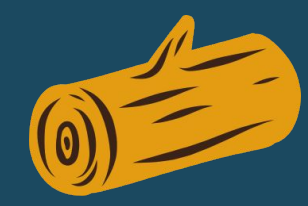
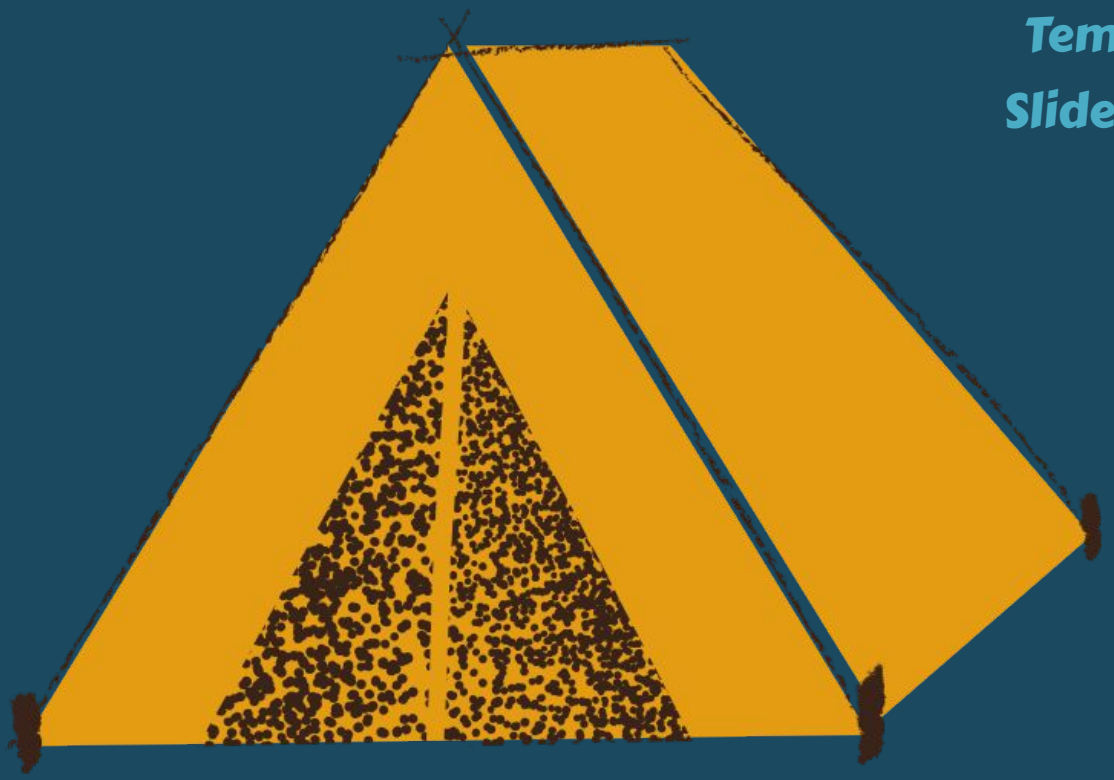


Josh T Jordan's

# Can, Yew, Knot

Template by  
SlidesCarnival





In this game for one or more players, you make plans for a fictional camping trip.

## Supplies:

- Empty Food Can or Bag
- Scrap paper and a writing tool
- One of the following:  
Sewing/knitting/crocheting supplies, board game, puzzle, or rope and a cool stick (OPTIONAL: Use paracord and a Yew branch or willow reed)
- Your favorite book about nature, camping, or crafting (OPTIONAL: See suggested book list)

## Setting: The

sidelines of another activity, such as:

- Watching your children's sports practice
- At a side table at a convention
- In the cafeteria
- At a picnic table in a festival or amusement park



## 1. CAN

To begin a game, the first player writes the numbers one through six on scrap pieces of paper and puts those scraps in an empty can or snack bag. Each player who starts or joins the game should choose three scraps of paper from the Can and remember the numbers on the scraps they drew.

The game takes the form of a polite conversation about an upcoming camping trip. During the conversation, everyone can

- Ask an open ended question
- Grumble about some imagined problem related to the camping trip

You can also do three other things during the conversation. Based on the three numbers you drew, you can:

1. Praise a person currently present
2. Acknowledge and Reinforce what someone said in the conversation
3. Describe a favorite event from a previous camping trip
4. Discuss romantic plans for the camping trip (perhaps involving a fictional person--don't be a creep!)
5. Discuss plans for fun activities with your kids on the camping trip
6. Quote aloud from your favorite book about nature or camping.

You may join this game at any point. Players should try to make sure there's always an extra chair ready for a new player. To join a game in process, approach the players and say, "Are we still going on that camping trip soon?" The other players will nod politely and point at the empty seat. The new player should complete step one.

