

## SCAVENGER HUNT GAMEMAKER TASK LIST

### Greetings, Tribute!

Camouflage is one way to improve your chances of survival during the Games. Use a catalog computer to locate books to help you identify the trees in the arena. Write the call number of some tree books next to #1, then go find them on the shelf. Hint: do a subject search, then type in "trees identification."

### TASK #1: Leaf Me Alone!

Leaves can be very useful for survival. Make a hat to camouflage yourself from the other tributes! (Make at least one hat per team). Use the materials you find by the tree books in your district's envelope. Extra points awarded for high fashion leaf hats! When you are finished, head for the reference desk...the GAMEMAKER has some questions for you.

### TASK #2: When is the next hovercraft out of here?

This part of the Games is a test of wits, but it's also a matter of luck. Tributes will choose a question card for the Gamemaker to ask and the team must answer correctly to earn a log (a pencil), a piece of rope (a piece of string), or both. For each correct answer, the Gamemaker will give you one point or two, depending on the number on the card you chose.

When you have collected up to six logs/ropes, you need to build some shelter if you want to survive the night. Ask the Gamemaker to write the number of questions your team answered correctly by #2. When you are finished, take the Task #3 envelope from the Gamemaker.

### Greetings, Tribute!

Accidents seem to happen when you're alone in the arena, so FIRST AID is important to know! Use the catalog to locate first aid books and go to that shelf. Write the call number by #3. Hint: subject search, "first aid in illness and injury."

### TASK #3: Oh my aching head!

Oh my, you tributes are so accident prone! Following the battle at the Cornucopia, one of you needs first aid! Give the necessary first aid with the materials provided for your district (someone put on the band-aid) and then proceed to the tables in the magazine area.

**Greetings, Tribute!**

#### **TASK #4: Mapping the Arena**

Knowing where you are within the confines of the arena can help you avoid enemies and other hidden dangers. Draw a map of the main floor of the library. Designate the following areas essential for your survival in the library on your map:

1. YA Collection
2. Reference Desk
3. Catalog computers
4. Internet computers
5. Copy machine
6. Restrooms
7. Water fountain
8. Magazines
9. Elevator
10. Stairs outside

Use the materials available on the tables and the paper in your envelope to make your maps. When you are finished, take your map to the Gamemaker, who will give you the envelope for Task #5.

**Greetings, Tribute!**

Since this is the Hunger Games, food and water are what you need to find tonight to get those great prizes and bring glory to your district! Use the catalog to find a book on fishing. Find a hunting book in the nonfiction section and go to that shelf! Write the call number by #5 on your collection sheet. Hint: subject search, fishing. Then go up to the second floor, where you'll find a place to fish, and for the purpose of this task, orange bean bags=fish.

#### **TASK #5: Gone fishing**

There is more than one way to catch a fish...and many other water creatures! Elect one team member to be the flipper and the others hold the net. The object is to flip those critters into the net before they skitter away. Roles are: you stay behind the lines and only one flip per critter!

You may take turns flipping. Record how many critters your team catches! Write the number of sea critters your team catches by #5. When you are finished, proceed to the computer catalogs downstairs in the children's room.

### **Greetings, Tribute!**

Who wrote the classic "The Lottery and Other Stories"? Write the author's last name at #6. Hint: title search.

### **Task #6: And now, a gift from your sponsor!**

Find the book on the shelf upstairs in adult fiction, and open your district's envelope to discover where the gift from your sponsor is. Then go find it! (This gift is worth five points.) When you find it, head back to the reference desk. Ask the Gamemaker for your district's Task #7 envelope.

### **Greetings, tribute!**

Use a catalog computer to locate books that would help you identify the BUGS in the adult section. Write the call number by #7. Hint: subject search, "insect identification."

### **Task #7: I'm not eating that!**

Well, maybe later, when you get really hungry in the arena, these will look more appealing! Collect your district's bag of gummy worms. Remember, tributes eating bugs makes for great entertainment in the capital, so either eat your gummy bugs or return them to the Gamemaker. AND WATCH OUT FOR TRACKER JACKERS!!!!

If you find a tracker jacker card, take it to the Gamemaker or lose a point. (Return the card, and you earn 2 points). Then, it's time to go back to the catalog computer on the mezzanine and look for your team's envelope for Task #8.

### **Greetings, tribute!**

Find where the bird books are. Hint: subject keyword, "birds identification." Write the call number by #8. Then, go upstairs to the bird catching area. Yellow beanbags=birds

### **Task #8: Bye Bye Birdie**

Luckily for you tributes, there are lots of birds to eat in the arena, if you can catch them. Use the bird catching equipment provided to see how many you can catch. Elect one team member to bat birds and one to catch them in the net. All team members can take a turn. But you only get once chance at each bird before it flies away! Record how many birds your team catches. Next, go to the Teen Corner and find your district's envelope for Task #9.

### **Greetings, tribute!**

Envelopes for Task #9 are on the shelf with the picture of a mockingjay. There is also a stack of fake flowers nearby.

### **Task #9: Tribute Battle**

As your time in the arena goes on, you have food, water, and shelter...but the audience is getting bored, so now the Gamemaker has decided it's time to draw you all out into the open for a confrontation. To prepare for this, grab one of the fake flowers, then look up books about weapons or fighting. Hint: subject keyword, "arms and armor" or "martial arts." Write the call number by #9. Then, because one of your allies has died in the tribute battle, take your fake rose to the Gamemaker, who will give you an envelope directing you to your next Task.

When you have finished all 9 of your tasks, take them to the Gamemaker to have your points tallied.