



INSTRUCTIONS





SEEK'n'BUILD

SCAVENGER HUNT

You can use either set of cards, or both indoor and outdoor together. There are no restrictions!

Find it

Shuffle the cards and deal 6-8 cards face down on the table. Shout "Go!" Players grab their first card and run to find an object indoors or outdoors that fit the description. Once the player finds their object, they bring it back and then grab their next card until they find all their objects.

Build it

Pick at least one Challenge Card and use it as inspiration to Build/Create/Experiment/Play with your objects. Imagination is the key!

PLAYERS + WINNERS

Anyone can play (alone or in teams), and everyone (or no one) can win! If you like having a winner, see who can find all the items first. For each challenge card, you can assign winners as well.

The fewer rules you set, the more fun you'll have!

SORTing AND CATEGORizATIOn ChALLENGE

*Goal: This activity helps develop classification
and organization skills*

CATEGORIZE OR SORT YOUR OBJECTS:

Categorize or sort your items based on any of the following attributes:

- Color
- Shape
- Size
- Texture
- Material
- Man-made or Natural
- Usefulness to Daily Life
- Durability (which will last the longest?)
- Age (which existed first?)
- Cost (which is most expensive?)

SENSORY EXPLORATION AND DESCRIPTIVE CHALLENGE

Goal: These activities promotes sensory awareness and descriptive language skills.

DESCRIBE:

Describe your object using words other than those on the cards. Touch your object if it helps. Try to name as many words as possible

OPTIONAL: whoever can name the most words to describe the object wins.

PLAY GAMES:

- Have all players turn around while you hide one of the objects under a piece of cloth or towel.
- Without looking, have a player feel the object under the cloth.
- Describe the object by touch only.
- Other players guess what the object is.
- *OPTIONAL:* Whoever guesses the object first wins

CREATIVE EXPRESSION CHALLENGE

Goal: This activity enhances creativity, language skills, and narrative development.

CREATE A STORY:

Create a story using as many objects as possible. Ask the players to use descriptive language to bring your objects to life in the story. Set a timer if you prefer to keep the story short.

Additional Challenges:

- Create a story with a specific theme or setting such as a jungle adventure or a trip to outer space.
- Include a problem or challenge in your story that the objects help solve.
- Collaborate with others to create a group story with each person adding a part using their objects.
- Act out or perform your story for others using the objects as props

INVESTIGATE WITH OBJECTS AND SOUND CHALLENGE

Goal: This activity encourages scientific thinking and inquiry.

EXPERIMENT WITH YOUR OBJECTS WHAT CAN...

- Sink or Float
- Roll
- Be combined together
- Fall fast or slow
- Bend or not
- Absorb heat / cold
- Support weight

EXPLORE SOUND:

Provide children with various objects and encourage them to investigate sound production. They can experiment with tapping, shaking or striking different objects to produce sounds. They can explore how the pitch, volume, or quality of sound changes with different objects or techniques.

COUNT, PATTERN, AND MEASURE CHALLENGE

Goal: This activity will incorporate counting and basic math concepts into the game.

LEARN MATH:

- Assign a number to each object using pieces of paper.
- Find objects based on numerical clues. For example, "Identify two objects that add up to 6." or "Identify 2 objects that when you subtract one from the other, it equals 3".

RECOGNIZE PATTERNS:

- Assign a number to each object using pieces of paper.
- What object comes next in the pattern: 3, 5, 7, 3, 5, 7, 3, 5?

MEASURE:

- Provide measuring tools like a ruler or tape measure.
- Measure the length, width, or height of the objects.
- Compare sizes or arrange them from shortest to longest.

EXPRESS WITH ART AND IMAGINATION CHALLENGE

*Goal: This activity enhances creativity
and artistic representation.*

DRAW:

- Cast a shadow of your object using a light onto a piece of paper
- Grab a pencil and trace the shadow and come up with your own object that is not the original one.
- Grab your favorite object and draw it on paper and proudly display your art. Use color pencils or paint if preferred.

MOLD:

- Provide modelling clay / Play-Doh and ask the player to recreate the object.

BUILD/INVENT SOMETHING WITH YOUR OBJECTS:

- A boat or a plane
- An instrument
- A tower
- A rocket
- A monster
- A bridge
- A bug hotel
- Your own idea

RECALL AND ASSOCIATE OBJECT CHALLENGE

Goal: This activity challenges players' ability to observe, recall, and associate objects with their presence or absence.

REMEMBER THE SEQUENCE:

- Line up objects in a specific order.
- Have players observe the sequence for a set time.
- Take a picture to confirm accuracy.
- Mix up all items to remove the sequence.
- Have players replicate the order from memory by placing the objects in the correct sequence.

REMEMBER THE ASSOCIATION:

- Create piles of objects for each player.
- Have the players turn around.
- Remove one object from each pile.
- Have the player name the missing object.

REMEMBER THE OBJECT:

- Create piles of objects for each player.
- Have players observe the objects for a short period of time.
- Cover the objects.
- Name as many objects as you remember.