ALL ABOARD!

Set sail and discover an ocean of opportunities

RULEBOOK

GAME INSTRUCTIONS

All Aboard! is an educational initiative that aims to explain to pupils the variety of professions that exist onboard cruise ships through dynamic and interactive exercises.

The project seeks to share with children some of the values and principles that prevail in life onboard: tolerance, diversity, respect for different cultures, teamwork, environmental protection…

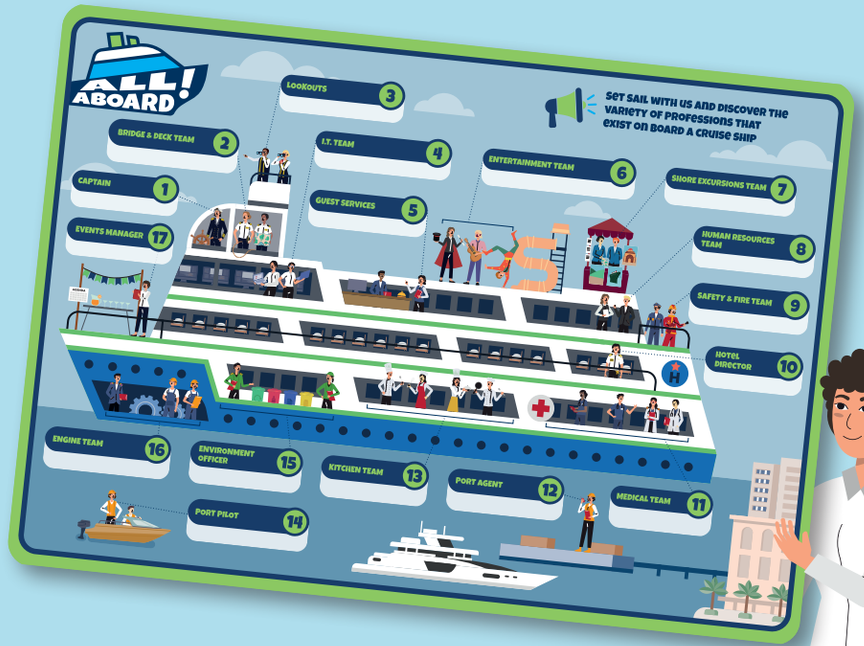
The exercise is in the form of a game based on role-play and pupil interactions, which allows them to discover and to learn creatively.

Each pupil plays the part of a professional and is tasked with explaining to their classmates what their job entails, and some of the interesting aspects of the role. This way, the class finds out, for example, what are the responsibilities of the captain or environmental officer, how many people work on the kitchen team; how many nationalities can live together on board a cruise ship … and much, much more!

- **Duration:** 50-60 minutes
- **Maximum class size:** ideally no more than 30 schoolchildren aged between 9-11 years old.
- **Equipment needed:**
  game equipment (worksheet, description cards), chairs, tables, pencils, and a blackboard or whiteboard.

CLASSROOM PREPARATIONS

1 **Before the arrival of the children, place the worksheets and pencils on the tables**



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INTRODUCTION (10 MINUTES)

2 The children arrive in the classroom and take their seats.

3 After an introduction by the teacher, the moderator – who assumes the role of the captain – reads aloud the introduction (narrator/poetic tone).

The ship is about to set sail from port.

The crew is ready to start a new journey.

It is a team made up of professionals from more than 60 countries: their cultures are different, something that excites them because they will be able to learn customs and traditions from many countries.

Their training is also varied. Some work with the captain and are responsible for getting the ship to sail; others are part of the kitchen team and it is in their hands to prepare delicious dishes for their colleagues and passengers; others are musicians, acrobats, dancers... and their main mission is to entertain guests.... And so on up to more than 400 different positions.

A strong feeling spreads among them: that of a team!

Passengers from all corners of the world also travel on board, ready to enjoy an unforgettable holiday. During the trip, you will discover fascinating destinations and new cultures and traditions.

It is time to weigh anchor and set off on a journey that will unite cultures, allow crew and passengers to experience adventures they will never forget.

So... Are you ready? Let's set sail!

4 Divide the groups into pairs and hand out a card to each pair. This card describes the role which the pair will present to their classmates. It is important to tell the pupils that they must not show the card they have been given to any of their classmates.

On the cards, the pupils will find a job description that shows the tasks carried out by the role they have received.

Tell the pupils they must explain to their classmates their responsibilities. Make it clear they are not allowed to say the name of their job.

Annex contains a list of the different roles.

5 Once the cards have been distributed, pupils are given three minutes to read the cards and understand the duties of the role that they will present – and to talk with their partner how they will present.

6 Each pair will then be given three minutes to present. Their presentation should include the following actions:

- Explain their responsibilities verbally (without saying the name of their job).
- Draw elements of their role on the board.
- Perform a short mime.

The cards contain clues that will help students to draw and act out their role.

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EXECUTION (40 MINUTES)

7 The moderator will invite at random each pair to come to the front of the class and present their role.

Each pair is allocated a maximum of three minutes to present (adjustable based on class size). To keep track of time, it may be helpful to use a stopwatch or a timer that is visible to the class.

8 After each presentation, the rest of the pupils must guess what profession their classmates have just described. Tell the pupils to write down the names of the pupils who have presented in the appropriate box on the worksheet.

CLOSING (10 MINUTES)

9 When all the children have made their presentations, use the remaining time for the final reveal!

This is the moment when the moderator reveals which roles each of the pupils were presenting.

The rest of the class can check their worksheets to see if they had guessed correctly.

Note: there will be easier profiles and others which are a little more complicated.
The objective is for pupils to be engaged throughout the session and to learn about the different professions.

ALTERNATIVE RULES

This game can be adapted for different class dynamics.

1 Children in pairs are given three minutes at the front of the class to draw and mime their role. They are not allowed to read out the role description.

2 The rest of the class needs to guess their role based on their performance.

3 The game progresses according to the standard Game Instructions.

4 The teacher can ask the class at the end which pair gave the best performance.

ANNEX I: LIST OF PROFESSIONS

1 CAPTAIN - MODERATOR

2 BRIDGE AND DECK CREW

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ANNEX:
LIST OF PROFESSIONS

3 LOOKOUTS

4 IT TEAM

5 GUEST SERVICES

6 ENTERTAINMENT TEAM

7 SHORE EXCURSIONS

8 HUMAN RESOURCES TEAM

9 SAFETY & FIRE TEAM

10 HOTEL DIRECTOR

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ANNEX:
LIST OF PROFESSIONS

11 MEDICAL TEAM

12 PORT AGENT

13 KITCHEN TEAM

14 PORT PILOT

15 ENVIRONMENT OFFICER

16 ENGINE TEAM

17 EVENTS MANAGER

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All Aboard! is a game of discovery created by Cruise Lines International Association to showcase the diversity of professions available in the cruise sector.