



TREASURE HUNT

Pirates like Blackbeard once sailed off the North Carolina coast. Were they searching for gold doubloons and fabulous jewels? Most often they “treasured” things they could use, like food, tools, and medicine; and things they could sell, such as cloth, spices, and sugar.

Create your own hunt and choose the treasure at its end! Hunting games are a great way to have fun with family or friends. Use one of the ideas below or come up with your own.

Before you start

- Make a list of the hunt objects for each player.
- Pick a place for the hunt and tell players where it’s ok to go.
- Decide on a time limit. If your hunt will take place somewhere large, decide what sound will signal the end of the hunt.

Get it. Make a list of 5 to 10 things to find in your house or yard. Choose some things that are hard to find, some easier, some big, some small.

History twist: Choose objects that have a story behind them—toys, souvenirs, photos. When the group gets together, take turns sharing the history of the things you’ve found.

See it. Make a list of 5 to 10 things to SEE—a particular kind of building, monuments, cars, someone jogging or bicycling, and so on. This works great in a park or on a drive! Players can describe the things they saw or take pictures of them.

History twist: Players get extra points for coming up with history—real or made up!—related to the things they find. Other players have to guess whether the stories are true or false.

Spy it. Create a clue hunt by hiding five or so clues, one leading to the other. Example hiding spaces: In a book, taped to the bottom of a table or bench, in the pocket of a coat, behind a curtain, inside a shoe.

History twist: Puzzle your clues by using a code or cipher you find in a book or online.

