



Treasure hunt (2+ players)

Type: Icebreaker (15–20 mins)

Overview

Creators hide treasure and leave a sequence of clues to help their friends find it!

Creators are challenged to use sequencing skills to reverse-engineer a problem. They learn to think ahead and plan a route backwards from an endpoint.

Materials

- ✓ Treasure (if you don't have a bar of gold, then a folded note or small toy will do!)
- ✓ Writing materials

Activity steps

1. Creators hide a treasure in a secret location.

Hide a small treasure somewhere secret. The treasure could be a toy, a treat, or a note.

2. Creators place a clue to the treasure's hiding place in a different location.

A clue could be a riddle ("What has keys but can't open locks?"), directions ("Walk 10 steps north"), or a simple instruction ("Look behind the blue chair").

3. Creators place three to five more clues.

Repeat the clue-making three to five times. The clues could be more challenging as the game goes on and suit different ages or skill levels. Each clue should lead to the location of the next clue.

4. Creators hand the starting clue to someone else.

Creators make a final clue, then hand it to the person or team who will be going on the treasure hunt. They will follow the clues to find the treasure!

Wrap-up: Key takeaways

- ✓ Clues must be followed in the correct **sequence** to reach the treasure
- ✓ The series of clues forms a simple **algorithm**
- ✓ **Decomposition** is used to break down the large task of finding the treasure
- ✓ Planning involved **reverse engineering**: thinking backwards from the end goal