



PHYSICAL FEATURES SCAVENGER HUNT

Objectives:

- Using pictures and text clues, students will identify and describe important physical features found on the South American continent.

Recommended Grades: 6-8

Materials (all included in the trunk):

- 32 Physical Features Scavenger Hunt picture cards (color-coded, eight for each of four groups)
- 32 menu holders
- Lanyards (colored blue, red, yellow, green)

Preparation: 5 minutes

- Place eight menu holders on the colored circle representing each of the four teams.
- Place each group's color-coded picture cards corresponding to the team's color at the Base Camps (the colored circles in the corners of the map)

Rules:



Shoes are not allowed on the map. Please have students remove shoes before walking on the map.



No writing utensils on the map.

PLAYING THE GAME

Divide the class into four teams—red, yellow, green, and blue—and instruct each team to line up behind their “Base Camp” (the colored circles in the corners of the map). Make the teams as even as possible. Give each student a lanyard corresponding to the color of his/her team.

Explain to students that each card has a picture of a prominent South American physical feature. On the back of each picture card they will find three clues to its location and a short description of the physical feature.

When told to start, one student per team will pick up a card and a menu holder and go onto the map. Only one student from each team will be on the map at a time. Students will then read the clues and description and use this information to help them find the location of their physical feature. When they think they have the correct location they will place their card in the menu holder and leave it on the spot they have chosen. When that student returns to the line, the next student can then proceed with the next card and menu holder. Play will continue until all four teams place all their cards on the map.

Students who run on the map or knock over another team's card will have to leave the map and will not be able to place that card or earn that point for their team.

Teams are awarded four points for finishing first, three points for finishing second, two points for finishing third, and one point for finishing fourth. However, speed is not the only factor for determining a team's final score. They are also awarded one point for each correct location.

When all teams are finished, instruct students to sit along the outside border of the map for a scoring and review session. Starting with the fourth place team, ask eight students from that team to go onto the map and sit next to one of their physical features. Ask each student to read the short description for the physical feature out loud to the entire class. If the location is correct, award a point for that team. If the location is incorrect, place the card on the correct location before continuing.

After scoring for both time and correct placement, the final scores will be known.

OPTIONS AND EXTENSIONS

- Create batches of cards of different colors to best fit the grade/ability level of the student group.
- Have students roam and look at the physical features for the other three groups before the scoring session.
- Collect and redistribute the cards for another round to assess what the students learned.

