

SUMMER SCAVENGER HUNT

INSTANT MEETING
AGES: 12 - 17

Goal: A fun and active game that encourages teamwork, exercise, and observation.

Program Areas Covered:
Let's Take It Outside!

Location: A nearby park, preferably one with a playground.

Preparation Time: 20 Minutes

MATERIALS REQUIRED

SCAVENGER HUNT:

- Pencils
- Printable scavenger hunt page

THREE-LEGGED RACE:

- Skipping ropes

WACKY WAITER:

- Paper plates
- Ping-Pong balls

BEANBAG TOSS:

- An even number of beanbags
- A hula hoop

SLAM-DUNK:

- A basketball.

TIGHT-ROPE:

- A skipping rope

WALK AND WEAVE:

- Plastic cones or beanbags

STEPPING STONES:

- 3 pieces of construction paper

OPENING

If the weather is nice, take your group out for some fresh air and fun in the park. Lead the Opening either at your usual meeting place or at the park. Then tell the group that they will be participating in a fun and active scavenger hunt! Tell them that this challenge will require teamwork and observation—the more they work together, the quicker they will succeed.

SCAVENGER HUNT

1 Have the group divide into teams of two or three. Then, distribute pencils and a copy of the printable scavenger hunt list (found on pages 2-3) to each group.

3 Instruct them to try and spot or do at least 20 items on the list. When they find an item, they can put a check mark beside it on the list.

2 Clearly point out the safe limits of how far the teams can run off to, and then send them on their way!

4 When the time is up and it's time for any teams who have not completed to return, blow the whistle to get their attention.

FIND AND
DO AT LEAST
20 ITEMS ON
THE LIST

SUMMER PARK SCAVENGER HUNT

Sunglasses		Sandals	
Pinecone		Sunhat	
Stick		Skateboard	
Leaf		Someone Jogging	
Feather		Someone Tanning	
Rock		Someone Listening to Music	
Bottle Cap		Wagon	
Baby Stroller		Camera	
Baseball Cap		Ice Cream Cone	
Barbecue		Run Around the Playground	
Ladybug		Slide Down the Slide	
Bumble Bee		Climb Up the Slide	
Squirrel		Do 10 Jumping Jacks	
Bird		Roll Down a Hill	
Tennis Racquet		Find a Shape in the Clouds	
Park Bench		Say Hello to Someone New	
Airplane		Feed a Bird	
Bicycle		Toy Truck	
Water Bottle		Swing 3 Times on the Swing	
Cloud		Swing Across the Monkey Bars	
Trash Can		Stand On a Picnic Table	
Ball		Bury Something in the Sand	
Frisbee		Drink From a Water Fountain	
Bottle Cap		Chase a Butterfly	
Candy Wrapper		Hop Scotch	
Caterpillar		Tricycle	
Butterfly		Roller blades	





Dog Walker		Throw Some Garbage in a Trash Can	
Dandelion		Spin Around 5 Times	
Berries		Peek Into Some Bushes	
Picnic Blanket		Give Someone a Push on the Swings	
Book		Climb the Jungle Gym	
Ant Hill		Toss a Ball Back and Forth	
Rabbit		Pick a Dandelion	
Toad			

OBSTACLE COURSE

To up the stakes, have the kids complete an obstacle course once they collected enough items on their list. The first team to collect enough items and to complete the scavenger hunt within an hour wins the game!

You can modify the course depending on the park available to you. You can use the playground as the main focus of the obstacle course by having the kids, for instance, climb the jungle gym, go down the slide, go around a pole, etc. Here are some ideas for some teamwork obstacles the girls can do:

THREE-LEGGED RACE

Lay out some skipping ropes. Have one team member tie their right leg to their teammate's left leg. The team must then walk with their legs tied together for a designated distance. If they fall over, they have to go back to the beginning.

BEANBAG TOSS

Place a hula hoop on the ground. Have the teams stand a certain distance away from the hula hoop. They must take turns tossing an equal number of beanbags into the hoops.

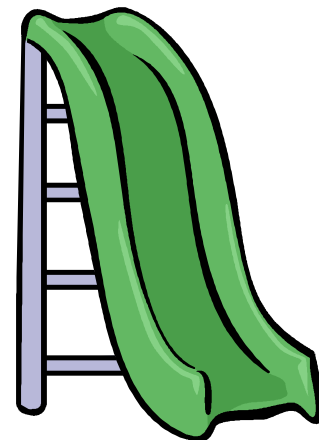
WACKY WAITER

1 Designate a distance that the teams have to go. Have one team member stand at the beginning and their teammate stand at the halfway point.

2 The team member at the beginning must hold a paper plate with one hand like a waiter and balance a Ping-Pong ball on the plate.

3 They must move as fast as they can without dropping the Ping-Pong ball. When they reach their teammate, they must pass the plate to their teammate without dropping the ball.

4 Their teammate must then carry the plate the same way to the end of the obstacle. If either of the team members drop the ball, they have to go back to restart the obstacle.



STEPPING STONES

1 Designate a distance that the teams have to go. Place three pieces of construction paper at the beginning. The first team member places one piece of paper in front of her and steps on it.

3 Their team-mate can then step onto the free piece of paper behind the first team member, passing them the third piece so that the first team member can take a step forward.

2 Their team-mate passes them a second piece of paper. The first team member then places the new piece of paper in front of them and steps onto that.

4 The second team member steps onto the newly freed piece of paper and passes the now empty piece of paper to the first team member. The teams continue rotating the construction paper stepping stones until they both reach the end.

SLAM-DUNK

Have the teammates each throw a basketball into a basketball net.

TIGHT-ROPE

Lay down a skipping rope in a straight line. Have the teams walk on it, heel to toe, as if they were walking a tight-rope.

WALK AND WEAVE

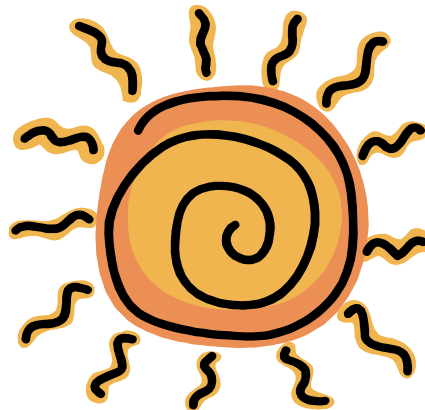
Set up some plastic cones (beanbags work too) and have the teams weave around them.

CLOSING

Congratulate your group on their teamwork! Enjoy your usual Closing outdoors or in your usual meeting place.

BIBLIOGRAPHY

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