

03

Treasure hunt

Summary: **Challenge yourself to find or recognise an element of the ecosystem**

Possible configurations: **Alone or in groups with a game master** (*indication in italics*)

Senses mobilised: **Sight**

Duration: **Variable**

Associated SPOT programmes: **Phénoclim, From Spawn to Frog, Salute the trees**

- Choose a natural element of your choice that you will have to find along the way. *Depending on what is most convenient, you can designate a different element for each participant or designate a common element to be found by all.*
- During the journey, be observant so as not to miss a trail that could help you locate the chosen element (*be careful not to pull up or pick plants, or move rocks, etc.*)
- Once you have arrived, continue by carrying out the protocol of the programme associated with this spot. However, if you did not find the element on the way there, pay attention again on the way back.

The aim is not to make a detour to find the designated element, nor necessarily to absolutely find it, but rather to encourage us to be more attentive to our surroundings during the journey in order to be better prepared to make observations once we arrive.

Example of elements to find to inspire you:

- *a type of tree (e.g. deciduous or coniferous), a particular species (e.g. larch, birch, beech)*
- *a plant*
- *a bird*
- *a trace of animal presence (e.g. footprints or droppings)*
- *a mushroom*
- *a feather*
- ..