

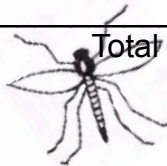
NATURE SCAVENGER HUNT

This is run like any scavenger, with players competing individually or on teams. Inspect the entire area to ensure that items can be found; that it is a safe area with no hidden dangers, and that the boundaries can be clearly set up. Have a stopwatch for keeping time and a whistle for calling in the players. If players compete individually, they should still hunt using a buddy system. Give each a list with the same items to find. Explain to them the boundaries in which they are to remain, the specific time limit (10 to 15 minutes) and that they are to return immediately upon hearing the whistle blow. Give each team or participant a paper bag and a list of items. Explain that for items that cannot be gathered, they are to call for a denner or judge to verify their find to get credit. For other items, they are to collect only one of each item and place it in the bag. Caution them to never be destructive or to hunt living creatures in their collection. At the end of time, blow the whistle, verify all are present and total the scores. Return as many items as possible back to the environment.

Suggested items:

(Script, underlined items should not be collected. Have the denner or judge verify it.)

Dandelion	1 point _____	Four leaf clover	20 points _____
Pine Cone	2 points _____	Ant hill	10 points _____
Caterpillar	4 points _____	Flying insect	5 points _____
Maple twig with leaf	2 points _____	Identify insect to denner	5 points _____
Bird feather	10 points _____	Oak leaf	3 points _____
Toad	15 points _____	Nesting birds	8 points _____
Beetle	5 points _____	Identify bird to denner	10 points _____
Earthworm	8 points _____	Spider web	10 points _____



Total of Points _____

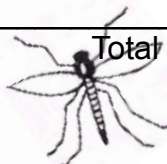
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