

Scavenger Hunt

Instruction sheet



Guidelines for Supervising Scavenger Hunt:

Ensure that all children are wearing appropriate clothing and footwear.

Make sure the kids are moving around camp safely.

It is your decision on the weather and if it is or isn't suitable to be outside. If not there can be an indoor activity arranged.

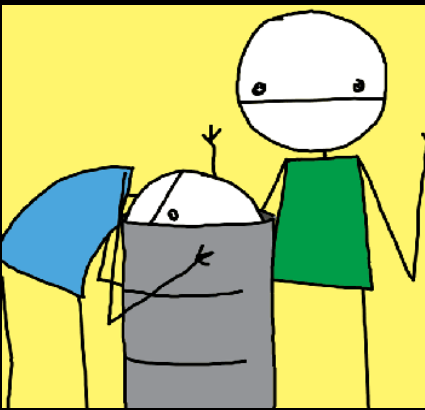
Scavenger Hunts:

Alphabetical: Children are given a sheet with letters A-Z. They must race around camp and try and find an object for each letter e.g. G – grass

Photo: Kids are given a photo of a random object around camp. They must figure out where the photo was taken and go there and answer a question to do with the area.

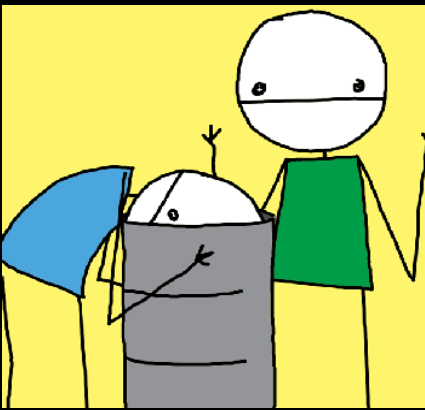
Classic: The group will be given a list of items. Kids have to try and gather items to gain points depending on the difficulty of the items they find.

Riddles: The group is given a clue to solve, which leads to a location around camp. Once there, they will receive another riddle which leads them to the next location.



Alphabetical Scavenger Hunt

Instruction sheet



Aim: To get the kids running around camp collecting strange and unusual items. Each item must correspond with a letter of the alphabet. Try and outsmart the opposing team!

Instructions

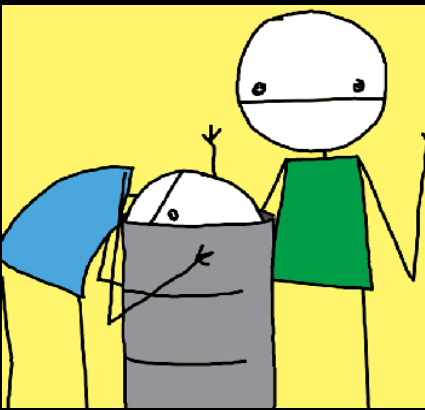
- Ensure the group is wearing appropriate clothing and footwear (*they will be running around*)
- Split the group into two teams.
- Have an adult with each team.
- Send off both groups. They are to try and find a host of different items with each one corresponding with a letter in the alphabet. Encourage them to think outside the box and to get things that the other team won't have.
- Give the groups around 45mins to find whatever they can and spend the last 15mins comparing and returning the items if need be.
- Tell the kids they need to keep their items to prove they found them.

Scoring

- Compare all items they have found. Any items that both teams have cancel out each others points.
- Items that are unique to a team are given 10 points per item
- Anything that is strange or unusual or just cool can be given bonus points (*15 or 20*)
- Add all the points together and find a winner!

Photo Scavenger Hunt

Instruction sheet



Aim: Use your knowledge of the camp to locate exactly what the photograph is of. Fill out the answer sheet as you go, the fastest team to complete it all is the winner!

Instructions

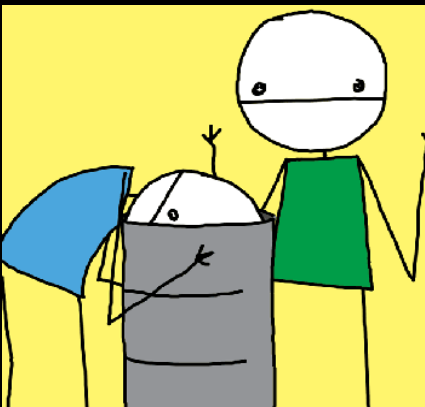
- Ensure the group is wearing appropriate clothing and footwear (*they will be running around*).
- Split the group into two teams - team one goes from Photo 1-14; team two goes from Photo 14-1
- Have an adult with each team
- Start by giving teams their first close-up photo. They must work out where this is around camp and run to that location. Once there, the parent with each team will read them the question for the station and students will fill out the answer sheet. There are 14 stations to visit.
- If groups are struggling with a photo, give them hints - but don't make it too easy!
- The first group back to the base with the correct answers will be the winners.

