

Video Scavenger Hunt

An Activity for Middle and/or High School Friends

Submitted by Rob Lamme on behalf of Durham Friends Meeting, Durham, NC.

***Edited and adapted by members of the FGC Religious Education Committee,
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The following activity is a great opportunity to have some fun and create some excitement about your First Day School program. In addition, it helps young Friends to identify and represent themselves in the larger community as Quakers. It takes between 2 and 3 hours.

Preparation:

1. Send out a flyer advertising this even to all the young people in your meeting.
2. Get enough video or camcorders for each group. Organize enough minivans and drivers for each group. Get one or two VCR's and TV's at the meeting place to show the scavenger videos.
3. Gather at the meetinghouse, preferably in the evening or weekend where you have several hours for the full activity. Consider combining a meal with some blaring music and this activity.
4. Do some quick intros with the youth - get them to stand in front of the group, introduce themselves, engage in some banter, and set the tone of complete fun and wackiness.
5. Divide into teams of no more than five high school or middle school youth (don't mix the age groups) and assign each team an adult driver of a minivan (be sure not to call the adults leaders because they are supposed to do whatever the young people tell them - so long as it is safe - to get through the hunted items.)

Explain the rules:

1. Each group has 1 hour 15 minutes to accomplish as many of the listed tasks as possible. The point is to give them so many things that they cannot possibly get through all of them - that adds to the manic quality of the hunt.
2. When a team performs the task (singing at a restaurant, flipping pizza dough, walking thru a drive up window at fast food joint, etc.) the team must film itself for NO more than 20 - 45 seconds (lest each team's video becomes too long to watch at the end of the night).
3. Each team represents Friends to the wider community. For some community members, this may be their first contact with a Quaker and will set an impression about who we are. Create with the youth a standard format for approaching people outside the Friends community, such as a brief introduction, an explanation of what they are doing, and a request for permission to videotape. Have the group give careful attention to their intentions and attitudes, both as individuals and as a group, in their interactions with people in the larger community. Guide young people in sharing what they feel would be appropriate and why.

4. All participants must follow safety procedures, such as wearing seat belts, etc. The adults follow the lead of the young people in terms of where to go and how to do the scavenger hunt.
5. Groups must stay within specified boundaries of town (best to do it in a place with some pedestrians) but not such a small area that the teams keep running into each other.
6. Points are awarded for degree of difficulty – i.e., getting on the radio and using the word "Quaker" - 100 points, getting fire safety tips at a local firehouse - 10 points, etc.
7. As you will see, many but not all of the tasks have Quaker themes - singing "'Tis a gift to be simple," etc. Add your own items to the list as needed.

Do the Scavenger Hunt and Return Home:

1. Send the teams on the hunt, each with a video camera, videotape, and the list of activities to record.
2. When the groups come back, collect the cameras and tapes and begin setting up the videos. Each group can set up their own, or an adult or two can be assigned to do this while the youth engage in another activity. Because setting up takes considerable time, make sure to have two VCRs and TVs ready so that while one is running the other is being set up.
3. While the machines are being set up, play some games or other icebreakers. Here are two activity suggestions. Remember to have teams clean up afterward:
 - a) Trying to Blow Bubbles – Give everyone 5 or so saltine-type crackers and a stick of bubble gum. Tell everyone that they must eat all their crackers, then, as quickly as possible, chew the bubble gum and blow a bubble. Give the winner a bowling trophy from a second hand shop, or similar prize. You might want some water on hand to sooth dry throats and be sure that the activity is done outdoors or where cracker crumbs can be easily cleaned up.
 - b) Gum Architecture - Get a REALLY big bucket of cheap bubble gum (like from a discount store). Give handfuls of gum to each team along with a 2'x2' piece of cardboard. Give them 10 minutes to build the best structure they can out of chewed gum. A very messy activity, but funny.
4. Start watching the videos.
5. If you have technical problems, use this as an opportunity for an ice cream break.
6. The video piece takes about an hour. At the end, process the activity. Have groups share their experiences. Ask these or similar questions:
 - What were people's reactions to you?
 - How did you react to them?
 - In what ways did you approach them in a 'Friendly' manner?
 - How might this have been different, if at all, from how other youth might approach people on the street?
 - What do you think these people learned about Quakers?
 - What did you learn from the activity?
7. Take lots of still pictures for later activities.

8. Award the winning team a bowling trophy from a second hand store. Consider some "booby" prizes for the remaining teams, so that everyone gets a prize.

Some Keys

Minivans are the best vehicles to use, so recruit parents who have them. Find a leader who is somewhat "out of his/her mind crazy." That will set the tone for the kids and they will follow the lead for having a great deal of fun. Have the music cranking when the kids come to the meetinghouse. This, again, sets the tone. Make sure the adults understand the safety procedures AND that they are NOT to lead the teams - just drive them around. In other words, the young people make decisions about what to do, where to go, when to move, etc. Assign an adult to take still pictures. You can then send them out via email later for the kids to see and distribute among themselves. This helps create an "e-word of mouth" about the program. If it is possible, you could also take the videos and have someone edit them down and show them at another activity, for example to the rest of the meeting.

VIDEO SCAVENGER HUNT INSTRUCTION SHEET

THE RULES:

- You have 1 hr. 15 minutes to complete as many items on the list as possible. You must return to the meeting house by the designated time for your tape to be valid.
- Teams must limit the filming of each item to between 20 and 45 seconds.
- All team players except cameraperson must appear in each video segment.
- Stay in the specified region for the hunt.
- Wear your seat belt whenever the car is moving.
- Adults have final word about safety and appropriateness of freelance activities (see below).
- Cell phones cannot be used to complete tasks.

THE TASKS:

1. Visit fire station and get a fire safety tip (10 pts).
2. Visit fire station and run a siren (25 pts).
3. Group hug a police officer (30 pts).
4. Serenade outdoor diners or couple with the song of their choice (20 pts).
5. Find a runner, jog with him or her (10 pts).
6. Sing "Tis a gift to be simple" in front of a restaurant (40 pts).
7. Perform #6 with accompanying body motions (60 pts).
8. Have at least one of your team players throw a (raw) pizza crust in the air at a pizza joint (40 pts).
9. Ask a stranger "what are some things you know about Quakers?" After the answer, explain things you know about Quakers, remembering you only have 45 seconds. (The team might consider going over their answers beforehand) (60 pts).
10. Film your group in a stranger's living room (70 pts).
11. Do #10 and sing "Tis a gift . . ." with body motions (100 pts).
12. Do a good deed for someone you do not know (25 pts).
13. **Walk** through a fast food drive up order window (don't forget to actually order something) (20 points).
14. Pump gas for someone (10 pts).
15. Organize apples at grocery store (20 points).
16. Form human pyramid in front of a famous landmark within the designated region (30 points).
17. Get on the radio, say the word "Quaker" in a positive and constructive way (100 points).
18. List the top ten things about being a Quaker (50 pts).
19. Get on TV; use the word "Quaker" in a positive and constructive way (200 points).
20. Freestyle (pts to be determined).

'TIS A GIFT TO BE SIMPLE

'Tis a gift to be simple,
 'Tis a gift to be free;
 'Tis a gift to come down where you ought to
 be.
 And when you find yourself in a place just
 right
 You will be in the valley of love and delight.

When true simplicity is gained
 To bow and to bend we shall not be ashamed.
 To turn and to turn shall be a delight
 For in turning and turning
 We come round right.