

Scavenger Hunt Instructions

The BVITS system supports several fun activities suitable for young children who are blind or visually impaired. These include cornhole at reduced distances, squirt gun battles, and scavenger hunts. Squirt gun play and scavenger hunt play in particular exercise sensory, mobility and cognitive skills that are very important for successful orientation and mobility within environments. Moreover, scavenger hunts provide a fun group activity that allows players to search within an environment for tags that can be recovered and turned in for a prize. The BVITS Scavenger Hunt game supports play during exhibitor events at conferences and so can provide a fun and enjoyable experience for young people experiencing an event with their parent or guardian.

The BVITS Scavenger Hunt game can be played in two ways.

- a) The game can be played by multiple players in a common an defined location. This can bear element of a competition among the players to see who can acquire the three distinct tags first. This way is more dynamic and invigorating for the players. It is also riskier as running players can collide or fall. Players would be supervised within an area as they play to ensure safe conditions. We refer to this as “Multi-Player” play.
- b) The game can be played individually under the supervision of a parent. In this case, Scavenger Hunt tags are distributed within the same areas the parent visits, but the child has the task of finding any tags that might be there. This keeps the child alert, engaged and occupied searching for prizes as their parent does adult things. Multiple players can play this way as well but since each player is supervised individually, we refer to it as “individual play”.

CAUTION

The BVITS App will detect Scavenger Hunt and other environment tags. It will not detect dangerous or hazardous areas or objects. Please areas free from hazards to play the Scavenger Hunt game.

Note

For multi-player games, Players should wear learning shades based on the vision level of the least-sighted person playing in the game to keep games fair.

The Scavenger Hunt Tags

The BVITS Scavenger Hunt tags are available for free download from the BVITS product website at <https://dxdtengeering.com/BVI-Target-System/>. Several copies of each of the three tags should be printed and the tags of each variety should be stapled together at the top- all tag 1's stapled together, all tag 2 together, etc. In this way, a player finding a tag can tear off one of the tags they found and turn it in later for a prize.

Setting up a Scavenger Hunt Game

What you need

Multi-Player Games

- Multiple copies each of the three Scavenger hunt tags.
- 3 cardboard backings for 3 scavenger hunt tag pads.
- Tape or other means of posting the tag pads
- One prize to correspond with each copy of the prize claim tags to be used.

Individual Play

- Multiple copies each of the three Scavenger hunt tags.
- 3 cardboard backings for 3 scavenger hunt tag pads.
- Tape or other means of posting the tag pads
- Instructional flyers for parents and guardians that describe the game rules and the concept for claiming prizes.
- One prize to correspond with each copy of the prize claim tags to be used.

Multi-Player Games

For multi-player games the Scavenger Hunt game administrators should establish a desk or location where they can monitor the safety of the activity especially in terms of monitoring the perimeter of play. Care should be taken to ensure that there is some way to establish the perimeter of play. This could include sidewalks, walls, or plastic ribbon stretched between tree or traffic cones. A radio on a speaker can be a cue that a player has strayed too far from the play area.

Pads of Scavenger hunt tags grouped by type (e.g, 1, 2 or 3) are stapled together and to a piece of cardboard that can be taped securely to objects within the selected area of play. Tags can be mounted like signs, vertically or can be laid flat on the ground or a table top. Tag placement should be challenging to the players and require them to use their sensory and mobility skills- while remaining safe. Placement of tags should be such that the safety of the players can be assured as each tag is approached.

Individual Play

The governing concept in this type of play is that the child player is always within close proximity as their parent or guardian. In this way, the tags must be affixed to objects that will be encountered by the guardian as they are visiting exhibits or exploring common places. The Scavenger Hunt tag pads can be affixed lower and in manners that will be easier for the player- at his or her guardian's side can detect and claim.

The Scavenger Hunt Game Rules

Dxdt Engineering and Research, LLC recommends the following rules for BVITS Scavenger Hunt Play:

Multi-Player Games

1. Scavenger Hunt players should not peek under their learning shades if they are assigned to wear them- unless there is a safety concern.
2. Players should not remove more than one tag of any one type during play. Each player is entitled to only one of each of the three tag types they might find.
3. If a player removes the last tag of a type, they should announce "last tag- tag 1!" or tag 2, or tag 3 as the case may be. This is to alert the other players that there is no use in searching for tags that aren't there.
4. Players should remain kind to each other and not interfere with the enjoyment of others as they engage the game.
5. Each player will require an iPhone or iPad running the BVITS App in Directions mode.

When the rules are being expressed to the players, they should also be instructed on where they can bring their prize claims after the game.

Individual Play

1. Players should not remove more than one tag of any one type during play. Each player is entitled to only one of each of the three tag types they might find.
2. Players should remain in close proximity to their parent or guardian until and unless that guardian has given permission for the player to venture out further.
3. If other players are encountered during Individual play, the Players should be kind to each other and not interfere with the enjoyment of others as they engage the game.
4. Each player will require an iPhone or iPad running the BVITS App in Directions mode. For Individual play, the guardian's phone could potentially be used.

For individual play, the game rules and instructions on how to claim prizes will need to be available to parents and guardians on printed matter.

Configuring the BVITS App for a Scavenger Hunt Game

Dxdt Engineering and Research recommends the following settings- as established from the BVITS App Configuration page:

- Tag size: 8"
- Announce range to target: on
- Message Speed: Relaxed or Slow
- Auto zoom Sweep: On (slide to right)
- Minimum zoom: 2X

Initiating a Scavenger Hunt Game

Multi-Player Games

1. Gather the players at the starting point, perhaps the safety monitoring desk manned by the Scavenger Hunt Game Administrators. Ensure that all players have a phone with the BVITS App available and that the app has been configured correctly and that they know that the App must be used in Directions Mode (Middle button).
2. Go over the range of play. Ensure that the children understand the boundaries of play.
3. Ensure that the children understand the game concept. They search the environment with their phones to try to find each of 3 scavenger hunt prize tags. When they find one they can remove one sheet from the tag pad that they will turn in later for a prize. They cannot remove more than one tag of a type.
4. Review the rules.
5. Tell players how they will turn in their prize claim tags that they find.
6. Set a time limit, 15 minutes should be enough. More time can be added if necessary.
7. Say "Go!" Start the timer and watch players closely to ensure their safety and fun.

Individual Play

1. Ensure that participating guardians have been provided the instruction sheet. The instruction sheet should cover the following info:
 - a. A phone with the BVITS App is required and the app should be configured correctly and the App must be used in Directions Mode (Middle button).
 - b. The parent should remind the child of the game concept. They search the environment with their phones to try to find each of 3 scavenger hunt prize tags. When they find one they can remove one sheet from the tag pad that they will turn in later for a prize. They cannot remove more than one tag of a type.

- c. The guardian should be made aware of the range of the game. Will all of the tags be within the exhibit area? The conference area? The hallways? They will need to know where the game is and where it ends.
- d. Children should remain under direct supervision of their guardian at all times.
- e. Review of the rules.
- f. Prize claim instructions
- g. The instructional flyer should remind guardians that they are the sole guarantor of the safety of their child while they engage in the Scavenger Hunt game for individual play.

Have great fun bringing joy to kids using the BVITS Scavenger Hunt function!