

Making Games

How to Make a Scavenger Hunt

Pick a place to search and tell players where it's okay to go.

Make a list of items you might find there. Include:

- easy ones
- hard ones
- items of different sizes
- items harder to see
- items you have to think about, like “something that changes when a season changes”

Decide on a time limit and a signal for players to come back, like a bell or horn. Give players a bag to collect their items in. If you have a large group, split into teams.

Make the rules, like:

- Find items in any order
- Meet up in one place and see what everyone has found
- Teams can win for “most interesting item” or “most items found”