The Unofficial Hunger Games Experience!

Would you be able to survive in the Arena? Build a fire, forage and hunt for food, heal your wounds with plants and creatively use materials found in nature? Join us for the Unofficial Hunger Games Experience to learn all of these skills and more!

The Unofficial Hunger Games Experience challenges teens and adults to learn some of the basic skills of wilderness survival that Katniss, Peeta and the rest of the Tributes relied on in the Arena.

Learn to **identify edible and medicinal plants** during a foraging workshop while also learning about the potential dangers of eating from nature. Fans of the Hunger Games series know that Katniss, who foraged for food regularly in District 12, was able to identify the poisonous nightlock berries but Foxface, the tribute from District 5, died after consuming the lethal berries. The Hunger Games books also include accounts of healing plants being used in the arena: after an attack of tracker jacker, Katniss was saved when her ally Rue applied a paste made of medicinal plants.

Fire is an important theme in the Hunger Games and one of the most important skills needed for outdoor survival. During the Unofficial Hunger Games Experience, participants will have the chance to learn how to **safely start a fire using flint and steel** and then build the fire to a point that it can be used to boil water, cook food, or act as a decoy within the Arena.
If you don’t have rope in the Arena you are not out of luck, plants can be turned into cordage strong enough to use as a substitute for rope. Tributes will learn how to make cordage out of available natural fibers and put it to use in a variety of applications: bow strings, snare traps, tripods and many other fixtures of survival.

To hunt larger game, students will learn about the atlatl, a spear-thrower that pre-dates Katniss’ beloved bow and arrows, and have a chance to use the atlatl to hurl darts at life-sized animal targets. Adults will also have the opportunity to learn the art of archery.

At the end of the day it will be time to put your skills to the test in a team relay race! Hit the target with the atlatl or arrow, forage for edible and medicinal plants, start a fire, make cordage, and complete the Gamemaker’s tasks. First team to complete all parts of the relay will win prizes from the Capitol. Everyone will then put their fires to good use and roast marshmallows for s’mores!

The program takes place at Meadowcroft Rockshelter and Historic Village. The Meadowcroft Rockshelter is the oldest site of human habitation in North America with evidence dating back 16,000 years. During the hands-on experience, participants will learn some fundamentals of survival employed by the many cultures that camped at the Rockshelter for thousands of years.

Camping is available on-site but most groups prefer the Capitol comforts at the Hilton Garden Inn.