

Resource Resilience

Scavenger Hunt

Spatial Requirements: Gym/outdoor space required

Activity Type: Movement/group

Grades: 5-12

Group Size: 2 or more

Time: 30-60 minutes

Introduction: This activity requires students to access their Resource Resilience – creating resources that weren't previously available in order to achieve the goal of victory!

Materials:

- 1 Scavenger Hunt Checklist per group of 3-4
- 1 pen or pencil per group of 3-4
- Treat or prize for winning team (optional)

Activity:

Divide the class into teams of 3 or 4 and give each team a Scavenger Hunt Checklist. Tell students that their task is to check off as many items from their checklist as possible within the time you've allotted them. The team with the most items checked off when everyone returns to class is declared the winner!

You may want to set some ground rules for this activity, as it requires venturing outside the classroom. Make sure students understand that they are not to disrupt or disturb students or teachers in other classrooms. They should not leave school property or deface school property in any way. You may even want to write a note explaining the assignment and its purpose that students can show anyone who questions why they're not in class.

You may consider allowing students to use camera phones (a resource!) to document the items they check off. Otherwise have them bring in the item, or write on their checklist an explanation of where or how they were able to check off that item.

Processing the Experience:

- How many items were you able to check off your list?
- Does anyone have interesting or funny stories about trying to get any of the items on this list?
- How many of the items you checked required you to create something that didn't exist before?
- What kind of creativity did this activity require?
- What kind of creativity does it take to have Resource Resilience in life?
- In life, do we ever have to make "something out of nothing"? What are some examples?