The great Maths
SCAVENGER HUNT

The Great Maths Scavenger Hunt

Overview:

Students solve maths-based clues to find hidden objects or locations around the classroom or school. Each clue leads to the next, with all clues being based on maths concepts like angles, percentages, and ratios.

Duration: 45-60 minutes

Setup:

- Prepare 6-8 clues that lead to different objects or locations. Each clue should require solving a maths problem to figure out the next step.
- Hide small objects or sticky notes with numbers/letters in specific locations around the classroom or school.
- Break the class into pairs or small groups.

Scavenger Hunt Clues (Example Ideas):

1. Clue 1: Angle Challenge:
   - Puzzle: "I am hidden at a location that forms a 90-degree angle. Look around the area to find me."
   - Answer: Students need to identify a right-angle location in the classroom (e.g., a corner of the room) and find the next clue there.
2. Clue 2: Ratio Puzzle:
   - Puzzle: "Find the location where the ratio of 2:3 is visible."
   - Answer: This could be a clock showing 8:12 (students identify the clock time as a 2:3 ratio) or another object that reflects this ratio (e.g., seating arrangement).
3. Clue 3: Percentage Problem:
   - Puzzle: "In this classroom, 30% of 20 desks are where your next clue lies."
   - Answer: 30% of 20 is 6, so the next clue is located under the 6th desk.
4. Clue 4: Geometry Hunt:
   - Puzzle: "I'm hiding near a circular object. The circumference of this circle is approximately 31.4 cm. What is its radius?"
   - Answer: Radius $r = \frac{\text{Circumference}}{2\pi} \approx 5 \, \text{cm}$. Students must find a circular object nearby (e.g., a clock or a round table)

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5. Clue 5: Volume Problem:
  - Puzzle: "If a box has a length of 10 cm, a width of 5 cm, and a height of 4 cm, what is the volume of the box?"
  - Answer: Volume = 200 cm³. The next clue is hidden near the storage boxes.

6. Clue 6: Final Clue:
  - Puzzle: "To unlock the final clue, find the sum of all the answers from previous clues."
  - Answer: Students add up all previous numerical answers, which leads them to a specific number or location to "win" the scavenger hunt.

Why It Works:
  - Skills covered: Geometry, ratio, percentages, problem-solving.
  - Engagement: The physical movement and discovery aspect make maths fun and dynamic.
  - Application: Students apply mathematical thinking to real-world situations (e.g., using geometry to locate objects).