

Academic Tutorial: Scavenger Hunt



Wellbeing Tutorial

Session Length: 45mins-1hour

Aims:

- Encourage students “soft skills” alongside improving their knowledge of the campus and local area by working together in teams to compete localised challenges.

Set Up:

A base room with a display unit would be helpful so you can monitor the activity live as it happens. You will need to set up challenges in advance on your own account as explained on the linked resources. You can have a maximum of 5 teams on the free educational account which you sign up for [here](#). It would be beneficial to pick a “team leader” before the session who is responsible for logging the challenges on their devices.

Equipment:

- Goosechase app – free to download on IOS and Android.
- One Phone or iPad to be assigned to each team (maximum 5 teams for free version).
- Screen Display in the Room
- Random group generator
- [Goosechase app player instruction sheet](#) x 1 per team
- Optional – [Intro](#) and [Exit](#) Forms

Structure:

Session Introduction (5mins):

Set the base room up as if it's a HQ so the challenge can be watched live. Explain to the group that they will have 30 minutes to complete as many of the preassigned tasks as possible and you'll be monitoring the feed during the session. Any teams not back in time will incur a point deduction. This should encourage a friendly competitiveness in the class ready for the challenge.

Optional - ask students to complete a digital intro form.

Task 1 (10mins):

Allocate the team leaders who have been pre allocated and instruct them to download Goosechase while explaining the task to the class. Using the Random Group generator announce the teams and their captains. Get the teams to sit in their groups and give them 5 minutes to discuss any strategy before the session starts. Some groups may decide to further split to increase their chances of winning in their team, this is allowed but again a strategic decision the teams should produce by themselves.

Task 2 (30mins):

Students go and begin to complete the tasks during this time, while a staff member monitors the feed in the main classroom. It may be beneficial if there is a team who is particularly struggling to be reminded that they can return to the base at any time they would like. Students will be monitored by the feed which should be constantly updated.

Task 3 (10mins):

Students return and the teacher goes through the feed so the full class can see what's been happening during the session with the other teams. This is always a fun moment which really fosters good discussions amongst groups and reiterates it's a friendly competition.

Once the feed has been looked at, announce the overall winner. Talk as a class about how this has helped students get to know each other, improve teamwork, communication and collaboration skills. How did the winning team get there, was it a strategy decision or was it through using stereotypically "soft" skills, which are so important in careers.

Optional - students will now be asked to complete a digital exit form for feedback on the session.