| props to nature |
|---|
| beginner |
| nature's theater |

## before you begin

| | |
|---|---|
| **objective:** | participants will use items found outdoors to bring natural objects to life |
| **values:** | creativity, community |
| **number of participants:** | 20 |
| **materials:** | list of items found in nature, timer, paper & pen, garbage bag |

## how to play

1. Split participants into two teams.
2. Facilitator announces that they have a list of items found in nature and participants will be engaging in a reverse scavenger hunt.
3. Facilitator tells the participants that they have ten minutes to collect as many items from nature that they believe would be on the list.
4. After allowing ten minutes to gather items, the leader reads the list aloud and scores each team based on how many items they have on the list.
5. Each team then has five minutes to write down as many "props" as they can think of from the materials they have collected. (For example, a stick may become a sword.)
6. Teams will then go back and forth one "prop" at a time, performing what the item "is" without using words.
7. Facilitator uses an imaginary point system: If the "prop" is not used the same way by the other team, the team gets a point. If the performance is extra creative or includes good characters, they get two points, etc.
8. At the end, one team is crowned mother or father nature.

☆ *sidecoaching:*
*Do participants have the following items?*

| | | |
|---|---|---|
| o  a rock with five edges | o  bark from a tree | o  something that has been |
| o  a leaf with four points | o  something sharp | burned |
| o  something yellow | o  something edible | o  something blue |
| o  something big but very light | o  something that flies | o  a can of soda |
| o  charcoal | o  metal | o  rope/swing |
| o  a water bottle | o  12 twigs | o  something with a heart |
| o  a bag | o  something round | |

*(over)*

- *Facilitator can use discretion when accepting items for the scavenger hunt and allotting points for the props challenge as long as they preface that the points system is totally made up, unimportant, and arbitrary!*
- *If no one finds any items listed, they can use the "props" they did find.*
- *This game works best when a scoring system is implemented.*
- *Make sure staff supervises the campers while collecting items.*