

## Shipwrecked on an Island: Founding a New Society<sup>1</sup>

You and the people in your group have been washed ashore on an island (you don't know anything about the island, nor where it is located). After a number of weeks it has become clear that you will not be rescued, and you are going to have to decide – as a group – how you are going to live together on the island.

Before you choose where you are going to live, and how you are going to design your society, your group needs to come to an understanding of definitions - in your own words - for the following ideas:

**Right Behaviour**

**Wrong Behaviour**

---

Please complete the following tasks for your community:

- Pick a location on the island for your community to live (be ready to show your teacher on the map).

Questions: What will your community look like? How will people live within that community? (examples: single dwellings, houses, communal living, solitary living)

- How will your society be governed? (Or will it be governed at all?).



Kingdom of Bhutan



Republic of Singapore

---

<sup>1</sup> Adapted from "Shipwrecked on Stewart Island," August 2018.

- Create three supreme laws for your community – these laws can be about anything. \*Think about “Right Behaviour” and “Wrong Behaviour”

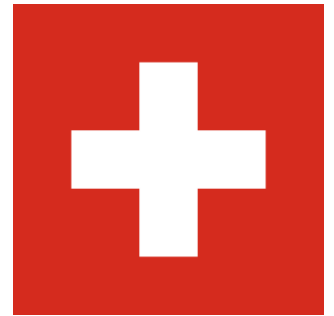
1.

2.



Haudenosaunee Confederacy

3.



Swiss Confederacy

- Create three traits that are unique to your people.

1.

2.

3.



- How will you enforce your laws?

