

# SURVIVOR: DRAGON ISLAND

**OUTZEST • OUTQUEST • OUTJEST**

Upon arrival on the "island", place participants in groups. The groups may be friends or families. Have each group choose a name. Give each a piece of tag board cut in the shape of a pennant. They are to choose a team name and decorate the pennant with it. Dragon templates may be provided to help with this. During this time, you may choose to play the "Survivor" soundtrack in the background. You may also choose to give each team different colored fabric buffs to keep.

## Challenges

**Dragon Egg Carry:** Use plastic eggs balanced on serving spoons

**Rescue the Princess, An Obstacle Course:** Put on a shield (pre-made from lightweight cardboard covered with foil with straps to tie around waist), jump a moat made from blue paper, pull rope attached to a bag of puzzle pieces which will form a picture of a crown, assemble the puzzle, receive a filled water gun from leader, race to the cave (a box covered with tissue paper), punch through to grab the key to a treasure chest, follow the crooked path of masking tape on the floor to the dragon's lair (in a larger room, an actual obstacle course may be created using chairs to go around, tables to crawl under, and rope strung between chairs to step over), squirt dragon (laminated picture, stuffed animal, puppet, plastic dragon, whatever), rescue princess (Barbie?), run back to the beginning, use the key to open the treasure chest (a small toy chest filled with chocolate coins), and share the reward with your team at the end of the challenges.

**Taste Test for a Royal Feast:** Place bite size pieces of food under cups (fruits, vegetables, gummy or other candy). Participants must eat what is under the cup or forfeit.

**Javelin Toss:** Stand behind a taped line and attempt to throw a paper gift-wrap length tube through a hoop.

**Scoop Out Dragon Scales:** Bury buttons in a blanket box partway full of rice. Use slotted serving spoons to see how many can be scooped out in a set amount of time.

**Find the Unhatched Dragon Eggs:** Use a mixture of uncooked and hardboiled eggs. Team members come up to the table one by one, choose an egg and crack it into a bowl.

**Fantastic Daring Deeds Trivia Game:** Use a set of questions either purchased or original, based upon books and characters. Give each team a box marked with A, B, C, D. True, and False on the sides. As a question is asked, one member from each team holds the box and turns it so their answer faces the leader. If they are correct, the team moves forward. If they are wrong, they stay where they are.

**The Great Dragon Roar-Off:** Each team selects one person to participate. The player with the most unique roar (as determined by a panel of volunteer judges – library staff?, teen assistants?) is the winner. Use gummy or regular Lifesavers as a reward for this challenge.

## Rewards

Dragon Punch (green 7-up), Dragon Eggs (jellybeans).

No one is voted off but a running score is kept of teams winning challenges. Each member of the winning team receives a paperback book (we let them select from donations). Each player is given a certificate of participation.

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