


# A MARINE SCAVENGER HUNT

Activity 42

AGE LEVEL = 9-12 (7-13)  
DURATION = 30-40 min.  
LEARNING STATION = Forest, Coast  
RELATED ACTIVITIES = ↔ Envirolopes,  
Kim's Game

WHEN = 



**PURPOSE:** To explore and discover the world of the seashore

**INTRODUCTION:** This is a fun exercise that can be done anytime

**MATERIALS:**

- [Tidal Pool Scavenger Hunt List](#)
- Pail or bags for collecting
- List of items to be found
- Pens or Pencils
- Clipboards ([see Activity A](#))

**PREPARATION:** Have copies of the scavenger hunt checklist ready to distribute. Review the ecological concepts covered in the hunt. Do the scavenger hunt at the learning station yourself before introducing it to the children.

**LESSON:**

**Warm-up:** Divide the group into teams of three to five persons. Explain that they will be going on an unusual scavenger hunt in which they must decipher the meaning of each clue before they find the object. You may want to go over an example clue to help the group understand.

**Activity:** Discuss some rules and guidelines for collecting items. If it's attached to the ground, a plant or a rock, it can not be collected. For items that are not collected, the name of the item should be written on the checklist. If live animals are collected, they should be kept alive and promptly released after the hunt.

Set down boundary lines and a time limit (usually 20 to 30 minutes). With boundaries, the children have a greater opportunity to use their observation powers to discover clues.

Hand out a clipboard, pencil, and list to each group. Let them explore while you circulate from group to group and answer questions and provide further clues as needed.

**Wrap-up:** End the scavenger hunt by regrouping in a sharing circle to discuss discoveries. Focus the children's comments on natural cycles, interdependence and changes. The wrap-up discussion will depend on your spontaneity and ability to weave the discoveries into the child's level of environmental awareness.

**OPTIONS AND FURTHER EXPLORATIONS:**

1. Instead of dividing the children into groups, have each child collect three or four items on the scavenger hunt checklist to report on.
2. Allow the children to make up their own scavenger hunts and try them on each other.

**PROCEDURE:**

1. Divide your group into teams of three to five persons.

2. Ask each group to find all of the items on the scavenger list.
3. Set a time limit. When time is up, call everyone together to examine their finds.

### SCAVENGER HUNT LIST

- piece of kelp
- black rock with white stripe all around
- clam shell
- animal that feeds on algae
- barnacle
- blue mussel
- wormy piece of driftwood
- clump of Irish moss
- shell of sea urchin
- ten pieces of manmade garbage
- hermit crab
- star fish
- rockweed - two types
- green crab
- two sand fleas
- slipper shell
- animals which feed on barnacles and mussels
- rugosa rose flower
- beach pea (pod, flower or leaf)
- find something that might be a creature's home one day
- one filter feeding animal

### TIDAL POOL SCAVENGER HUNT ANSWERS:

#### Plants:

1. sea lettuce
2. sausage weed
3. sea potato
4. bladder wrack
5. knotted wrack
6. Irish moss
7. calcareous algae

#### Animals:

1. mussel
2. periwinkle
3. dog whelk
4. barnacle
5. limpit
6. insects, birds, and so on
7. starfish

### TIDAL POOL SCAVENGER HUNT CHECKLIST

By Kathy Rimmel, Two Lights State Park, Cape Elizabeth, Maine

#### FIND A PLANT THAT:

1. looks like lettuce \_\_\_\_
2. looks like hollow sausages \_\_\_\_
3. looks like popcorn \_\_\_\_
4. has a midrib and a bladder \_\_\_\_
5. looks like a thick string with many knots \_\_\_\_
6. looks like parsley, but red and curly \_\_\_\_
7. has white "frosting" \_\_\_\_

#### FIND AN ANIMAL THAT:

1. is enclosed by two dark blue shells \_\_\_\_
2. has one rounded shell \_\_\_\_
3. has a pointed shell and a groove on its opening \_\_\_\_
4. looks like a tiny volcano \_\_\_\_
5. looks like a flattened cone \_\_\_\_
6. moves on the water \_\_\_\_
7. moves on suction-cup like feet \_\_\_\_