# maENUS PLAY 

Seek, Find, Solve

It's more than play!

Benefit of Play:
Develop Physical Skills

All kids love scavenger hunts, going from one clue to the next. Now you can make students work for it a bit more by creating a math challenge. Break up into teams and let the solving begin!
Focus Skills: Math, Research, Observation

Grades: K-5
STEP 1. Write your clues. Since the first question you give will need to lead to the next answer, it's important to go in order. For example:

## For example:

Clue 1: The Sweet Sugar Cookie Bake Shop knows they have to make at least five cookies for each customer they expect to see during any given day. They average 120 customers a day from Monday through Friday and 250 customers on Saturdays. They are closed on Sunday. How many cookies in total do they need for a week?
The answer to Clue 1 ( 850 ) would then be placed in the classroom for them to find. When students get there, they will find their next clue.

STEP 2. Once you have all the clues and answers organized, place them around your classroom or even around the school. Remember that each answer should lead to the next question, so you want to place the answers facing out. Then the next clue could be on the reverse side to lead them to the next stop. To add a layer of fun, you can have them collect number cubes along the way to use for an activity at the end.

STEP 3. Hand your students or teams the first clue, which should have a somewhat easy math problem. Then students are off to find the answer, displayed somewhere in your class or the school. As they work their way through each problem, the math problems should get a little harder. Once students complete the entire scavenger hunt, have them write their own word problem, using number cubes they collect to illustrate it.

## DID YOU KNOW?

Research shows that regular movement throughout the day boosts brain power. As little as 15 minutes of playtime during the school day results in better behaved students!


TOV TIME TIP! Look for other math manipulatives like number cubes, play money, and dice to turn math practice and learning into fun. Visuals can really help students process and retain the information

