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# Internet Scavenger Hunt For Middle School Students

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Teachers.Net Lesson Exchange: 'Net the Whales'  
Landwirtschaftszählung 1979, zugleich Agrarberichterstattung 1979  
Eye in the Sky: Exploring the Hubble Space Telescope: A Web Scavenger Hunt  
Internet Scavenger Hunt  
Internet Scavenger Hunt Game Book for World History  
Internet Scavenger Hunts  
Book Scavenger  
Internet Scavenger Hunt Games for English Class  
Web Hunt Intermediate: Scavenger Hunts for the Internet  
The Wikipedia Revolution  
The Ultimate Book of Scavenger Hunts  
Internet Scavenger Hunt Games for Science Class  
Middle School Internet Scavenger Hunt Game Book for Spanish Class  
Elementary Education  
Internet Scavenger Hunt for German Class

Internet Scavenger Hunt Games for Middle School Spanish Students  
A Cultural Investigation of Spain  
Verordnung, das Humburger Waysenhaus in specie wie es bey Reception eines  
Waysenkindes gehalten werden solle  
Education World: Lesson Planning Article: A Black History Treasure Hunt!  
The Gingerbread Man Loose in the School  
Memorial Day History: Scavenger Hunt  
Internet Scavenger Hunt Games for World History  
Internet Scavenger Hunt Games for Science Class  
Kids Go Europe  
Scavenger Hunt  
Treasure and Scavenger Hunts  
Internet Scavenger Hunt for High School Spanish Students  
Grandpa Stops a War  
AskERIC Lesson Plans: The Revolutionary War--Internet Scavenger Hunt  
Internet Scavenger Hunt Games  
Getting Started with the Internet  
Internet Scavenger Hunt American History  
Internet Scavenger Hunts for the Topics You Teach  
Animals of the World: An Internet Scavenger Hunt!

Internet Scavenger Hunt Games for World Geography Class

Giving Thanks

Web Hunt Challenging: Scavenger Hunts for the Internet

Integrate the Internet Across the Content Areas

Internet Scavenger Hunt: Inventors and Inventions

I Know Numbers!

*Internet  
Scavenger  
Hunt For*

*Middle School  
Students*

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Teachers.Net Lesson

Exchange: 'Net the

Whales' Scholastic Inc.

List three jobs held by

Mark Twain. Who was the  
author of The Inferno?

What Lewis Carroll poem  
contains made-up words?

Students search to find  
answers to questions in a  
race to see who will be  
the Internet King or  
Queen of the Day. This  
reproducible book of 48  
games covers authors,  
literature, writing, and  
grammar. 384 "hunts" in  
all.

*Landwirtschaftszählung  
1979, zugleich  
Agrarberichterstattung*

1979 Scholastic Inc.

How do we love numbers?

Let us count the ways:

They're on street signs

and bus stops, featured

on phones, thermometers,  
chalkboards, and scales.

They show the time and  
the date, and help us to  
measure distance, sizing,

and so much more. This  
spirited picture book by  
beloved author-illustrator

Taro Gomi will charm and inform the youngest of readers, offering them a unique—and useful—look at a key concept we count on. Plus, this is the fixed format version, which looks almost identical to the print edition.

**Eye in the Sky:  
Exploring the Hubble  
Space Telescope: A  
Web Scavenger Hunt**

Hachette Books

This online scavenger hunt focuses on the history of Memorial Day, a U.S. national holiday celebrated on the last Monday in May in

commemoration of members of the armed forces who died serving their country. The students use recommended Web sites to search for the answers to a set of questions. This activity is best-suited for use with upper elementary or middle school students. Education World, Inc. posted this activity online on May 17, 2002 and offers access to previously posted online scavenger hunts.

[Internet Scavenger Hunt](#)  
Rowman & Littlefield

A thorough overview of elementary education in the United States, spanning its history, foundations, curriculum models, technology, assessment, and special programs. *Elementary Education: A Reference Handbook* takes readers on an all-inclusive journey through the history and current status of elementary education in America. The handbook first examines the historical, philosophical, social, and cultural foundations of elementary education. It then delves

into the fascinating topic of how children learn, including racial identity formation, culturally differing cognitive thinking styles, and language developments. A critical investigation of issues relating to the curriculum reveals its purpose, types, and models, weighing the impact of technology and providing a historical review of key subjects, from language arts to physical education. Are the results of standardized testing and high-stakes testing

realistic and fair? This handbook explores these and other key questions in a detailed discussion of assessment and evaluation methods. [Internet Scavenger Hunt Game Book for World History](#) Seven Stories Press  
"The purpose of these forty Internet scavenger hunt games is to help your students have fun while improving their culture skills via searches on the Internet"--Page 3. *Internet Scavenger Hunts* Scholastic Inc. Burgett's plan for a "super

party" includes all the details for planning, creating, and hosting a two-hunt super party, including cryptic clues, a goofy list, and mysterious items.

### **Book Scavenger**

Penguin

"Internet Scavenger Hunt: Inventors and Inventions" is a May 24, 1999 article by Hazel Jobe. Jobe presents two scavenger hunts, one for elementary classes, the other for middle and high school classes. Education World, Inc. provides the article online as part of its

Lesson Planning Center resource.

