

TREASURE HUNT

THE PRINCIPALS PROJECT



CHAMPIONEERS! EMOTIONAL SAFETY EDUCATION SYSTEM

EVENT DETAILS

Any day can be a treasure hunt day with this instant winner and can be done as a team building event for staff or campus culture development activity for the whole school.

Riddles and mysteries are guaranteed hooks for whoever you choose to engage. All you need to do is print off these riddles and watch the wheels start turning! You determine the treasure your students (or teachers) are searching for. Is it an extra recess? 5 bonus minutes at lunch? A pirate tattoo redeemed at the end of the day? You know your kids so tie in any reward that reinforces your school's current objective. This event is perfect for one day or for an entire week of fun and mystery.

Enjoy!

Deanna

SUPPLIES

A Mascot

Downloadable Treasure Riddles

Post your event pictures and ideas on the Champions! Facebook page. We'll include the best ones in future distributions and credit you and your school for your contribution.

GREAT SCHOOLS ARE EMOTIONALLY SAFE!

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Pass this on: www.theprincipalsproject.com

Deanna Rhinehart is the Creator of the Champions! Emotional Safety Education (ESE) System and The Principal's Project. Go to Champions.com to get your grant worth up to \$10,000 per year for ESE on your campus.

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WHAT: A Game of Mystery and Intrigue!

This Happy, Healthy School Event is a game of clues and riddles to unlock your classroom treasure. Your first clue will be coming soon.

WHEN:

WHERE: Right here at the best school EVER!

COST: FREE

Announcement Flyer. Post around school and on every classroom door to declare your treasure hunt adventure! Yay! Yay!

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TREASURE HUNT COORDINATOR'S INSTRUCTIONS

- Hide your school mascot in the custodial closet/office. If you don't have a giant stuffed animal mascot, you'll want to get one as part of your campus culture development strategy. [Click here for a blog on Mascot Mania!](#)
- Modify the staff letter provided below to only contain the information specific to your event. Delete all PTO instructions in the letter, then print for teachers.
- Decide if these riddles will be asked throughout the day or used as a daily announcement throughout the week and include instructions in your teacher's note.
- Option: Host a mystery themed week. Include Sherlock Holmes costumes and daily mysteries to solve.
- Note: You can hide your mascot anywhere. These clues were just provided for your convenience. Just modify your riddles and swap out your clues and riddles to create a different game for each day! (Kinda like the Championeers! mascot version of "Where's Waldo?" You might have to help everyone with bonus clues, but this is an excellent exercise to teach deductive reasoning. You don't want it too easy, but the younger the student the more mini-clues you may want to provide.

The clues for this mystery are:

NAME = As in name on the custodian's door.

PAINT = Paint is often found in a custodian's closet.

THE LETTER "M" = The custodian's name plate should start with Mr. ____ or Mrs. ____.

GLOVE = More items found in a custodian's closet.

KEYS = Custodian's have lots of keys.

ANSWER: The mascot is in Mr./Mrs. _____ custodial closet.

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Dear Staff:

We have a fun Happy, Healthy School event for your class to participate in. These events help develop a campus culture of inclusion and emotional safety, as well as add a little fun for your day. Each riddle's answer is to be written on the board and will form the clues needed to solve the school-wide mystery. The game concludes when a classroom representative delivers their guess to the school secretary by a specified time and date. The answer will be announced at the end of the day and winning guesses will receive:

_____!

Have Fun!

Framing the Game: Please read this to your class.

"Students, it appears we have a school-wide mystery to solve. Our mascot is missing! Our school spirit depends on (mascot's name). We've got to get him/her back! We've been given a series of riddles that I'll ask you throughout the day (week). The answers to each riddle will give us clues to solve the mystery. If we break the code, our class will receive _____."

Riddle #1:

Q: What belongs to you but is used more by others? (Don't tell the kids the answer until they guess it.)

A: Your name. Write the word, **NAME** on the board as your first clue.

(Coordinator provide instruction of when teachers are to give their next clue.)

Riddle #2:

Q: What kind of coat can only be put on when it's wet?

A: A coat of paint. Write the clue, **PAINT** on the board as the second clue.

Riddle #3:

Q: What occurs once in a minute, twice in a moment, and never in one thousand years?

A: The letter M. Write the clue, "**Mr. or Mrs.**" on the board.

Riddle #4:

Q: What has a thumb and four fingers but is not alive?

A: A glove. Write the clue, **WORK GLOVES** on the board.

Riddle #5:

Q: I'm full of keys but I can't open any door. What am I?

A: A piano. Write the clue, **SCHOOL KEYS** on the board.

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EVENT CHECK-OFF LIST

- Planning
- Dates
- Marketing & Teacher Notes (copy teacher notes and announcements.)
- Supplies
- Set-Up
- Clean-Up
- Thank You Notes
- Pics Posted to your PTO Facebook and to [Champions! Facebook](#) with #happyhealthyschools, #champions, #bullying, #schoolevents, #PTO, etc. (Thank you)
- Share with another principal so their school can join in the fun!