

SCAVENGER HUNT

Achieve the challenge

The idea of this challenge is to find as many items on your list as quickly as possible.



Play the video

Scan this QR code on your mobile device to watch how the game is played.

How to play

1. Get into teams.
2. Create a list of items for each team to find.
3. Be creative with the items on your list. For example, find something: green, hard, with a smooth surface, that makes a noise, you could wear, you can make music with, crispy, etc.
4. In your team, find and collect as many items on your list in the time allocated, ensuring that you stay together as a team.
5. The game ends once the time runs out or you collect all the items on your list.

Equipment

Essential

- Space to play the game.
- List of items to find.

Optional

- Item checklist.
- Pen/pencil.
- Piece of equipment for teams to hold.

Spirit of The Games



Self-Belief:

Did you try to find all the items on your list?



Teamwork:

How are you communicating and working as a team in the game?



Determination:

Did you give up when you couldn't find an item or did you keep going?

Safety

- Make sure the area for the game is safe.
- Create and explain clear physical boundaries for this activity.
- Ensure the list created won't encourage any dangerous items being collected.

Link it up

- This game will help you to take part in any activity where you keep going for a long time e.g. athletics and orienteering.

Think tactics

- How do you decide which items to find first?
- How can you ensure that everyone in your team stays together?

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Roles for leaders and officials

- Check all materials for the hunt are set out.
- If anyone looks unhappy, find out how you can make it better.
- Points could be given to teams demonstrating the spirit of the games.
- Check items against the list.
- Time the activity.

Including Everyone

- Are all the items on the list accessible for everyone?
- Can you assign roles to all players in your team?

STEP in. Including all young people by changing the Space, Task, Equipment or People (STEP)

EASIER

- S** Increase the time for the game and/or make items on your list easier to find.
- T** Reduce the number of items that you need to find.
- E** Make the items on your list specific (e.g. a leaf, a twig).
- P** Play with a bigger team.

HARDER

- S** Reduce the time for the game and/or make items on your list harder to find.
- T** Increase the number of items that you need to find.
- E** Add a piece of equipment that all your team holds onto as you travel around.
- P** Play in small teams or on your own.

Change it up

- Add in high value items for your team to find. These can score more points.
- Try different ways of travelling when finding your items e.g. skipping, hopping, jumping etc.
- There are lots of ways that this game could be played. Be creative and come up with your own versions!

SMILES DETECTIVE

It's important to make sure you can answer **YES** to the following questions.



SMILES checklist:

- Is the activity safe?
- Is everyone joining in?
- Can you change anything if they aren't?
- Is everyone learning new things?
- Is everyone smiling and enjoying the game?

If you can't answer **YES** to these questions, make sure you **STEP in.**