty, old and flat.



### Briefcase with \$1,000,000

Job: money Characteristics: paper, valuable Good point: It's a lot of money, you will be rich Bad point: There's nowhere to go shopping on the island.



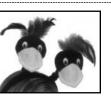
<u>Chef Boy-ar-dee</u> Job: Italian Chef Characteristics: fat, cheerful Good point: He makes the best pasta in the world! Bad point: He can only speak Italian.



<u>Chester Skrivnik</u> Job: Retired Corn Farmer Characteristics: 98 years old, no teeth Good point: Occasionally he will say something that makes sense. Bad point: He is very old and weak. He usually talks about hamsters, monkeys or the war all day long.



Monkey Job: monkey Characteristics: funny, noisy Good point: He can climb trees and get coconuts and bananas. Bad point: He steals food and eats it.



The last 2 dodo birds on earth Job: birds Characteristics: stupid, ugly, lays eggs Good: They're delicious and easy to kill. Bad: You have to feed them or they'll die. Note: If you let them die, they will become extinct.

# Gilligan's Island

You were on a 3 hour boat tour when suddenly the weather got rough and your boat crashed into some rocks near a deserted island. You and your partners made it onto the life-raft. The other passengers are floating in the sea. You must decide who to save to help you survive on the island.

# Instructions:

- Print 1 page per group of students.
- Cut the page and make a pile of character cards.
- Put students in groups consisting of 3 or 4 students and give one pile of character cards (face down) to each group.
- One student is designated the judge. The other students each pick a random card.
- Students take turns trying to persuade the judge to save their character.
- The winner keeps that character. The losing characters go into a discard pile.
- Another student becomes the judge and play continues until there are no cards left.
- The student with the most characters wins!

Questions: If some groups finish early, they can discuss the questions below.

- 1. Have you ever gotten lost? What happened?
- 2. Do you have a good sense of direction?
- 3. Would you rather be lost in the middle of the desert, ocean, or jungle? Why?
- 4. Do you think you'd be a good survivor?
- 5. Do you enjoy camping / hunting / fishing?
- 6. Your ship crashes on a deserted tropical island:
  - A. Name one thing you wish you had with you.
  - B. Name one famous person you wish was with you.
  - C. What is the first thing you would do?
  - D. How long do you think you could survive there?
  - E. What would you do to try and get rescued?
- 7. Have you ever seen the TV show 'Lost'?
- 8. Have you ever seen the TV show 'Survivor'?
- 9. Have you ever seen the movie 'Castaway'?
- 10. Would you rather be a survivor on an island full of venomous snakes and spiders or lions and crocodiles?
- 11. If you were the last person on earth, what would you do?

## Follow-up:

- Ask each group who their most valuable character is.
- Ask who saved the tire / monkey / money / birds. Find out why.
- You may also like to point out which group you think is most / least likely to survive.