

# Try Scavenger Hunts

## Alphabetical Scavenger Hunts

Here are two scavenger hunts with a difference. They are easy to organise and need little preparation or equipment. One is on litter and the other on nature. Both of these activities can be done on camps, hikes or at troop meetings and can take place in parks, beaches, river or lakesides, bush or the streets.

For the **Litter Hunt**, arm each Patrol with a litterbag and send them out for twenty minutes to find litter beginning with each letter of the alphabet. This can be made more difficult by finding litter items in alphabetical order.

If a competition is needed, Patrol Points are awarded for most litter by volume and then by weight, progress through the alphabet and most imaginative (eg a box carton, fruit juice container, cardboard or milk carton).

A pencil and notebook is needed for the **Nature Hunt**, as natural objects should not be removed from its natural environment because this may disturb an animal's home.

Each Patrol needs to record and describe the object and where it was found. Start the hunt by getting each Patrol Leader to pick a letter from the hat. The Patrol starts from that letter and works through the alphabet and back to that original letter.

Explain that they must proceed logically through the alphabet but if a letter can't be found then move to the next one. Put a time limit on the activity. Points are awarded for furthest progress through the alphabet (remember to count from

their starting letter) and for the most imaginative category and the best description.

## Local Area Knowledge

Scouts can view local area knowledge training sessions with suspicion as they think it could be a boring subject. However, we all know how familiarity can breed contempt's we simply overlook familiar places until we have to give directions,

Here are some ways to make local area knowledge training sessions more interesting. Some of these activities can be done indoors and some need to be done out of doors.

? Give each Patrol a list of facilities and places and a large map of the local area. Mark the facilities and places on the map.

? Use a quiz night format or a game situation with forfeits and ask Patrols to answer questions (verbally or written) on the local area.

? Set up a series of base stations or check points and get each Patrol to answer questions before going on to the next station.

? Send the Patrol out to find a specific place or facility and then get them to draw a map of their route, remembering to indicate their starting and finishing points

? Have the Patrols go off in different directions (you can define their different areas) and tell them to find streets, parks, buildings etc that start with each letter of the alphabet and proceed in alphabetical order (eg Ada St, Bennet Park, Curtin House, Wesley College).

? Give each Patrol a specific area to map and have them record street names, parks, schools, facilities and geographical features

## Another Scavenger Hunt

### Rules:

1. You get one point for each item found.
2. Each item may only be counted once.
3. Points are lost for picking leaves and flowers of trees and shrubs.
4. At the end of the game, return all live creatures to where you found them.
5. One point is lost for each minute you are late.

### What to find:

- A thorn
- Something Blue
- A four leafed clover
- Something that reminds you of yourself
- Something round
- Something sharp
- Something perfectly straight
- A camouflaged animal or insect
- A bone
- A feather
- Three different kinds of seed pods
- Something that makes a noise
- A sun trap
- Something important in nature
- Something Soft
- A seed carried by the wind
- Something beautiful
- Four different shaped leaves
- A big smile