

LUNCHTIME SCAVENGER HUNT

AGE GROUP: All ages, but activities will need to be tailored to the age group and younger youth might need to be supervised

NUMBER OF PARTICIPANTS: As many as possible

Time: 1-2 weeks

RESOURCES: Tables, posters, and prizes for the winners. Supplies will vary depending on how the stations are set up.

COST: \$25 - \$100



- Before the day of the event, create a simple scavenger hunt questionnaire. Participants should be able to find the answers at the scavenger hunt stations the day of the event. For example,
Q: How many Americans die each day from tobacco use and secondhand smoke?
A: _____
- Using tables, set up several stations in your cafeteria and have each station provide different information about tobacco. Don't forget to have a table where students can pick up their questionnaire and drop it back off once it is finished. You might even want to put the prizes on display so that students will be more eager to participate.

Here are some ideas for different stations:

- **They put WHAT in a cigarette?!** - Create a display that tells others about the ingredients found in cigarettes and/or spit tobacco.
 - **Tobacco's Toll** - Set up a table highlighting the harmful effects of tobacco use and the number of people it kills each year.
 - **Target Practice** - Set up a table with information on how the tobacco companies target youth. You could include examples of advertisements and quotes from the tobacco industry.
 - **Toxic Gas** - Another idea is to set up a station focusing on secondhand smoke. Many people do not realize just how deadly secondhand smoke is, but it kills at least 38,000 each year and results in over one million illnesses in children. There are at least 69 known carcinogens in secondhand smoke.
- Make several announcements throughout the lunch period advertising the scavenger hunt so that students understand what is going on. Don't forget to let them know that there are prizes involved!
 - As students hand in their questionnaires, place all of them in a bucket. Before the lunch period ends, draw one (or more) questionnaires out of the bucket and announce the winner

