

Scavenger Hunt

Level: Age 3-7 years.

Taha Tinana Outcome: To get our bodies moving, and to practice fundamental movement skills to aid physical development.

Purpose: Scavenger hunts are a perfect way of getting children moving whilst also bringing their imagination and problem-solving skills to the forefront of their physical activity.

Formation: small groups.

Equipment suggestions: these may vary depending on your set up.

- Objects for the children to find
- Basket for children to collect objects in
- A tunnel
- Spots
- Sticky tape
- Cones
- Rope or ribbon

Scavenger hunt (Outside)

- Plan the objects you will look for: a (Colour) flower, a leaf, birds, different types of insects, grass, water, objects you have placed. (Print pictures to help the children remember the objects when they are on their adventure.)
- Think about where you could place objects to allow for a range of movements: on top or below the play equipment, hidden under objects.
- Create places children will need to crawl, climb, jump, twist and turn:
 - At the end of a *rabbit hole* (tunnel)
 - On the other side of the *river* using steppingstones (spots on the floor)
 - Under the *jungle vines* (ribbon or rope for children to crawl under)
 - At the end of the *tight rope* (sticky tape on the floor)
 - In the animal's den (under a piece of cloth or parachute)
 - In between the *tall rocks* they can't touch (Tall cones)

When set up is complete:

- Explain to the children they are going on a scavenger hunt
- Tell the children about the objects they are searching for and hand out the objects sheets you have printed
- Give children a basket or bucket

- Let the children explore
- Actively observe the children and only step in when you are concerned for their safety

Variations

- Escape the rain and complete the Scavenger hunt inside. Use the same equipment ideas as above.
- Theme the scavenger hunt around a topic you are learning i.e. Pirates looking for treasure, find numbers or objects of a certain colour.
- Instead of giving children individual baskets, put them in teams and give them one box to collect objects in together.

Modifications to make the game easier or harder

- Use larger/smaller spots as steppingstones
- Use a wider/thinner tape for a balance beam
- Raise or lower the rope for children to crawl under
- Place cones closer or further apart

Links to fundamental movement skills

Locomotor skills

- Walk
- Running
- Jumping
- Skipping
- Hopping.

Stability skills

- Turn
- Twist
- Balancing on different body parts.

Fine motor skills

- Using fingers and thumb to pick up objects