

## SCAVENGER HUNT

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<b>Level</b>	1 (Age Group 6 to 7)
<b>Resources Required</b>	Paper with scavenger hunt questions Pencil Tape measure / ruler Kitchen scale Household objects that can be used for measurement (one measuring tool per student)
<b>Alternate Options for the Resources</b>	To make the scavenger hunt question sheet: <ul style="list-style-type: none"> <li>• Take an A4 paper and make a table with 2 columns and 5 rows</li> <li>• The first column will be titled “mass” or “weight” and the second column will be titled “length”</li> <li>• Under the mass column, list 4 masses (for example 100 grams, 10 grams, 50 grams and 500 grams)</li> <li>• Under the length column, list 4 lengths (for example, 1 meter, 10cm, 50cm and 2 cm)</li> <li>• Make a scavenger hunt question sheet for each player</li> </ul>
<b>Strand Covered</b>	Shapes and Measurements
<b>Targeted Skills</b>	Measure lengths and weights
<b>Inspired by</b>	Third Space Learning
<b>Time Required</b>	15 minutes for preparation 15 minutes for the game
<b>Previous Learning Required</b>	Knowledge of grams, centimeters, and meters Knowledge on how to use a ruler and measuring scale
<b>Support Required</b>	Medium support

### Rules of the Game:

<b>Goal</b>	The player that finds objects for each category first, wins
<b>Rules</b>	The players do not have the same sheet, they are similar in difficulty but not identical lists  No two players can claim the same object  The objects need to be approximately the listed length or mass to the nearest whole unit.
<b>Steps</b>	Step 1: Each player is given a scavenger hunt sheet  Step 2: Players go around the house looking for objects that measure or weigh the same as the listed values.

	<p>Step 3: Once they think an appropriate object is found, they take it to the shared tape measure or kitchen scale to see if it is correct.</p> <p>Step 4: If it is correct, the player crosses out that mass or length from their sheet (have a parent/adult verify) and find the next object.</p> <p>Step 5: The game ends when the first player crosses out all the categories on their sheet.</p>										
<p><b>Images or Illustrations</b></p>	<p>Scavenger hunt question sheet example:</p> <table border="1" data-bbox="464 613 1107 947"> <thead> <tr> <th>Mass</th> <th>Length</th> </tr> </thead> <tbody> <tr> <td>100g</td> <td>1m</td> </tr> <tr> <td>10g</td> <td>10cm</td> </tr> <tr> <td>50g</td> <td>50cm</td> </tr> <tr> <td>500g</td> <td>2cm</td> </tr> </tbody> </table>	Mass	Length	100g	1m	10g	10cm	50g	50cm	500g	2cm
Mass	Length										
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10g	10cm										
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<p><b>Variations of the Game</b></p>	<p>The scavenger hunt can be a game of estimation. Without weighing or measuring the objects to see if they fit the requirements, the objects are collected and measured or weighed at the end.</p> <p>This way, the player with the most correct objects at the end wins.</p>										
<p><b>Enrichment</b></p>	<p>1) Students must find objects that fit both one of the lengths and measurements on their scavenger sheet at the same time e.g. they need to find something that is 10 cm that also weighs 10 grams.</p> <p>2) Students can make scavenger sheets for each other.</p> <p>3) Include volume on these scavenger sheets. This will require more estimation, critical thinking, and knowledge of volume formulas than length and weight measurements</p>										
<p><b>Simplification</b></p>	<p>More than one player is allowed to claim the same object, if needed</p>										