

Ardenwood Scavenger Hunt

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Goal:

To provide children with a fun activity to direct their exploration of the farmyard and gardens at Ardenwood.

Ages: Grade 3–8

Where:

Ardenwood Historic Farm; around the Patterson House and Victorian gardens.

Materials:

- Scavenger hunt list.
- Pencils and cardboard clipboard (if answers are written down).

Background:

The history of the scavenger hunt as a game is unclear. It is American in origin, drawing its name from the person or persons in a town responsible for keeping the streets or a church clean. The hunt you and your students are about to participate in *does not* involve collecting, just locating. This hunt allows your students to become detectives by using clues to discover things about the lives of George and Clara Patterson and their family.

While working as a team, students will use their observation and reading skills to seek out special features of the house and garden. Some of the clues may introduce new terms which will require some explanation.

Action:

Divide your class into three groups, with at least one adult per group. Each group may look for every item on the list, or you may assign one category to each group. Have the adult leader announce the items and send the children in search of them. Give the groups a set amount of time to play the game. Afterwards, bring the students together to share their findings. All items can be found in the vicinity of the Patterson House. If the students are unfamiliar with clues, use the explanations from the answer key to help them locate the objects.

Scavenger Hunt Key

Gable: The triangular wall enclosed by the sloping ends of a ridged roof.

Turret: A small tower projecting from a building, usually at a corner.

Witch's Hat: The top, pointed section of a turret.

Finial: A decorative, terminal part at the top of a spire gable.

Chandelier: A light fixture hanging above the front porch.

Dragonflies: On the left side of the porch (as you face the house).

Small Eucalyptus Trees: Behind the office in a small fenced enclosure (on the other side of the road).

Redwood Trees: In front of the house.

Palm Trees: To the side of the house (east).

Gazebo: A structure from which one can gaze at the surrounding scenery.

Picket: A stake or slat, usually pointed, used as an upright in a fence.

Swimming Pool: Behind the picket fence (has a deck over it and it is filled with rocks).

Milk House: The stone building behind the house.



Ardenwood Historic Farm
34600 Ardenwood Boulevard
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ARDENWOOD SCAVENGER HUNT

On the House:

George and Clara Patterson built a beautiful house in which they and their family lived. On the house, find:

- a gable
- a turret
- a witch's hat
- a finial
- a chandelier
- an arch
- two dragonflies

In the Gardens:

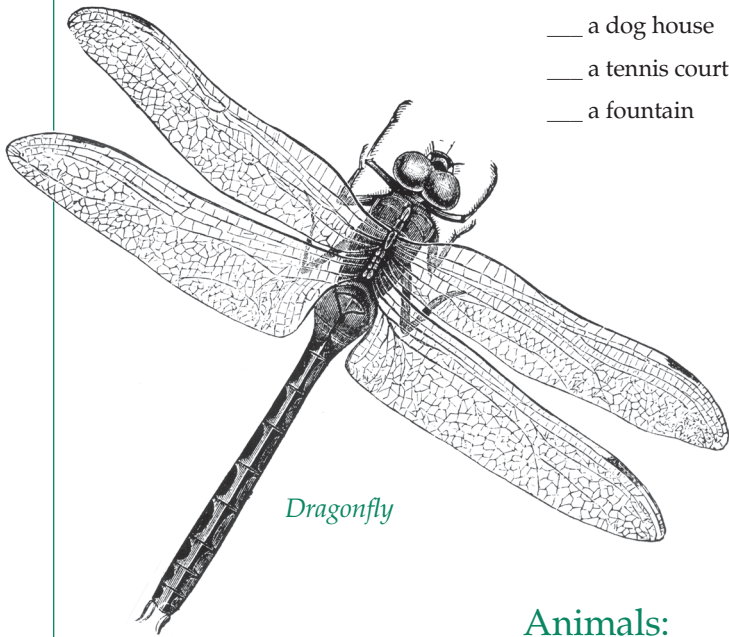
Around the house are the Victorian gardens. In the gardens, find:

- a large eucalyptus tree
- a small eucalyptus tree
- a eucalyptus pod
- a redwood tree
- a palm tree
- a gazebo
- a picket
- a swimming pool
- a milk house
- an outhouse
- a dog house
- a tennis court
- a fountain

More Difficult:

Some things are more difficult to find:

- something very old
- evidence of an animal's presence
- something that reminds you of yourself
- something that reminds you of your grandparents
- something that makes you happy
- something that makes you sad
- a piece of litter (pick it up and throw it away in one of the trash barrels!).

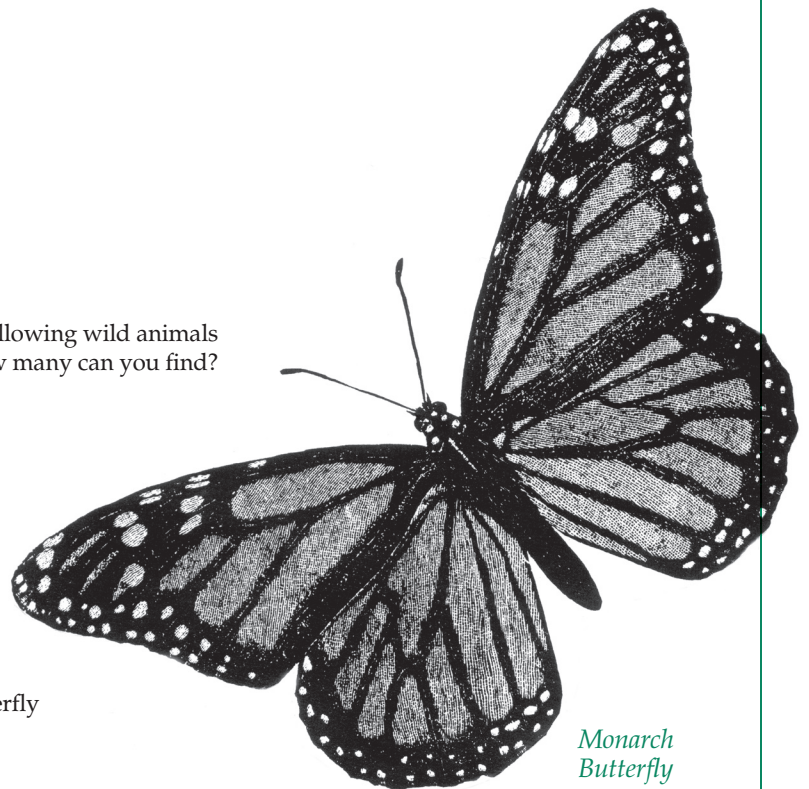


Dragonfly

Animals:

We have seen the following wild animals at Ardenwood. How many can you find?

- a squirrel
- a peacock
- a fox
- a woodpecker
- a scrub jay
- a sparrow
- a pigeon
- a monarch butterfly



*Monarch
Butterfly*