

SESSION PLAN AND RISKS ASSESMENT

LA GRANDE TROUVAILLE / SCAVENGER HUNT

Duration of the activity : 1h30 Number of staff/participant : 1/40 (+teachers)

Aim & Objectives of the activity : To learn vocabulary while looking for objects. To encourage team work and to develop their creativity, initiative.

Required equipment : lists of objects (laminated, in the local animateur), paper for results, a pen, walkie-talkie and a first aid kit.

Place to do the activity : Outside for playing (explanation can be done inside). Your meeting point should be inside the play area (the free time area). If not, make sure to identify clearly the area you will ask them to play in. Place yourself to not disturb any other activity so not too close (ex : not next to the games room if there is a talent show, in front of the chateau if there are games there, ...)

Getting ready for the activity (at least 30 minutes before the activity)

As soon as possible, meet the rest of the staff to organize who is doing what in the "soirées" (usually at 5:15 pm in the local animateur).

Check all information regarding your group : age, aptitude, experience and numbers. Make sure you have all the medical information.

Get all your equipment ready = lists of object (one per team) + paper for results. We have different version of the « Grande Trouvaille » depending of the season (Spring-Summer / Autumn-Winter), the level of difficulty (easy and difficult version for each season) or the way you play (special list for the board game).

If they don't have it on their planning, you can ask the teacher if they will prefer to do a "Photomystère" game instead of the "grande trouvaille". You need the teacher confirmation to do that. Show him/her/them both version to let them choose. Make sure nobody took the same initiative as you before (on a game evening for example). It should say on their planning if it has been done...

Advice : to make sure to choose the right version, show the teacher during meal time the different version we have so they can pick the one which look the most appropriate for their group (difficulty, photomystère, ...)

Starting the activity

Be on time at the meeting point. Make sure everybody is here and they all have the right equipment = medical equipment, appropriate clothes and shoes, a torch if needed (if dark).

Introduction and running the session

Introduce yourself and the activity. Take the group directly to the area you will play or a room just to explain the rules if needed and possible.

In a first instance, you need to explain clearly **the aims and the rules of the game** :

- they will have to respect the limit of the play area (remind them the 4 limits of the freetime if you use this area !)
- they must NOT get inside any building !! (dorm, dining room, chateau, ...)

- they must NOT disturb any other activity
- they need to find one object at a time, the one YOU will give them to find
- when they find an object, they need to bring it to you ; then they will need to put it back where they found it
- give them 10 minutes maximum to look for an object ; if they can't find it after 10 minutes, they should come back to you to have help or to switch the object
- they should always stay together as a team all along the game

BEFORE or AFTER the explanation, divide them in groups of 3 minimum, 5 maximum and ask them to pick a name for their team.

Give each team a list of objects and a different number (object) to start with. When they are ready, let them go start their scavenger hunt !

Some advices :

- Don't hesitate to check if they memorized and understood the rules before they go (especially if you do the teams after the explanation)
- Ask them to organize a captain per team and note their name : he/she will be your referent, really appreciated if you lose a group or want to make sure they all here
- Make sure to give a different number to each team so they don't follow each other
- For their first object, give them an easy one that they will be able to find and make sure they understood what they are looking for before they go...
- As soon as the activity has started, you need to stay at the meeting point to make sure the activity is running smoothly and so you can keep the score going on your sheet.
- Don't hesitate to adapt and varied how they will won points (ex : only 5 pts if they use a dictionary/joker, bonus point for using their creativity, initiative, ...)
- **Think of a plan B** in case a team is finishing too early : bonus object, games with the whole group, ...
- Be organized when you collect their score to not waste time at the end !!

Variation

As well as the traditional version, we have a board games version for the "Grande Trouvaille" that you can use. It's a bit like the snake game. There are special list, one for each season, going with it.

If you want to use it, think carefully of the rules you will follow. In theory, the difficulty for the kids should go harder and harder as they go along the board. The game will be finished as soon as a team reach the last square.

You can find pieces and dice in the local animateur (in the kitchen cupboard).

You won't be able to use this version if you have more than 6 teams = 30 participants.

End of session / Feedback

Make sure you have **ALL the participants** back before you close the activity (be careful with kids going straight in their dorms) and make sure you collect **ALL the list** you hand out !

Tell them the winner of the game and try to have a feedback of their activity.

Thanks the group and remind them the time for breakfast the next day.

Don't forget to call the person on duty to let him/her know you are done.

Tidying

Clean and tidy away everything where it should be.

If you did "Photomystère" instead of the "Grande Trouvaille", write it on the group's planning.

RISKS ASSESMENT « GRANDE TROUVAILLE »

Danger	Risks	People at risks	Probability	Control measure	Results
Cold weather	Getting ill	All	Medium	The staff will make sure the participants are wearing appropriate clothes for the activity, according to the weather.	Low
Uneven ground, sleepy floor	Falling and getting hurt	All	Medium	The staff will explain the safety rules and keep control of the group all along the activity. They will identify clearly the limit of the play area (avoiding the lake and usual restricted area when kids are in autonomy). They will explain that the buildings are forbidden to get in. They will give the participants instructions to follow in case of a problem : if someone get injured, one person stay with the injured one, the other one/two come to get some help to the meeting point.	Low
Unsafe areas	Injury ; allergic reaction	Group	Medium	The staff will explain the safety rules and keep control of the group all along the activity. They will tell the kids to not take any plants/flowers and put back the objects where they found it. They will make sure the ateliers are lock down before the start of the activity.	Low
Wrong knowledge of the medical problems	Allergic reactions or other reactions	Group	Medium	At the meeting point, find the group and check the medical informations - asthmatics, EPIPEN, ...	Low
Belongings	Lost	Group	Medium	At the end of the session, give back the belongings (workbook, inhaler, ...)	Low
Walking in the dark	Falling	Group	Medium	At the start of the activity, the staff will make sure all the participants have a torch. They will lead the group back to the château and make sure they go back quietly, without running.	Low