

iPad Treasure Hunts

Building Bridges Between the Library Classroom & the Library

Build a bridge between the concepts covered in the college library classroom and the real library experience: send them out into the library for their instruction.

With iPads and maps in hand, students simultaneously explore the physical space of the library and the digital space of library databases and research guides, creating their own connections.



Before The Treasure Hunt

- Put students in teams (2-6 students each).
- Give each team a map and an iPad.
- Explanation:
 - Follow the numbers on the map.
 - Look for the signs at each number.
 - Follow instructions; post to Padlet.
 - Return by a certain time.

Download Aurasma, follow the account [julwhale1](#), and scan the photos below for a surprise!

Pre-Class Preparation

- Create Aurasma triggers/overlays.
- Print trigger signs (or instructions).
- Print and label maps.
- Create Padlet boards for teams.
- Test the treasure hunt!



After the Treasure Hunt

- Ask how their experience was.
- Ask what they learned from the activity.
- Review teams' answers.
- Have teams explain unclear responses.
- Don't forget to collect maps and iPads, and clear Padlet boards for future use!



Aurasma

Aurasma is an augmented reality app where you can upload your own trigger images and overlays, with customized actions. Students can use the iPad to scan a printed trigger in the library, and the overlay can have more information, instructions, and/or link to a page of your website.



Padlet

Padlet is both an app and browser-based. You can set up collaborative posting boards for your teams to post answers in the form of text, photos, or both, while out in the library. You can watch from the classroom and know in real time if a group is struggling or almost finished with the hunt!