



1.4 Mini Treasure Hunt

This is a version of ' Hunt the Thimble ' (or a cut down one-to-one version of a full scale treasure hunt as a group activity). Hide an object somewhere in the room, and then use your Talker to direct a partner until they find it.



Communication Aims

- Remember where the object is, and to think of the place in relation to another person, who is moving around;
- Practise giving instructions (a key function of language);
- Choose appropriate directional vocabulary in relation to the other person and the object – i.e. give effective instructions;
- Practise accessing directional vocabulary and comments (another key function of language).

What You Need

- A few suitable - fun! - objects, to hide. (These probably need to be big enough to show, e.g. if a fabric was draped over them, or for a bit to stick out from under something);
- Directional vocabulary and comments programmed into Talker;
- Optional - A number of different (preferably plain) coloured cloths or square scarves (www.stuff2gogo.com/bandanas-scarves-neckerchiefs-orange.html) - or use towels or t-shirts, if that's easier.

Vocabulary

Some of this may already be on the Player's Talker- but perhaps spread out across various different pages. To make it easier, to start with, you could program it all on to the same page.

Look Up a bit

You're miles away

Look down a bit

You're getting closer

Look underneath

You're very close!

Go where I'm pointing

No

Left a bit

Yes

*Right a bit (or use instead:
towards the Windows/door/
teachers' table or whatever,
as appropriate to the room)*

You'll never find this!

Well done!

Keep going

Colours - red, blue, purple, black, green, pink, orange etc.

How to Play

Who: Two Players, at least one Helper

- Player 1 and Helper choose an object to hide and hide it;
- Player 2 enters the room and is told what he/she is looking for (either name the object or give clues - about this size and shape - gesture);
- Player 2 starts to search the room;
- Player 1 gives prompts and clues (see vocabulary above);
- When Player 2 finds the object, swap roles. Player 1 leaves the room or covers his/her eyes;
- Player 2 hides the object as per (1) above. As Player 1 searches, Player 2 can give the same kind of prompts (from Talker or spoken);
- If Player 1 cannot search physically, he/she can use the vocabulary in his/her Talker to direct a Helper to search on his/her behalf.

Hints and Tips

- Objects hidden may be 'prizes' in themselves - so that once found, they are awarded to the finder (this may motivate partners to want to play);
- For example, banana, chocolate, biscuits, cheap toys.

Extensions -

- Add a layer of clues involving colours. Hide the object under one of a series of different coloured cloths all in the same general area of the room. Make sure there are a few duplicates, e.g. three or four yellow ones. Then when Player 1 is giving instructions, and the other Player is homing in on the right area, Player 1 can add in a colour clue. E.g. say Red - no . Yellow - yes;
- Or give a colour clue right at the start of the game. Spread different coloured cloths all over the room, hide the object under one of them, then set the Player off on his/her search by telling what colour he/she has to look under.