

# SCAVENGER HUNT

## ACTIVITY TO DO AT HOME



### **FIND MATERIALS WITH SPECIFIC PROPERTIES, AND SORT THEM IN DIFFERENT WAYS.**

What are some different ways we can use objects' properties to sort objects we find?

**TIME** 20 minutes

### **MATERIALS**

- A table or a space on the floor for collecting and sorting objects
- Sample list of objects
- 1 object made of metal
- 1 object made of plastic or wood
- At least 6 objects:
  - 2 objects that can bend
  - 2 objects that are shiny
  - 2 objects that are hard
- Scavenger Hunt handout
- Pen or pencil (optional)

### **DIRECTIONS**

**1**

#### **SET UP**

- Gather the materials. Use the sample list of objects to help you find materials that are bendable, shiny, and hard. Make sure some of the objects have two or more of these properties.
- Set aside the object made of metal and the object made of plastic or wood.
- Set aside one object that can bend, one object that is shiny, and one object that is hard. These are your sample objects.
- Set the other objects around the room. Your child will hunt for these objects during the activity.
- Print out the Scavenger Hunt handout or have it visible on your device.

**2**

#### **GOAL**

Your child will **investigate** objects made of different materials. They can **keep track** of the objects' properties. Your child will **compare** the objects' properties. They will **make sense** of what they observed by sorting the objects in different ways.

**3**

#### **EXPLORE**

Your child can **observe** the object made of metal and the object made of plastic or wood. Ask your child to say what each object is made of and talk about how the materials are alike and different.



# 4

## EXPLORE

Show your child the sample objects you have set aside so your child has an example of something that can bend, something hard, and something shiny. Then go on a scavenger hunt with your child. The Scavenger Hunt handout tells what to look for:

- something you can bend
- something hard
- something shiny

# 5

## EXPLORE

Collect the items you find, and bring them to a table or a space on the floor. Your child may want to **keep track** of the objects they found on the Scavenger Hunt handout. They can write the names of the objects or draw the objects. Your child can **observe** each object and show you what they found.

# 6

## EXPLORE

Work with your child to **observe** and sort the objects you both found. Make three groups: hard, shiny, and bendable.

# 7

## EXPLORE

Help your child **investigate** the objects in the group of things that are hard. **Notice** whether there's an object that is also shiny or bendable. Your child can move this object to the group of shiny objects or objects that can bend. Then **observe** another group. Is there an object here that could also go in a different group?

# 8

## SHARE

Encourage your child to **share** what they have noticed. For example, they may have **noticed** that objects have more than one property. Talk with your child about other properties, such as color or texture (smooth or rough). Would your child like to sort the objects using new properties?

# 9

## MORE WAYS TO INVESTIGATE

For extra fun, have another scavenger hunt! This time use different properties. Let your child help choose the properties.






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## SCAVENGER HUNT

Find at least one different object for each property. Write or draw what you found.

<b>PROPERTY (WHAT TO FIND)</b>	<b>WHAT YOU FOUND</b>
<p data-bbox="107 378 688 427"><b>Something You Can Bend</b></p>  <p data-bbox="107 597 464 638">cardboard pizza box</p>	
<p data-bbox="107 673 478 722"><b>Something Hard</b></p>  <p data-bbox="107 889 317 930">wooden log</p>	
<p data-bbox="107 963 499 1011"><b>Something Shiny</b></p>  <p data-bbox="107 1221 394 1261">metal lunch box</p>	

## SAMPLE LIST OF OBJECTS

Here are some suggestions for objects to use for this activity. Use what you have available, even if it is not on this list!

<b>OBJECT</b>	<b>PROPERTIES</b>
aluminum foil	<ul style="list-style-type: none"><li>• bends</li><li>• shiny</li><li>• smooth</li></ul>
coin	<ul style="list-style-type: none"><li>• hard</li><li>• may be shiny</li><li>• may be rough or smooth</li></ul>
feather	<ul style="list-style-type: none"><li>• bends</li><li>• may be somewhat shiny</li></ul>
paper	<ul style="list-style-type: none"><li>• bends</li><li>• smooth</li></ul>
paper clip	<ul style="list-style-type: none"><li>• bends</li><li>• hard</li><li>• shiny</li><li>• smooth</li></ul>
plastic blocks	<ul style="list-style-type: none"><li>• hard</li><li>• may be shiny</li><li>• smooth</li></ul>
rock	<ul style="list-style-type: none"><li>• hard</li><li>• may be shiny</li><li>• may be rough or smooth</li></ul>
sandpaper	<ul style="list-style-type: none"><li>• bends</li><li>• rough</li></ul>
seashell	<ul style="list-style-type: none"><li>• hard</li><li>• may be smooth, rough, or both</li></ul>
sponge	<ul style="list-style-type: none"><li>• bends</li><li>• rough</li></ul>
spoon	<ul style="list-style-type: none"><li>• hard</li><li>• may bend</li><li>• may be shiny</li><li>• smooth</li></ul>
tree bark	<ul style="list-style-type: none"><li>• hard</li><li>• rough</li></ul>