

# Scavenger Hunt

## Activity Outline

Name: \_\_\_\_\_ Date: \_\_\_\_\_

### Introduction

This activity allows the student to independently discover different artifacts/items surrounding a specific subject. A scavenger hunt not only allows them to actively engage in the discovery of items, but also adds as a great icebreaker game for the students. This activity is short and timed, so the students are able to be settled after discovering an item. After every student finds an item in the room, the classroom can start discussions on their importance.

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### Activity 1: The Scavenger Hunt

#### Possible Materials

- Fabric/Material (Cotton, Silk, Synthetic)
- Household Items (coffee maker, CD Player, TV Remote)
- Old toys (Cup and Ball, Gameboy, Old controller)
- School Materials (chalk, dry erase marker, large pencils)

#### Instructions:

1. Hide items around the classroom for students to search for
  - a. Tag every item with colorful tape for identification
2. Choose students to introduce themselves and search for an item
  - a. 1 to 3 students can be picked at a time
  - b. Each student has 5 seconds to find an item



3. Describe the discovered items with the class

- a. Can be done at each table or with the entire class
- b. Analyze the items and ask about their characteristics
  - i. "What do you think this does?"
  - ii. "Do you have this in your classroom all the time?"
  - iii. "Does this look big/small?"
  - iv. "Is this related to another item? How has the item changed over time?"

