Writing Activity: Reacting to a Survival Situation

Directions: When generalizing, begin by gathering examples. Then draw conclusions by looking for what your examples have in common and by finding ideas to apply to other situations. End with a statement that summarizes your conclusion.

Select one of the situations on the following screens. In the chart, describe the dangers you may encounter and ways to handle the dangers in order to survive for two months.

Writing Activity: Reacting to a Survival Situation

- You are alone in the Canadian wilderness with the following items: a hatchet, a knife, a piece of string, a paper clip, a beeper, two books, pencils and pens, a water bottle, one sandwich in a plastic bag, two candy bars, a parka, and your backpack. You have no way to contact the outside world.
- You are living in the 1850s—a time without television, telephones, radio, indoor plumbing, electricity, computers, video games, cars, or grocery stores.
- You are on a new planet in another solar system without a spaceship (yours is broken). There is no way to contact Earth, and you have very little knowledge about the plants and animals on the planet.

Writing Activity: Reacting to a Survival Situation

Danger or Problem	Ways to Handle Danger/ Problem

Writing Activity: Reacting to a Survival Situation

Danger or Problem	Ways to Handle Danger/ Problem

Risk Taker	Risk That Was Taken	Reason(s) for Taking Risk

Risk Taker	Risk That Was Taken	Reason(s) for Taking Risk

Character/Person	
Survival Skills	How Skills Helped

Character/Person	
Survival Skills	How Skills Helped

Writing Activity: Reacting to a Survival Situation

After you complete the chart, review your examples. What do they have in common? How could you use these examples to handle other situations? Write a generalization about survival on a separate sheet.

Generalizing involves

- recognizing particular elements in a situation
- seeing common elements in dissimilar situations
- applying lessons to other situations
- creating an overall statement to define a situation