



D Lost Dutchman

Lost Dutchman is a table-top simulation, based on the legend of the "Lost Dutchman's Gold Mine" in the Superstition Mountains of Arizona. The game requires teams to analyze information, identify problems, make choices regarding collaboration and evaluate the consequences of those decisions. This program focuses on the ethical responsibility of considering the well-being of others along the way to reaching a goal.



3-4 hours

\$20 / person

0 - 120 group size

At your location

1:20 staff ratio

*Challenge Discovery's philosophy has always been based on character development in an effort to develop relationships, teamwork and confidence. As researchers increasingly link cognitive skills to success in education, we are now integrating the five **Social and Emotional Learning (SEL) competencies** into each of our three programs. Each program emphasizes specific strengths and focuses on certain competencies of the model described in more detail on page 2.*



The social and emotional learning (SEL) integrated framework enhances students' capacity to integrate skills, attitudes, and behaviors to deal effectively and ethically with daily tasks and challenges. While all five competencies are included in the Lost Dutchman program, we bring specific focus to the one that promotes **cognitive competence**.

SEL Model



**casel.org*

Responsible decision-making

The ability to make constructive choices about personal behavior and social interactions based on ethical standards, safety concerns, and social norms.

The realistic evaluation of consequences of various actions, and a consideration of the well-being of oneself and others.

- Identifying problems
- Analyzing situations
- Solving problems
- Evaluating
- Reflecting
- Ethical responsibility