OVERVIEW

The youngsters increase their awareness of the outdoor environment by going on a scavenger hunt and an out-of-place hunt.
BACKGROUND

The outdoors has traditionally been a place for games and recreation. Outdoor games are not only fun to play, but can also introduce youngsters to an outdoor area and sharpen their observational skills. This folio presents two games that can acquaint the youngsters with some of the plants, animals, and other environmental features of an outdoor site. The games can be easily tailored to a particular group, purpose, and outdoor setting.

Games are usually more meaningful and exciting if the players are able to participate in the creation of the games. After the youngsters become familiar with a game in the folio, let them make suggestions for changing the rules.

MATERIALS

FOR GAME ONE: SCAVENGER HUNT

For each youngster or team of two:
5 to 8 hunt cards (3" x 5" index cards*)
1 30-cm piece of thick string* or yarn*
1 plastic bag*
1 pencil or crayon
1 roll of transparent tape*
1 hand lens*
optional: materials for special recording techniques (See the "Gaming in the Outdoors" Technique Card.)

FOR GAME TWO: OUT-OF-PLACE HUNT

For each youngster:
1 score card (5" x 8" index card*) with trail outline
1 pencil

For the group:
1 roll of tape*
1 ball of string*
1 pair of scissors*

1 box of natural objects (fruit, leaves, shells, rocks, sand)
10 to 12 trail markers (stakes* or flagging*, and index cards*)
marking pens*

*Available from Delta Education.

PREPARATION

Group Size. This activity is suitable for any size group. For groups larger than ten youngsters, form teams of two.

Time. Plan on thirty to forty minutes for each game.

Site. Choose any outdoor site with a variety of plants. Vacant lots, weedy fields, parks, and forests are all suitable.

Materials for Game One

1. Hunt Cards. The hunt cards should reflect the nature of the area; they may be diverse in nature or focus on one theme, such as "animal foods" or "natural shapes." You may use the following challenges, or make up your own.

For A Diverse Hunt:
Find a seed that travels by wind.
Find soil that feels like clay.
Find an animal home.
Find an insect on a plant.
Find a leaf with many veins.

For an Animal-Food Hunt:
Find food for a bird.
Find food for a squirrel.
Find food for an insect.
Find food for a snail.
Find food for a frog.

For a Natural-Shape Hunt:
Find natural objects that have one of these shapes:
2. **Making the Hunt Cards.** Prepare a set of five to eight hunt cards for each individual or team of two. You may want to give everyone the same challenges or give everyone different challenges. In any case, each card should contain one challenge. Punch a hole in the center of one edge of a set of cards and tie the cards together with string, leaving enough string to make a loop for the hunter’s wrist.

3. Prepare a score card for each youngster by outlining the trail on index cards and indicating by letter the location of each observation station.

**ACTION**

**GAME ONE CHALLENGE: GO ON A SCAVENGER HUNT.**

1. Point out the boundaries of the activity site.
2. Tell the youngsters that they are going on a scavenger hunt, and that they will search for items indicated by a set of hunt cards. Go over the following methods that the youngsters can use for recording their finds.
   - Collect the item or a small, representative piece of the item, and place it in a bag or tape it to the hunt card.
   - Draw a picture of the item on the hunt card.
   - Use one of the optional recording methods described on the Technique Card.
3. Give each individual or team a set of hunt cards.
4. Challenge the youngsters to search for the items listed on their hunt cards.

**Preparation for Game Two**

1. **Trail Set-Up.** Set up the trail before meeting with the youngsters. Mark a circular path through the activity area by placing stakes or flagging with lettered index cards (A, B, C, etc.) at intervals of three to four meters to establish observation stations. If a clear footpath is not present, use string to indicate the exact trail.
2. Near each observation station, place natural objects in areas where they do not belong. For instance, hang a peanut in a berry bush, berries in an oak seedling, an oak leaf in an elm tree, sea shells in a stream bed, or make a damp area on dry ground in bright sunlight.
AFTER THE HUNT

1. Let the kids or teams share their finds and use hand lenses to look closely at the objects. Ask the youngsters:
   - What items were the most difficult to find?
   - What discoveries did you make about the area while you hunted for items?
2. Ask each team to create a story that ties all of their finds together.
3. Ask the players to prepare hunt cards for other teams and play another game.

GAME TWO CHALLENGE: FIND THE OBJECTS THAT ARE OUT OF PLACE.

This game challenges the players to spot items that are out of place.

1. Tell the group that you have set up a special trail and have placed various objects along the trail in places where they don’t belong. Explain that by looking carefully, the youngsters should be able to find the out-of-place objects. Show the youngsters one example.
2. Announce that only two or three hunters can be on the trail at a time, and that they should not pick up any out-of-place objects they see. When a youngster is ready to hunt, he obtains a score card and pencil from the leader and waits for the leader’s OK to start. The hunter should stop at each observation station along the trail and look for out-of-place objects. The hunters make a mark at the corresponding place on their score cards for each out-of-place item they see. All discoveries should be kept secret until the end of the hunt.
3. When everyone has completed the hunt, ask the youngsters to compare score cards.
4. As a group, walk the circular path and have the hunters point out the objects they found. Point out any items the youngsters missed.

5. Play the game again. Divide the group into two teams. Have each team make a trail of out-of-place objects for the other team. Provide natural objects or have the teams collect them from surrounding areas.

BRANCHING OUT

In any outdoor setting, there are curious, unexpected things to find. Some examples are a mound of soil, a piece of litter, one defoliated bush, footprints, or tracks. A good outdoor hunter can use these curiosities as clues to the interactions that have occurred in the area (possibly gophers digging burrows or insects eating leaves on a bush). Ask the group to hunt for these natural clues in their activity area.
   - What do these curious clues tell you?
INK PRINTS

MATERIALS FOR ONE PRINT:
1 ink stamp pad* (or ink-covered sponge in a container)
2 pieces of paper
1 piece of cardboard backing
* Available from Delta Education.

PROCEDURE:
1. Press the object to be printed against the stamp pad.

2. Remove and place the object ink-side down on paper against a cardboard backing.
3. Place another piece of paper over the object. (This prevents inky fingerprints from obscuring the object’s outlines.)
4. Press down firmly over the entire object to transfer ink from the object to the paper.

CRAYON RUBBINGS

MATERIALS FOR ONE PRINT:
1 piece of cardboard backing
1 piece of paper
1 crayon

PROCEDURE:
1. Place the object to be printed on the cardboard or on another hard surface and cover the object with a piece of paper.
2. With a crayon, make a rubbing on the paper over the entire object.