**Grade/Age Level:** High School  

**Software:** Microsoft Word, Microsoft PowerPoint (optional)  

**Discipline:** Language Arts

<table>
<thead>
<tr>
<th>Activity Title:</th>
<th>Literary Scavenger Hunt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity Timeline:</td>
<td>2-3 class periods</td>
</tr>
</tbody>
</table>

**Description:** In this activity, students learn about literature in a new way by searching the Web in a scavenger hunt for information about books and authors. When the hunt is over, students will publish their answers in a newsletter using MS Word. (Students can also publish their answers in an interactive slide show using PowerPoint.) The objectives of this activity are to stimulate student interest in learning about literature, develop students' confidence in searching the Web, and allow students to solve problems creatively and interactively.

1. Prior to class, develop a list of questions for the scavenger hunt. (Sample questions are provided at the end of this plan.)
2. Group students into teams of 2 or 3
3. Provide students with the scavenger hunt questions, and set a deadline to complete the hunt (example: one class period)
4. Once the hunt is complete, each team will create a newsletter using MS Word which provides the answers to all of the questions. (Or, each team creates a PowerPoint presentation)
5. The class will vote to decide the best newsletter or PowerPoint presentation. (Remind students that they should base their vote on content as well as design.)

**FCAT Standards:**  
Reading: Main ideas, plot, and purpose, Reference and research  
Writing: Expository writing

**NETS Standards:**  
Teacher  
1. Planning and designing learning environments and experiences  
2. Teaching, learning, and the curriculum  
3. Social, ethical, legal, and human issues  
4. Productivity and professional practice
Student
1. Social, ethical, and human issues
2. Technology productivity tools
3. Technology communication tools
4. Technology research tools
5. Basic operations and concepts
6. Technology problem-solving and decision-making tools