*Internet Scavenger Hunt Games for English Class*

Vintage Crime/Black Lizard

It's hard to resist a scavenger hunt. Give kids a list of things to find, and they naturally want to turn it into a game and start checking things off. Add in an outdoor and nature twist, and the game is elevated to a whole new level—and what an amazing opportunity to engage kids and families with nature in a whole new

way. The Ultimate Book of Scavenger Hunts will help turn every outdoor outing into a scavenger hunt, with plenty of things for your family to look for, discover, and learn about. Geared towards families with kids ages 4-10, the hunts are geared to just about any location—from city to farm to beach to mountains. The book includes a leveled difficulty rating system so you can find both easy and difficult items within each hunt (1 being easy, 2 medium, 3 hard). Each hunt comes complete with

factoids and information about the items on the list, and each item is accompanied by a colorful spot illustration so that the hunter can easily identify what they are looking for.

*Web Hunt Intermediate: Scavenger Hunts for the Internet* Bloomsbury Publishing USA

Contains step-by-step instructions for a variety of projects designed to help teachers and students use the Internet. *The Wikipedia Revolution* Chronicle Books  
Contains twenty-five

reproducible worksheets designed to help students in grades four through eight conduct Internet searches on famous Americans, each with reading-comprehension questions and graphic organizers.

The Ultimate Book of Scavenger Hunts

Independently Published  
The purpose of the Internet Scavenger Hunt Games is to help your students have fun while improving their knowledge of world history via searches on the Internet.

Internet Scavenger Hunt Games for Science Class

Kids Go Europe  
A New York Times-Bestseller! For twelve-year-old Emily, the best thing about moving to San Francisco is that it's the home city of her literary idol: Garrison Griswold, book publisher and creator of the online sensation Book Scavenger (a game where books are hidden in cities all over the country and clues to find them are revealed through puzzles). Upon her arrival, however, Emily learns that Griswold

has been attacked and is now in a coma, and no one knows anything about the epic new game he had been poised to launch. Then Emily and her new friend James discover an odd book, which they come to believe is from Griswold himself, and might contain the only copy of his mysterious new game. Racing against time, Emily and James rush from clue to clue, desperate to figure out the secret at the heart of Griswold's new game—before those who attacked Griswold come

after them too. This title has Common Core connections.

*Middle School Internet Scavenger Hunt Game Book for Spanish Class*  
Scholastic Inc.

"The purpose of these forty Internet scavenger hunt games is to help your students have fun while improving their culture skills via searches on the Internet"--Leaf [3].

Elementary Education  
Henry Holt and Company (BYR)

This classroom-tested book uses the Internet as a valuable resource to

enrich the topics you already teach. Your students will gather up-to-the-minute information and explore relevant questions to complete 10 fun, reproducible scavenger hunts. The topics include Ancient Egypt, Ancient Greece, the Body, Martin Luther King, Jr., the Nine Planets, the Rainforest, Volcanoes, Whales, and the White House. Great for boosting research skills and making the most of time spent on the Internet! For use with Grades 4-8.

*Internet Scavenger Hunt*

*for German Class Shell Education*

Features the lesson plan "The Revolutionary War--Internet Scavenger Hunt," provided by the Educational Resources Information Center (ERIC) of the National Library of Education. The goal of the lesson plan is to teach students about the events and people of the American Revolutionary War. Discusses the grade levels, objectives, materials needed, and procedures.

Internet Scavenger Hunt Games for Middle School



### Spanish Students

#### Turtleback

"Imagine a world in which every single person on the planet is given free access to the sum of all human knowledge. That's what we're doing." -- Jimmy Wales With more than 2,000,000 individual articles on everything from Aa! (a Japanese pop group) to Zzyzx, California, written by an army of volunteer contributors, Wikipedia is the #8 site on the World Wide Web. Created (and corrected) by anyone with access to a computer, this

impressive assemblage of knowledge is growing at an astonishing rate of more than 30,000,000 words a month. Now for the first time, a Wikipedia insider tells the story of how it all happened--from the first glimmer of an idea to the global phenomenon it's become. Andrew Lih has been an administrator (a trusted user who is granted access to technical features) at Wikipedia for more than four years, as well as a regular host of the weekly Wikipedia podcast. In The Wikipedia

Revolution, he details the site's inception in 2001, its evolution, and its remarkable growth, while also explaining its larger cultural repercussions. Wikipedia is not just a website; it's a global community of contributors who have banded together out of a shared passion for making knowledge free. Featuring a Foreword by Wikipedia founder Jimmy Wales and an Afterword that is itself a Wikipedia creation. *A Cultural Investigation of Spain* Communication Unlimited

"The purpose of the Internet Scavenger Hunt Games is to help your students have fun while improving their knowledge of geography via searches on the Internet"--Page 4.

**Verordnung, das Humburger Waisenhaus in specie wie es bey Reception eines Waisenkindes gehalten werden solle**

Exploring world history from Earth's origins to the 21st century, students challenge themselves to

beat their best score with forty-three internet scavenger hunt quests. [Education World: Lesson Planning Article: A Black History Treasure Hunt!](#) Cindy Miller presents an Internet scavenger hunt on gray whales for elementary students. The students record facts about gray whales on note cards, and then write a paper. Miller includes a list of the Web sites used. Teachers.Net provides the lesson as part of the Teachers.Net Lesson Exchange online resource.

*The Gingerbread Man Loose in the School*

"Animals of the World: An Internet Scavenger Hunt!" is a June 15, 1998 article by Gary Hopkins that presents a science activity requiring students to use the Internet to determine where specified animals live. This activity is best suited for use with upper elementary and middle school classes. Education World, Inc. provides the article online as part of its Lesson Planning Center resource.