

# Learn Git and GitHub without any code!

Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

[Read the guide](#)

Branch: **master** [hawila-education / workshops.md](#) [Find file](#) [Copy path](#)

 **raisoman** Introduced tips in some of the workshops 19dad9a on Jul 25, 2017  
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## Workshops

The purpose of this list of workshop descriptions is to provide the organizers of the trip with a sort of toolbox, from which they can pick activities that will suit the situation and the group of children.

### Quiz

In order to get acquainted with the ship, find the names of all the elements on the drawing. A good starting exercise.



Learnings: vocabulary

### Climb the mast

Climb to the top of the mast (wearing climbing equipment and being secured with a line)



Learnings: motor skills, overcoming fear of heights

## Dish washing

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Using salt water, rinse the dishes. Then wash and rinse them with a little fresh water.

Pull water from the sea using a bucket.



Learnings: share the chores, motor skills

## Steer the helm

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Keep a given course.

*Tip:* Unless the horizon is empty, use pointers on the horizon to navigate, it's more precise than the compass.



Learnings: learn to read a compass, understand the ship's momentum

## Morning/evening swim

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Before or after the sailing, arrange a swim around, or under, the ship.



Learnings: lots of fun. Learn to swim and dive. Get confident in the water.

## Working with the sails

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A lot of activity occurs when maneuvering the vessel, e.g. hoisting the sails, coiling, etc.



Learnings: operate the vessel, many mechanical aspects.

## Tarzan in the ropes

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Set up one or more ropes that the children can swing around in, possibly into the water



Learnings: motor skills and physical training.

## Zodiac

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Steer the zodiac.

*Tip:* Look far ahead to keep the course.



Learnings: steering a small vessel. Understand how the engine works.

## Knot work

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Bow line, dobbelt halsstik, noed de huit, +2. Perhaps also other knots.



Learnings: useful knots.

## Splicing

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Splice two ropes together.



Learnings: how ropes work, splicing.

## Hoist the anchor

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A quite physical and stamina-demanding exercise.



Learnings: how an anchor and chain work, physical training.

## Bearing planning, passage planning (advanced?)

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Plan the trajectory using a (paper) map.

Learnings: geography, vector arithmetic

## Fishing

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Catch some fish for dinner.



Learnings: fishing

## Challenges

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The children generally enjoy pushing their limits and tend to invent challenges on their own.



Here are some examples

### Jump challenges

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from the rail



from the shrouds level 3, level 4



from the roof





## Climbing challenges

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Chain challenge: climb up into the shark nest from the chain



Mast: Climb to the highest accessible point on the mast



## Diving

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- under the hull: Swim under the hull of the ship
- to the bottom: Swim down to the bottom of the sea (and up again)