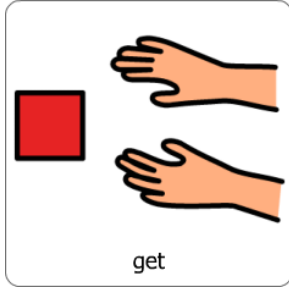
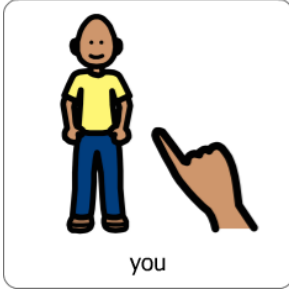


Speech-Language Therapy Activity: Indoor Scavenger Hunt

- This is a fun indoor scavenger hunt activity that incorporates core words. Your student will follow directions and get items that are in your home.
- Before starting the video, get a bag to put items in.
- If your student has any kind of voice output communication aid, get that ready by recording a message (e.g., "It's [student's name], I want a turn!"). Encourage them to request a turn every time they are asked to find a new item.
- If your student has a speech-generating device, get it out. Have them find key vocabulary words on their device, or model the words for them.
- The video (16 minutes long) will walk you through the activity. Be sure to pause the video when it's time to hunt for an object. Then come back to the video to hear the next direction.
- Try to include as much motor movement with this activity as possible!
- There's no rush – let your student be as independent as possible with this activity.
- If your student is unable to use their vision to find the items, you can still move together to the appropriate place in your house. Then you can present them with two or more different items to see if they can find the appropriate object.
- Make it multisensory! As you look for/explore items, be sure to touch them, smell them, listen to them and (when appropriate) taste them.
- If you would like to have a hard copy with visuals, print out the attached checklist. (One has hints, the other does not.) Have your student mark the sheet when they find items.
- Have fun!

Scavenger Hunt Checklist



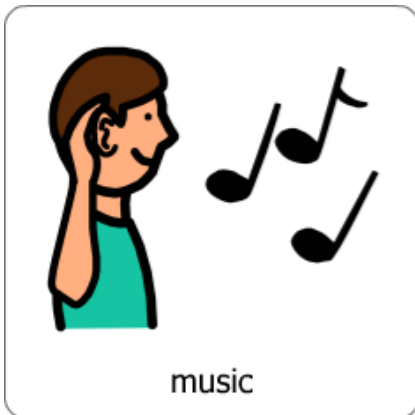
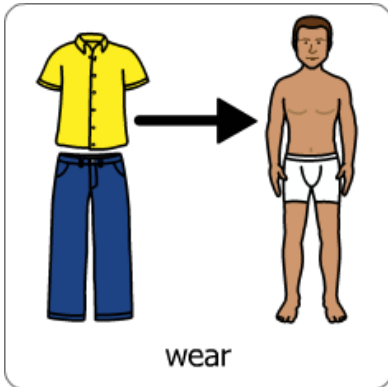
Something to:

Got it ()

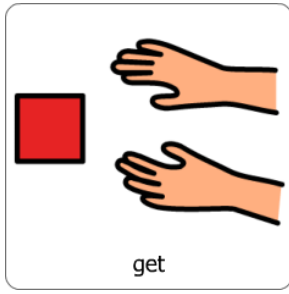
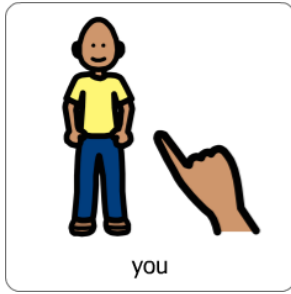








Something to:

Got it ()



Scavenger Hunt Checklist (with hints)



Something to:	Hint	Got it ()
 <p>wash</p>		
 <p>eat</p>		
 <p>play</p>		

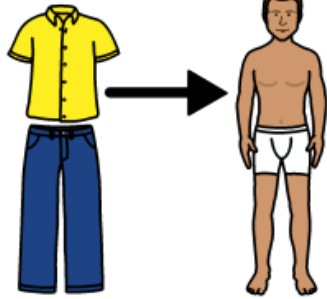
Something to:

Hint

Got it ()



drink



wear



music