You may leave this game at any point. When you leave, if you had fun and other players appeared to have fun, you win! To leave the game, if there are other players, politely say (without interrupting another player), "Well, I should be going." Other players will wish you well or nod politely. You have left the game. If you are the last player to leave, the game ends.

## 2. YEW



While you are discussing plans for camping, you are also observing the activities going on around you. At the same time, you are doing something with your hands. Depending on what sounds relaxing to you, you may use your hands to:

- Crochet, Knit, or nålbind
- Sew or patch clothes
- Play a boardgame,
- Assemble a puzzle
  - Practice tying knots on sticks (OPTIONAL: See suggestions and links on the Knotty List).

### 3. KNOT

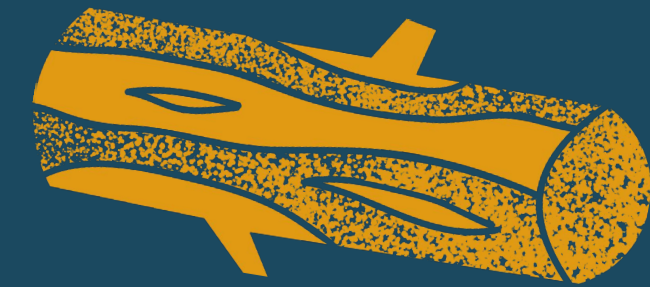
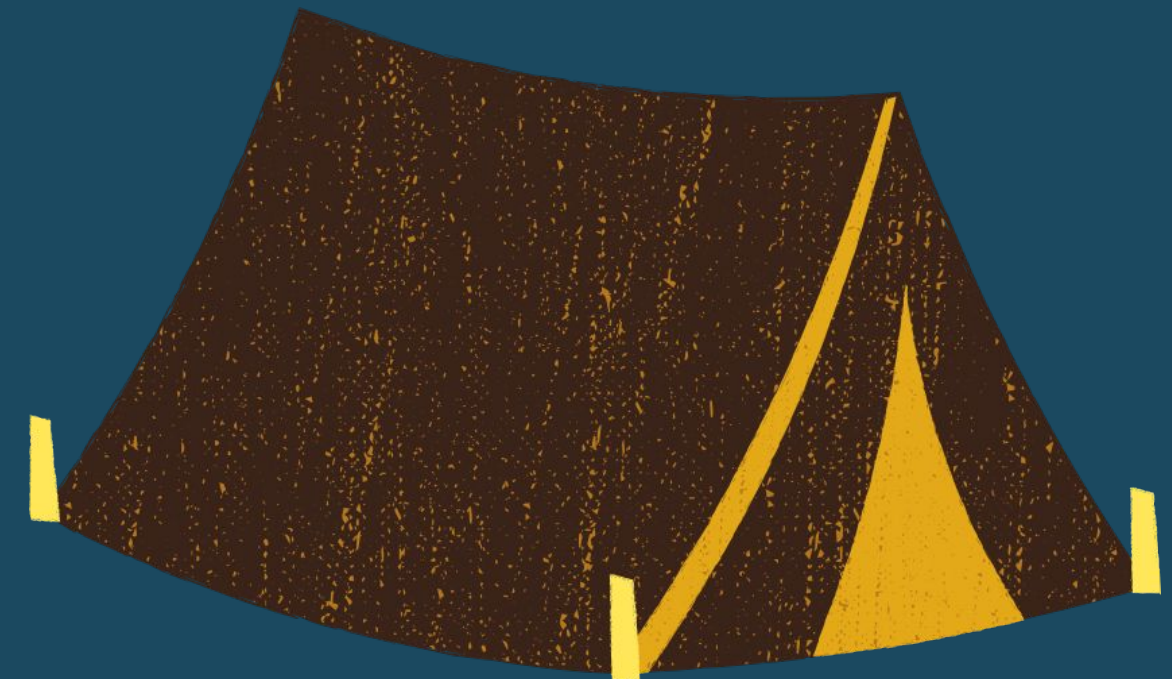


# Optional



## Suggested Book List

- The Peregrine by JA Baker
- Under A Cloud by Binoo K. John
- Waterlogged By Roger Deakin
- The Living Mountain by Nan Shepherd
- Under the Open Skies by Markus Torgeby and Frida Torgeby
- Meg's Miscellany of Mending by Meguey Baker
- With One Needle: How to Nålbind by Mervi Pasonen
- The Wildcrafting Brewer by Pascal Baudar



## Knotty List

- Prussik Knot
- Clove Hitch
- Bowline Hitch
- <https://www.hammockuniverse.com/blogs/hammock-blog/10-essential-knots-everyone-should-know>