

Iditarod Scavenger or Checkpoint Hunt

Developed by: Terrie Hanke, 2006 Wells Fargo Teacher on the Trail™

Discipline: Physical Education

Topic: Aerobic Exercise

Grade Level: 4th thru 12th

Resources / References / Materials Teacher Needs: 26 cones, scavenger items and cards, checkpoint cards, check list

Lesson Summary: Participants will work together as a team to collect scavenger hunt items or checkpoint cards while enjoying a fun aerobic workout.

Standard's Addressed: National Physical Education Standards

Standard 3 – The physically literate individual demonstrates the knowledge and skills to achieve and maintain a health-enhancing level of physical activity and fitness.

Standard 4 – The physically literate individual exhibits responsible personal and social behavior that respects self and others.

Standard 5 – The physically literate individual recognizes the value of physical activity for health, enjoyment, challenge self-expression and/or social interaction.

Learning objectives: Participants will work together to achieve a group goal through aerobic activity while respecting the abilities of others and enjoying physical exertion.

Assessment: Observation and completion of activity.

Procedural Activities: Twenty-six cones are placed on a football or soccer field. A scavenger item or replica is placed under each cone along with cards (1 for each group) identifying the item. Teams consist of 3 or 4 people – a checker and 2 or 3 runners. A list is given to the checker of each group. The checker stands at center field. The 2 or 3 runners hook arms and run to the cones on the field searching for the first item. When they find their first item, they take one of the ID cards and return to their checker who checks the item off the list. One of the runners becomes the checker and the checker hooks arms with the other runners and begins to search for item number 2. The hunt continues until a predetermined time has lapsed or until all teams have completed the hunt. If the hunt is timed, the team having found the most items is the champion. If the hunt goes to completion, the team finishing in the shortest amount of time is the champion. The team that finishes last receives the Red Lantern Award.

Variation: Checkpoint names could be placed under the cones instead of mushing gear.

Materials Students Need: Lots of enthusiasm

Technology Utilized to Enhance Learning: If checkpoints are used for the hunt, students can find a map and information about the checkpoint by searching the internet.

Other Information:

Suggested items for scavenger hunt

Dog	Dog Food	Vet Notebook
Sled	Dog Dish	Snow Shoes
Sled Bag	Neck Line	Musher's Bib
Snow Hook	Straw	Mittens
Snub Line	Axe	Parka
Harness	Cooker	Mukluks
Bone	Pot	Goggles
Collar	Sleeping Bag	Hand & Toe Warmers
Dog Treats	Booty	Head Lamp

Modifications for special learners/ Enrichment Opportunities: To include students with physical limitations, adaptations can be made in the checker/runner rotation.

A list of Checkpoints for the northern and southern routes

Northern Route Checkpoints	Southern Route Checkpoints
Anchorage Campbell Airstrip Willow Yentna Station Roadhouse Skwentna Finger Lake Rainy Pass Rohn Nikolai McGrath Takotna Ophir Cripple Ruby Galena Nulato Kaltag Unalakleet Shaktoolik Koyuk Elim White Mountain Safety Nome	Anchorage Campbell Airstrip Willow Yentna Station Roadhouse Skwentna Finger Lake Rainy Pass Rohn Nikolai McGrath Takotna Ophir Iditarod Shageluk Anvik Grayling Eagle Island Nulato Kaltag Unalakleet Shaktoolik Koyuk Elim White Mountain Safety Nome

Notes: Cooperation between team members is a key issue. Remembering the location of items or checkpoints you find while in the process of searching might remind you of the old game, Concentration