



MATHS HUNT



A Maths based Scavenger Hunt. "Clues" (Maths questions) are hidden around the home or garden.

- * To begin the game a secret word must be chosen. The number of letters in the word will dictate how many clues will need to be hidden. For eg. the word MATHEMATICS would require 11 clues to be hidden.
- * Each clue answer is allocated a letter from your secret word and correctly answered clues are rewarded with the corresponding letter.
- * The player has to find all the clues and complete as many maths questions as possible. Once all questions have been attempted the player must try to arrange the letters they have gained from their correct answers to figure out the secret word.
- * Once a clue is found it must be brought to a central area to be completed.
- * Only 1 clue at a time.
- * Questions to be attempted mentally first, if unsuccessful then working out on pen and paper and finally, if needed, with use of a calculator.

Different ways to play:

- * Change values in questions (this does mean working out new answers!)
- * Play "Hot and Cold" in the areas clues are hidden. The player is hotter as they move near the clue, colder if they move away from it.
- * Player draws maps/plans of the rooms in the house/garden and these are marked with the locations of the hidden clues.

