

Deserted Island

Deserted Island is a simple no prep first class icebreaker for young learners and teens. In this activity, students imagine they have been trapped on a desert island. They must think of five things that they would take with them if they lived on a deserted island. Encourage students to say what the items are and why they would take them.

Activity time: 10 - 15 minutes (approx)

Skills Practiced: Speaking

Level: Young learners and teens. Lower intermediate and above.

Method

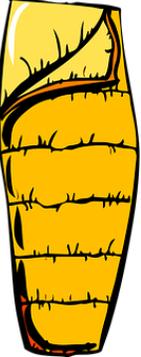
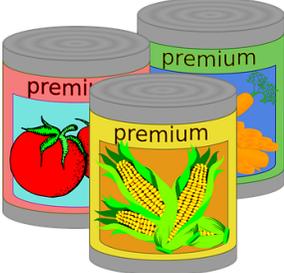
1. Tell your students to imagine that they are trapped on a deserted island. To make the game livelier and make the students' imagination work, you can show them some [pictures of a deserted island](#).
2. Give them some time to think of five items that they would take to the deserted island. You can start the game yourself by naming your five items. Alternatively, you can use the prepared handout below.
3. Encourage them to discuss how each item might be useful. Ask the students to explain why they want to take these items.
4. Enjoy and have fun.

Variations:

- What five songs would they bring?
- What five books would they take?
- What five foods would they take?
- Give students a handout (see printable download below) and ask them to pick five items. Encourage students to discuss how each item would be useful. Have them pick five on their own and then later put them in groups and decide which five they would take as a group.

What five items would you take if you were stranded on an island?

Choose five items and decide why you would take them.

 <p>Compass</p>	 <p>Knife</p>	 <p>Books</p>	 <p>Axe</p>
 <p>Tent</p>	 <p>Matches</p>	 <p>Torch</p>	 <p>Water bottle</p>
 <p>Toilet Paper</p>	 <p>Dog</p>	 <p>Tent</p>	 <p>Canned food</p>