



GET LEARNING



15 MINUTES



READY TO GO

# A-Z HUNT

PART OF THE TEAMWORK THEMED PROGRAMME



## ➔ GETTING INTO THE ACTIVITY

Collect items from around the house to cover all 26 letters – but you need to do it as a team and you can't verbally communicate.

If playing in a large group, split into teams and use breakout rooms. Each player needs to search around their house for a number of items and bring them back. As a whole team the aim is to cover all 26 letters of the alphabet. No letter can be repeated and **no planning can take place before you start**. Tell each team member how many items then need to find, so that as a group you only collect 26 items (if working in a team of 5, each person would bring back 5 items, with 1 person collecting 6).

After each round, go through the items and see which letters you have collected and which are missing. After each round you have 60 seconds to plan what to do next, however this communication must be non-verbal/written. Keep playing as above until all 26 letters are accounted for (with no repeated letters and only 26 items in play). Which team can complete the activity in the quickest time?



## WHAT YOU'LL NEED

- No Equipment Needed



## KEEPING EVERYONE SAFE

Before playing, encourage young people to only use items which are safe and sensible. Please walk when collecting items and be aware of your surroundings at all times.