



ScratchJr Scavenger Hunt

DevTech Research Group

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What is a Scratch Jr. Scavenger Hunt?

The ScratchJr Scavenger Hunt is an activity that encourages children to include off-screen elements in the games they program. It's just like a regular scavenger hunt, but it is designed in a way that includes the ScratchJr app. It can be done with two or more people and one or more iPads. Larger groups may require additional adult support.

What are the goals of the activity?

Through creating and participating in a ScratchJr Scavenger Hunt challenge, children will work collaboratively with one another, think creatively and utilize the design process.

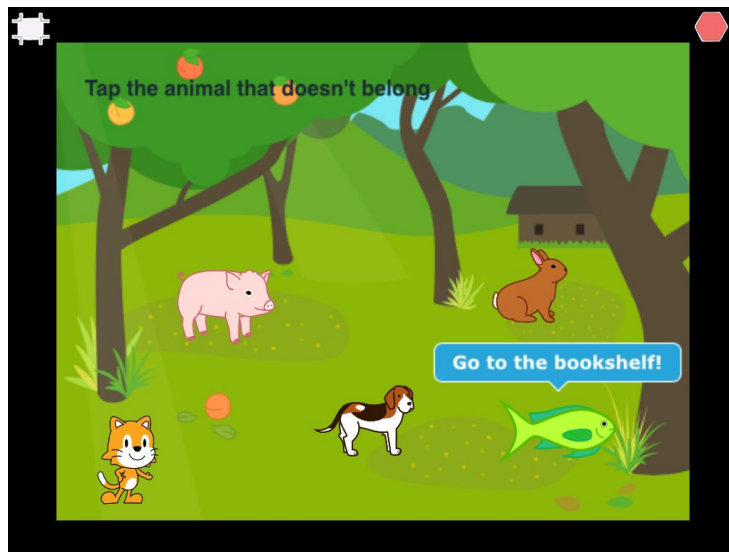
How do you play?

To play, each participating child programs a game or challenge to be completed. When the challenge on an iPad is solved, a clue is given that brings the players closer to the treasure. Children playing this activity should have basic familiarity with the app. They will use features such as adding characters, starting on tap, creating multiple pages and taking pictures within the app.

With one iPad-

The children take turns designing a scavenger hunt for each other. One at a time, they each come up with and program several challenges that when solved give their playmate a clue (such as a picture or words directing them to an area or an object).

Here's an example of a what a challenge could look like:



It's up to you to decide how many challenges lead you to the treasure and how difficult the challenges are! By adding additional pages (use the blue plus sign on the right side of the screen) to your program, you can create additional clues or challenges.

*Students could also use this activity to review concepts that they need to know. For example, "tap the letter "B" to get your next clue." The possibilities are endless!

With multiple iPads-

To make the activity even more collaborative and dynamic, you can do a similar activity using multiple iPads. Each participating child will program a challenge into their iPad. The adult or

challenge organizer will tell the child what to program as their clue: i.e. if the next iPad in the sequence will be hidden under a desk, the adult will tell the child to program “desk” as the clue given after their challenge.

The organizer of the game (child, teacher or parent) then hides all the iPads in the different locations given as clues, with his or hers being last, so that it gives the treasure’s location. For example, solving a challenge could show you a picture of a bookcase. Once the child walks over to the bookcase, they will find a new iPad with a new challenge. Teachers can integrate this activity in their classroom’s with challenges that cement the information that the class has been learning.

An alternate way to play this game is to divide participants into two groups. Each group designs a treasure hunt for the other using multiple iPads so that each child programs on one. Each challenge leads to another until the final clue is given. This clue leads to the treasure.

Examples

Example 1: Challenge your friends

In this example, we show how ScratchJr can be used to make a fun treasure hunt.

<https://youtu.be/iX1XszuKVog>

Additional Tips & Resources

Need a ScratchJr refresher? Check out these additional resources:

Interface Guide: <http://scratchjr.org/learn/interface>

Paint Editor Guide: <http://scratchjr.org/learn/paint>

Block Descriptions: <http://scratchjr.org/learn/blocks>

Other Tips & Hints: <http://scratchjr.org/learn/tips>

Want other ScratchJr activity ideas?

Check out:

<https://sites.tufts.edu/devtech/files/2018/07/Collaborative-ScratchJr-Project-Guide.pdf>

*Thanks to Nathalie White for her assistance in writing this curriculum.