Photo Scavenger Hunt

Instruction sheet

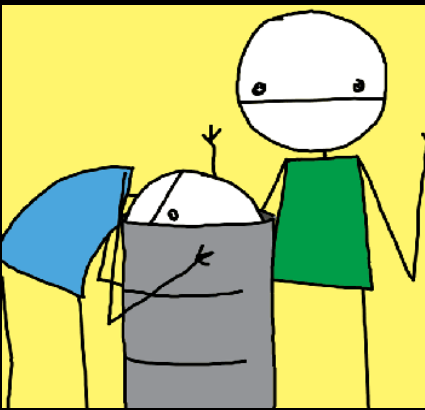
Answers:

1. How many sockets in the Power board?
2 Power sockets
2. How many rivets on the inside of the swing?
6 Rivets
3. Which activity is this drain near?
Flying Fox
4. How many screws in this sign?
2 Screws
5. Name 2 places the boardwalk can lead to?
Wood Shed, Rope Maze, Waterhole, River Crossing
6. What colour are the four ropes?
Red, Black, Green & Blue
7. What colour traffic light sign is in this area?
Yellow Wait sign
8. How many immovable benches are around the campfire?
6 Benches
9. What area is this?
Bush Study Platform Area
10. What are the 3 Traffic light colours here at Carey Park?
Red, Green & Yellow
11. Name the 6 colours on the Pipehenge?
Black, Yellow, White, Red, Blue & Green
12. Where is the Worm bin located?
Behind the Garage
13. How many BBQ's at the campfire?
2 BBQ's
14. How many activities are at Poles & Planks?
7 Activities



Riddles Scavenger Hunt

Instruction sheet



Aim: Use your wits, figure out each riddle and race around to each location and solve each clue to be the fastest team!

- Split the group into two teams and give them each their first clue
- There will be nine riddles to solve
- You must solve each riddle to be able to find the next (*so no cheating!!*)
- The answer to each riddle will be a location around camp. Once they have solved the riddle they have to try and find their next clue, it will be hidden somewhere around that location.
- If you think the group is struggling you can give them a few hints, but don't make it too easy!!
- Please ensure the kids don't remove the clues from the area.

Riddles and Answers

1. I am wooden and I am tall, if you climb me please don't fall!!
Flying Fox tower behind the gear storage.
2. Cracks and crevices are in my skin; treat me with respect my patience can wear thin!
Rock Wall end of gym.
3. You come to me for your daily needs, don't take too much you may swell with greed.
Behind vacuum hose in dining room
4. I'm pretty chill, I'm pretty cool; I'm almost like a swimming pool!
Waterhole underneath the seat.
5. Through the bush and through the trees you will see something unnatural, something that shouldn't be.
Bush study platform
6. I am slippery when wet so please take care. I am here to build you up and you can climb me like stairs.
Confidence course, by the start.
7. Try your best to keep it straight, hit the middle it must be fate.
Archery range.
8. Welcome to Carey Park, we hope you enjoy your stay. Coming or going, these doors are not for play.
Foyer
9. I am used to see the stars during the day. I'm lots of colours and some mistake me as an object of play.
Underneath seat at Pipehenge

Classic Scavenger Hunt

Instruction sheet

Aim: As a team, race around camp collecting as many things on the list as you can. Try to beat the other team back first!

Instructions

- Split the group into teams of three or four and give each team the list of items
- There are 26 items on the list below that teams must find all around camp. They are trying to be the first team back having found everything on the list.
- If after 45 minutes, no team has found everything, call them back and count how many items each team has found. The team with the most are the winners!
- Explain to students that they cannot collect anything that doesn't belong to them without asking first and that they are not allowed in other peoples cabins

List of Items

- A veined leaf
- A birds feather
- 4 small pieces of rubbish
- A smooth stone
- A dead insect
- A petal from a flower
- A paper clip
- A battery
- Green shorts
- A red pen
- A blue sock
- A patterned pillowcase
- A balloon
- A brown/dead leaf
- Tree bark
- A plastic water bottle
- A coin
- A piece of fruit
- A tissue
- A book
- A pinecone
- A seed
- A piece of blue tack
- A zip lock bag
- A piece of coal
- A black sleeping bag case

