Scavenger Hunt

There are many curricula examples of scavenger hunts you can review at the following websites:

- www.educationworld.com/a_curr/curr113.shtml
- www.ion.uillinois.edu/resources/otai/ScavengerHunt.asp

The following is an example of a SRTS scavenger hunt that can be done from home with limited physical contact.

Objectives:

The scavenger hunts serve as a great way to encourage students explore their community on foot. Students will have to identify and photograph local infrastructure related to transportation and sustainability and community design.

During and after performing the Scavenger Hunt activity, students will:

- Have fun and get to communicate remotely
- Identify key community design elements,
- Become more familiar with their local community,
- Be more comfortable using walking as a mode of transportation

Implementation:

The activity takes between 45-90 minutes. The time may vary depending on students' ability to collect scavenger hunt items.

Preparation:

To prepare your scavenger hunt create a list of items you want students to find. See the attached document for a list of potential hunt items.

A good hunt includes items that reinforce key program messages in differing ways.

- Concrete: Physical items that are not abstract.
    - EV- charging station
    - Cross walk
- Interpretive: Items that are open to different meanings or explanations
    - Yum
    - Re-use
- Perspective: Items that provide a differing impression of height, weight, depth or position.
    - Balancing act
    - In the Palm of your hand

On the back of the list print the scavenger hunt rules, contact information in case students have questions during the activity.

> - Arts: Items that highlight the creative and beautiful features of the community.
>   - Water feature
>   - Historical Significance
> - Health: Items designed to prevent injury or accidents in the community.
>   - STOP sign
>   - On a bike

Running the scavenger hunt

Have students work independently in their home neighborhood

Review the hunt rules with participating students.

> **Scavenger hunt rules:**
>
> - Selfie mania every picture has to have the student in it in some form. It can just be a hand, foot or other body part
> - A picture can only count for one list item.
> - You can only get credit for each list item once.
> - You must travel under your own power at all times. No car use.
> - Individuals must turn in their photos the designated time to receive credit.
> - Use common sense and follow the rules of the road when exploring outside. Do not risk injuring yourself or getting into trouble.
> - You are responsible for your health and safety. If something does not feel right, stop. You can choose to participate or observe or not- now or at any point.
> - Get creative, remember to stay in focus, get in close for drama and make one item from the list the primary subject. Making a photos fun or funny is great!

Post the list of items for students to find during the hunt.

Designate a submit by time.

Release students to explore their community and collect hunt photos.

When participants return:

After the scavenger hunt students upload photos and hunt sheet marking all the items they were able to identify.

Share photos with all participants, particularly funny or perspective photos. Ask questions about what it was like walking around their community.

<div style="border: 3px solid black; background-color: #d3d3d3; padding: 10px;">

Follow up questions:

- Is there anything you found today that you had never noticed in your community before?
- What is different about being on foot as opposed to viewing it from a car?
- Which items were easiest to find? Hardest?
- Did you have a favorite photo? Share it. Why is it your favorite?
- How did you work as a group? What different roles did people play? How did you decide who did what? Did you learn anything new about the people in your group?
- item from the list the primary subject. Making a photos fun or funny is great!

</div>

Reiterate key points about the value of exploring the community by walking, sustainability and community design.

The team that turns in the greatest number of photos wins. If possible, have small prizes for the winning team.