



# STEAM Scavenger Hunt: Quest for Knowledge

Welcome to the *STEAM Scavenger Hunt: Quest for Knowledge!* Designed for grades 4+. This engaging game brings the exciting world of STEAM (Science, Technology, Engineering, Art and Math) into your learning environment in a fun and interactive way.

STEAM education offers a dynamic approach to learning that fosters critical thinking, creativity and collaboration among learners. By integrating Science, Technology, Engineering, Art and Math into interdisciplinary activities, learners gain a deeper understanding of these subjects and develop valuable skills for the future. STEAM encourages problem-solving, innovation and the ability to think outside the box, preparing learners to tackle real-world challenges with confidence.

PCS Edventures' programs seamlessly blend STEAM concepts to create an enriching educational environment that builds critical thinking and creativity all while having a lot of fun!



## HANDS-ON STEM EDUCATION

For over 30 years, PCS Edventures has inspired students to develop a passion for Science, Technology, Engineering and Mathematics (STEM), focusing our efforts on making learning and discovery a fun and interactive process for grades K-12.

- Classroom
- After-School
- Home Learning

## Objective:

Our STEAM Scavenger Hunt empowers learners to explore the intersection of Science, Technology, Engineering, Art and Math in the world around them. Finding real-world examples related to each STEAM category, deepens learners' understanding and appreciation of these fields. Learners see how STEAM concepts are applied in everyday life. Through exploration and discovery, learners gain valuable insights into the practical applications and importance of STEAM in various contexts.

## Instructions:

Educators, let's get started!

### Materials Needed:

- Instructions
- Pens or pencils for each participant
- A printed copy of the STEAM Scavenger Hunt BINGO sheet for each learner
- Internet (optional)
- A timer (optional)

### How to Play:

1. Distribute Materials: Start by handing out the STEAM Scavenger Hunt Activity Cards to each participant.
2. Explanation of STEAM Scavenger Hunt Bingo Sheet:
  - The bingo sheet is divided into five columns, each representing one of the STEAM fields: Science, Technology, Engineering, Art and Math.
  - Within each column, learners are asked to find various STEAM-related objects.
  - Learners can complete the squares in each column to form a vertical, horizontal or diagonal line on their bingo sheet. You also have the option for learners to complete the entire board or complete four corners allowing for flexibility depending on your time restraints.
3. Task Completion:
  - Learners decide what items fit into each square and write their answers in the space provided.
4. Winning:
  - The first learner to complete the designated number of squares on their bingo sheet shouts, "STEAM BINGO!" to signal their win.
  - You should then verify the completed squares on the winning card.

## Instructions (cont.):

### 5. Discussion:

- After a game of STEAM bingo, take some time to discuss the completed squares. Here are some engaging questions to spark conversation and reinforce STEAM concepts:
  - *Look at your bingo card. Can you find a square that could have fit into a different category on the board? Explain why!*
  - *Which square did you find the trickiest to complete? Why was it difficult?*

Increase the challenge:

- *Let's imagine we're engineers! How could we use some of the objects on our bingo cards to solve a problem together?*
- *Pose a question related to a completed square and have students debate the answer.*

### 6. Have Fun!

- The most important rule of the STEAM Scavenger Hunt is to have fun while learning! Encourage collaboration, creativity and exploration.

## Additional Tips:

- Encourage learners to move around or work with a partner to complete tasks.
- Make it a “quiet game” and focus on mindfulness, concentration, reflection and independent thinking.
- Set a time limit to keep the game engaging and fast-paced.
- Modify or allow the use of the Internet to search for a predetermined number of squares or allow a “free” square if you feel learners will not be able to locate items in some of the columns based on availability.

With these instructions, you're ready to kick off an exciting STEAM Scavenger Hunt! Enjoy the hunt!





# STEAM Scavenger Hunt

## Quest for Knowledge



**S**

Science

Something made from a natural material.

Something that would sink.

Something that reflects light.

Something that could be recycled.

Something that would float.

**T**

Technology

Something that keeps track of time.

Something that uses a battery.

A QR code or barcode.

Something that requires electricity.

An input device. Something that sends data to a computer.

**E**

Engineering

A design that makes something more accessible (easier to use).

Something with wheels.

Simple machines in action (e.g., a seesaw or a wheel and axle).

An example of biomimicry.

A machine that uses gears.

**A**

Art

Something with texture.

A brand/logo design.

Something that is black and white.

Something that shows perspective.

A photograph or illustration.

**M**

Math

Geometric shapes in the classroom.

Patterns or symmetrical designs.

Objects with measurements or numerical labels.

Examples of fractions, decimals or percentages.

A line graph or bar chart.

## Featured Products

This *STEAM Scavenger Hunt* was inspired by these great PCS Edventures' STEAM Enrichment programs:



Explore **buoyancy**, **density** and **ocean life** through hands-on engineering activities in our marine-themed enrichment program.



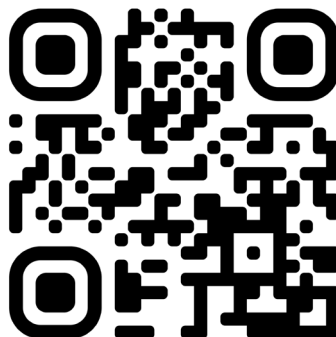
Build simple machines like **levers** and **pulleys** in this step-by-step exploration of engineering.



Dare to be like DaVinci and explore **symmetry**, **patterns** and **measurement** in this hands-on STEAM enrichment program.



Code robots to tackle cosmic challenges. Learn about **measurement**, **input/output devices** and **power sources**.



<https://edventures.com/collections/enrichment-programs>



For more information, visit: <https://edventures.com/collections>  
or contact a STEM Program Specialist at (800) 429-3110

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Experts in Hands-On STEM Education

