

Leaving the Postcode

Determination

Courage



This activity can be useful when completed as part of preparation to go on a trip.



Determination is trying to do something even when you find it difficult.

Activity 1

Aim(s)

- To introduce the idea of taking a trip out of the local area.
- To explore any fears / concerns / worries associated with this.

Resources

- *Leaving the Postcode* Scenario Cards (Add more relating specifically to your situation, if needed.)
- Flipchart/whiteboard to record the points raised.

Delivery Guide



This can be done in a small group – possibly 6-8 people. If there are enough young people for several groups, it may work best to replicate the scenario cards into a few groups.



Facilitators can also play the game.

This doesn't have to be played as a game, it can just be used to generate discussion. Use the most suitable format for your context.

Lay out the scenario cards face down. Invite a young person to choose a card unseen. They then have to do one of two things:

- Answer the question.
- Nominate someone else to answer.

If the nominated person does not answer, it can be opened to the rest of the group to answer.

If they answer the question, they get a point. If they nominate someone else to answer it, that person gets the point. The person with the most points will win.

Scenarios:

- You have a choice of destination – local, anywhere in the UK, or anywhere in Europe – where do you choose and why?
- What do you need to allow you to travel abroad? How do you get them?
- You can take 3 friends if you travel locally, 2 friends in the UK, and 1 friend if you travel to Europe. If you go to the USA, you must travel alone. What do you choose and why?
- You decide to take a trip to Spain. Flying is very expensive but it is quick and it doesn't need much planning. Sailing is much cheaper but boats and trains must be organised. Which do you choose and why?
- You plan to make a short visit with 3 friends. As it is local there are other people there who you would usually avoid. What do you do and why?
- A member of your family is taken ill and has to stay in another postcode with relatives. You need to visit but regard the area with suspicion due to past rivalries. Do you visit or not? Why?
- On a visit to _____ you are allowed 2 hours of free time, after the museum tour, to see the sights. Where would you go and what would you do?
- On a trip to Barcelona FC you are taken into the dressing rooms. Lionel Messi's shirt is hanging on a peg and you are alone as the last person in the room. What would you do?
- You're travelling abroad to India for the first time and you want to find out what kind of country it is and how you should act. Where do you look?
- Your youth group is taking you to _____ but you need to organise train tickets, get up early and make it to the meeting point before you go. You can't be bothered. What do you do?

After playing the game with the scenarios, spread them all out so they can all be seen. Ask them to identify which scenarios involve using determination. How important is determination to travelling and taking trips?

Points to highlight

- A lot of new experiences need determination, especially experiences you don't really want to do or those that make you worried or nervous.
- There's quite a bit of preparation involved in getting ready to make a trip or go away.