

GPS Scavenger Hunt

Leader Dogs for the Blind Sample Lesson Plan

Order of Events

All the teams will go to the locations in the same order. Two challenges will be used to space out the teams. The challenges will be completed as prescribed.

Order of Challenges

- Group 1- Will go to the four locations first. Upon returning to the banquet room they must complete the two challenges (word scramble & memory game) before the clock is stopped.
- Group 2 - Will complete one challenge (word scramble) then travel to the four locations. Upon returning to the banquet room group 2 will complete their second challenge (memory game) before the clock is stopped.
- Group 3 - Will complete the two challenges (word scramble & memory game) before traveling to the four locations. Upon returning to the banquet room, the clock will be stopped when group 3 is seated.

The clock will start at the same time for all teams (write down the time). It will end when the entire team is seated at their table with their challenges completed (again write down the end time).

The teams must read the clues then decide together *where* the clue is referring. A staff member will let them know if they are correct or not. The team will then be read the activity instructions. After the activity instructions are read the team must guess *which FISH theme* the location or activity represents.

Supplies

- Victor Reader Trek
- Treat to deliver to Chase Bank
- Beach ball
- Hula-hoop
- Bean bags
- Word scramble challenge
- Memory challenge

Point System

(score sheet on back page)

Accomplishment	Points
Guessing correct location	2 points each
Guessing correct FISH theme	1 point each
Completing Activity	5 points each
Making a basket with the bean bag	1 point per bean bag that makes it into hula-hoop
Landmark located at Oakland University	1 point each

Mystery Location #1

CLUE: *It's time to toss those negative thoughts away, come out and let us play! The grass is green and the sky is blue, if you bring a ball, we will toss a few! It is never open after dark, can you find the location; it's at the _____.*

LOCATION: Mystery Location #1, (Address) Bloomer Park, 345 John R. Rd. Rochester Hills, MI

FISH THEME: Choose your attitude

ACTIVITY: Positivity Ball

- Once at Bloomer Park, campers will need to stand in a circle.
- Instructor will toss the ball to the first camper. When the camper catches the ball, they will have to answer the question under their RIGHT THUMB. (this is brailed and written in large print).
- After they say their answer, they will toss the ball to a different camper (calling their name out before throwing it, the camper whose name is called will clap to give a location). **This will go on until each camper has had the ball twice.**
- Things labeled on the ball:
 - One positive thing about yourself.
 - One positive thing about another camper.
 - One positive thing about an instructor.

Mystery Location #2

CLUE: *Are you ready to have some fun? The game has only just begun. It's between two numbers and two trees, listen to the music if you please. One more hint to send you on your way? Dogs train here just about every day.*

LOCATION: Mystery Location #2, (landmark already recorded on device) Downtown training center

FISH THEME: Play

ACTIVITY: Bean Bag Toss

- The hula-hoop can have a cell phone playing music inside to give an auditory clue to where it is located, or an instructor can stand and clap at the hula-hoop.
- The camper will stand ten feet from the hula-hoop
- Each camper **will get 3 chances** to make the bean bag into the hula-hoop
- The team will get 1 point for every bean bag that lands in the hula-hoop

Mystery Location #3

CLUE: Here is a place with lots of cash, they'll store your funds before you can dash! It's time to spread the joy to people who are near, grab some treats and travel without fear.

LOCATION: Mystery Location #3, (Address) Chase Bank 339 S. Main St. Rochester, MI 48307

248.652.8400 (may call if have questions about location)

FISH THEME: Make Their Day

ACTIVITY: delivering a treat to Chase Bank

- Walk to Chase Bank
- Deliver a treat

Return to Downtown Training Center with prior landmark or if campers can identify where to go without GPS

Mystery Location #4

CLUE: Three down and one to go, next is a place where minds go to grow. A place for learning a place for fun, you may find people studying in the sun. Bachelor's, Master's, Doctorate's too, let's get focused together and continue through.

LOCATION: Mystery Location #4, (landmark already recorded on device), Oakland University

FISH THEME: Be Present

ACTIVITY: Open area travel

- All campers form single file line
- The lead camper uses their cane to preview the area in front, other members of the team will put their hands on the person in front of them shoulders
- The person in the back of the line will use their Trek (open area mode) to tell the person in front of them where to go (similar to playing telephone, everyone has to pass the message to the front of the line)
- The team will travel to landmark A and then switch leaders and back person
- The team will then travel to landmark B and again switch leaders and back person
- The team will lastly travel to landmark C
- Once the team has successfully focused and everyone was "present" they will head back to the bus for their final clue
- One point for each landmark reached on campus

Final Destination

CLUE: You've worked really hard and hopefully had some fun, now let's get this silly scavenger hunt done! It ends in the same place where it all began, head back to your seat before the other team can. Be sure you've completed all the tasks; I'd hate for you to not have passed.

LOCATION: Leader Dogs for the Blind main campus, use landmark from first day of GPS training

ACTIVITY:

- Be sure that your team has completed all of the challenges either before and/or after the scavenger hunt and write down the time after all campers are seated.
- Tally the points
- Team with the most points wins
- If there is a tie, the team with the fastest time wins

Score Sheet

Task	Point value	Points earned
Guess Mystery Location #1 -Bloomer Park	2 points	
Guess FISH Theme for #1 -Choose Your Attitude	1 point	
Complete Activity for #1 -Positivity Ball	5 points	
Guess Mystery Location #2 -Downtown Training Center	2 points	
Guess FISH theme for #2 -Play	1 point	
Complete Activity for #2 -Bean Bag Toss	5 points	
Bean Bags in Hula-Hoop	1 point each	
Guess Mystery Location #3 -Chase Bank	2 points	
Guess FISH Theme for #3 -Make Their Day	1 point	
Complete Activity for #3 -delivering treat to bank	5 points	
Guess Mystery Location #4 -Oakland University/Campus/college	2 points	
Guess FISH Theme for #4 -Be Present	1 point	
Complete Activity for #4 -Open Area Travel	5 points	
Destinations located in open area -Landmarks A, B, C	1 point each	
Fastest Time to Complete Scavenger Hunt	5 points	
Correct answers for memory game	1 point each	
Correct answers for word scramble	1 point each	
	Total Points	
Everyone should start at the same time	Time Started:	Time Finished:

Team with most points wins! If there is a tie, the team with the fastest time wins 😊

Memory Game

(Questions from the book, *FISH!* By Stephen C. Lundin- all campers read prior to camp)

Read aloud to campers with verbal responses given

Fish related questions:

1. What was Mary Jane's first husband's name? **Dan**
2. What was the first theme introduced in the Fish book? **Choose your attitude**
3. What were the two menu options under the Choose Your Attitude Banner? **Smiley face and frown face**
4. How much did the smiling sushi cost that Wolf sold to Mary Jane? **A penny**
5. What was Wolf's career before working at the fish market? **Race car driver**
6. What is the name of the red headed employee who caught the fish? **Stephanie**
7. What is the name of the company that Mary Jane works for? **First Guarantee**
8. Who wrote Fish!? **Stephen Lundin, Harry Paul, John Christensen**

Word Scramble

Provided in large print and braille

loeantritno – orientation

ueigd odg – guide dog

oilmbtiy – mobility

kret – trek

ecan – cane

tronh – north

usoth – south

esta – east

setw – west

Word Scramble

ioeantritno

ueigd odg

oilmbtiy

kret

ecan

tronh

usoth

esta

setw