STRINGWAYS
STUDENT QUICK-START

SCENARIO
A large new area in Central Australia is being developed for settlement. Your team has been employed to develop a high-speed railway network to connect the new cities and towns. An alternative airborne network must also be developed to cater for emergencies.

AIM
The aim of this half-day activity is to develop networks to join a series of towns in the most efficient way possible.

WHAT TO DO
Each team will be given a Quick-start/Scenario Book, two lengths of coloured string and a Stringways board, of which a section is shown below.

In the initial scenarios, your team will select the routes for rail lines to connect towns. Due to various topographical features (hills, rivers, etc.), only the pre-existing black pathways printed on the board can be used. Your score will be determined by measuring the length of your proposed railway line (string).

In the later scenarios, a cure has been developed for a disease that has spread quickly across the new settlements. Your team must plan a route for the helicopter to distribute the cure from town to town.
TIMETABLE

| Session (1h 45m) | Following a 5-minute briefing by your Activity Personnel, your team will have 95 minutes to work through scenarios from the scenario booklet. The remaining 5 minutes is left for pack up. |

RULES

Unless otherwise stated, you must follow the pre-existing black pathways printed on the board.

Any team that does not make a serious attempt will receive zero points for the scenario. For a single string scenario, the string must visit at least 60 towns, and for a dual string scenario, each string must visit at least 30 towns for an attempt to be considered serious.

Any team that cuts, tangles, knots, loses or otherwise damages their strings will receive zero points for the entire activity.

Teams work at their own pace but must complete the scenarios in ascending order starting from scenario 1. If a scenario is missed any later scenarios will not be scored. Do not remove the strings from the board unless directed to do so by the Activity Personnel.

The string only needs to touch the towns. It does not have to be looped right around them.

Upon completing a scenario test your team must immediately raise your hands to have your score marked by the Activity Personnel.

SCORING

In the initial scenarios, the aim is to visit as many towns (bolts) as possible while having as much string left over as possible. Teams score one point per centimetre of string remaining at the completion of each scenario. Points are deducted each time a town (bolt) or pathway (the pre-existing black pathways printed on the Stringways board) is missed.

Scenarios 7-12 are more complex with additional penalties and bonuses. In these scenarios, the numbers adjacent to each connected bolt will count once towards your score.

It is critical to read the score sheet and rules to understand how points are awarded.

⚠ At the end, ensure your team’s score sheet is with the Activity Personnel.

TIPS

Be careful to follow the pre-existing black pathways printed on the Stringways board when required to do so; the penalties are severe otherwise.

Every team member should contribute to each solution to maximise bonuses and minimise penalties, particularly in the later scenarios.

Don’t spend too long on each scenario, about 10 minutes should do; the more scenarios you complete the more opportunities there are to earn points.