**Treasure Hunt Game**

Poster

Tool of learning and action

Searching and finding

Adventurous story, legend, fantastic journey

Forest ecosystem, interaction between natural and human relationships

Adjustable (player's number, age-experience, location, climatological conditions)

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Treasure Hunt Game (the poster)

1st side of the poster

Environmental path in the forest with all its elements (flora, fauna, signs, human interventions)
Treasure Hunt Game
(the poster)

Activities for each station

2nd side of the poster
Treasure Hunt Game (goals)

- Familiarization with the forest and its elements
- Discovery of the beneficial effect of forest to human life & development of experiential activities
- Solutions & actions regarding the problems of the forest
- Acquisition of positive attitudes towards the forests & transmission to family & society
- Cultivation of values & skills: collaboration, group work, friendship, environmental protection
Treasure Hunt Game
(10 steps of the game)

1. Selection of theme
2. Determination and detection of the field and its characteristics
3. Initial visit without the students (starting-finishing point, stations, activities)
4. Definition of terms (national parks, flora, fauna, decomposition, measurement, fires, waste, food chain)
5. Adjustment of the terms to the field and selection of stations (selection & marking of points & selection of the way that the terms will be approached)
6. Tests (collaborative, cognitive, social)
7. Orientation
8. Writing of documents and directions
9. Discussion
10. Evaluation
Treasure Hunt Game
(indicative activities and actions)

- **Orientation** - learn the cardinal points
- **Concept of decomposition & decomposers** (role, usefulness)
- **Waste separation game** (paper, plastic, aluminum)
- **Tree** (measurement of height, calculation of age, exploration of parts)
- **Collection of cypress and little sticks to make constructions**
- **Signs with slogans for the protection of forest from fires**
Treasure Hunt Game (concluding remarks)

- Educational tool (amusing and memorable activities)
- Stimulates interest in learning
- Based on group work
- Easy to apply
- Makes the learning process more interesting

Active participation, action, collaboration, systematic observation, joy in the learning process: Acquisition of knowledge, understanding of the interaction between the environment and the society, development of attitudes and behaviors.
Thank You