

## Outdoor Scavenger Hunt

#### What can I find and count outside?

#### **Skills to Develop**

- + Gross motor skills
- + Scientific thinking
- + Counting
- + Creativethinking

#### **Materials**

- + Tally sheet [PDF]
- + Scientific sketchbook [PDF]
- + Pencil
- + Clipboard (optional)

#### WHAT TO DO

#### **Prepare Before the Activity**

- 1. Print tally sheet [PDF] and scientific sketchbook [PDF]
- 2. Fold scientific sketchbook [PDF] in half to create a booklet
- **3.** Clip tally sheet [PDF] and scientific sketchbook [PDF] onto a clipboard for easy outdoor travel (optional)

#### **During the Learning Activity**

- 1. Explain to children that they are going to be scientists going on a scavenger hunt. They are going to go on a scientific scavenger hunt looking for things in the ecosystem. An ecosystem is all of the living and nonliving things in a place.
- 2. Hand children the scavenger hunt tally sheet. Explain each word and demonstrate how to make tally marks to help you count objects.
- **3.** Explain that scientists count how many of each thing they can find in an ecosystem. Scientists also make scientific drawings that show details of the plants, animals, and nonliving things they find in an ecosystem.
- 4. Go outside!
- 5. Invite children to start looking. When they find an item they should draw it in their scientific sketchbook and add a tally mark to their tally sheet. Help children drawing only if they ask for help. Discuss and share what you see. This is a fun activity to repeat in different seasons or in different locations.

#### **Extend the Fun**

- + Learn about different ecosystems in Alaska.
- + Look at objects from the museum's Online Collection. How do they relate to the ecosystem they are from?



## **BLINK: SCAVENGER HUNT**

Tally sheet: print and use

### What can I find and count outside?

Tree	
Dead tree	
Plant	
Animal	
Insect	
Water	
Rocks	

# BLINK: SCAVENGER HUNT

MY SCIENTIFIC SKETCHBOOK

Name:							

Date: \_\_\_\_\_

Tree Dead tree

**Plant** Animal

**Insect** Water

## **Rocks**

