

The Toddler Fall Scavenger Hunt Kit

A printable companion to Fall Scavenger Hunt for Toddlers

Print this kit and keep it with your outdoor things. It gives you the twelve-item hunt card, a blank card for building your own route, a set of picture cards to hide indoors, the age guide, the weather plan and a find log — everything you need to run the hunt without scrolling back through the article.

The Hunt Card

Take this page outside. Tick each square as you find it, and stop whenever the fun is still going — a finished card is not the point.

Find	Where to look	Tick
A red leaf	Anywhere on the ground, at eye level for a small child	
A yellow leaf	Under the trees that turn first	
A brown leaf	The dry patch by the kerb or the path edge	
An acorn	Under the oaks, in the grass at the base of the trunk	
A pinecone	Under evergreens, or on the pavement after wind	
A smooth stone	The path edge, a wall, a driveway	
A twig shaped like a letter	Anywhere; the shape is the game	
A berry on a bush	Hedges and garden shrubs — look, do not pick	
A feather	Grass, pavement, under a tree	
A seed or a helicopter seed	Under maples and sycamores	
Something orange	Anything at all — this one is wide open	
Something that smells like autumn	Bark, a leaf, damp earth, a pinecone	

Twelve is the ceiling, not the target. A two-year-old who finds four things and runs the whole way is having a better afternoon than one who is marched through all twelve.

Build Your Own Hunt

Write the list for the ground you actually have. Walk the route first and name only things you are certain are there.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

Picture Cards to Hide

For a wet day, or a neighbourhood with nothing to find. Cut these out, tape them around the room or the garden, and hunt for the pictures instead of the real things.

Leaf	Hide it low, at toddler height, so it is found by looking rather than by climbing.
Acorn	Tuck it behind a chair leg or under a cushion edge.
Pinecone	On a low shelf, half hidden by something else.
Pumpkin	Somewhere obvious for the first find, so the game starts with a win.
Apple	On the floor by the fruit bowl — close enough to spot from across the room.
Feather	Taped to a doorframe at shoulder height.

What to Change by Age

Age	How many items	How it runs	What to change
Under 2	3 – 4	Carried or in the pushchair	Point and name; you do the finding, they do the noticing
2 – 3	4 – 6	Walking, short loop	One colour at a time; stop the moment interest drops
4 – 5	6 – 8	Walking, longer loop	Let them hold the card and do the ticking
6 – 8	8 – 12	Walking or on bikes	Add a time limit or a two-team race
9 – 12	12+	Independent	They write the list and set the route for a younger child

Variations to Try

- Colour hunt — find one thing in each of five autumn colours.
- Texture hunt — something smooth, something rough, something soft, something prickly.
- Sound hunt — stand still for one minute and name every sound you hear.
- Shape hunt — a leaf shaped like a hand, a stick shaped like a letter, a stone shaped like a circle.
- Torchlight hunt — the same list, after dark, with a torch.
- Backwards hunt — walk the route in the opposite direction and see what you missed.
- One-item hunt — everyone looks for the same single thing and compares what they found.
- Photo hunt — no collecting at all; photograph each find instead.

Questions to Ask on the Walk

The finding is the easy part. These are the questions that turn a walk into a conversation, and they work at any age.

- What colour is it, and is there anything else outside that colour?
- Is it smooth or rough? Can you show me with your hand?
- Where do you think it came from before it landed here?
- Is it heavy or light? Which hand can hold it longer?
- What does it smell like? Does it smell like anything else you know?
- How many of these do you think we will find if we keep walking?
- Which one is your favourite so far, and why that one?
- What should we look for next?

Weather Plan

Weather	Verdict	What to change
Bright and dry	Go	Nothing — this is the day the list was written for
Overcast	Go	Best light for photos and no squinting; take a bag for finds
Light rain	Go, shortened	Waterproofs, half the list, and a warm drink at the end
Heavy rain	Stay in	Switch to the picture cards and hide them around the house
Windy	Go, carefully	Skip anything under trees; the leaves are moving anyway
Cold snap	Go, shortened	Gloves on, list cut to four, and keep moving

Find Log

One line per outing. After a few weeks you will know exactly which route and which list your child actually loves.

Date _____ **Route** _____ **Best find** _____

Date _____ **Route** _____ **Best find** _____

Date _____ **Route** _____ **Best find** _____

Date _____ **Route** _____ **Best find** _____

Date _____ **Route** _____ **Best find** _____

Date _____ **Route** _____ **Best find** _____

Season Tracker

One square per outing. Colour it in when you get home — the finished grid is the record of the whole autumn.

Week	Outing	Weather	Best find	Done
1				
2				
3				
4				
5				
6				
7				
8				

Before You Go

- The boundary has been said out loud, and your child has said it back.
- The list is written for the ground you are actually walking on.
- The card is on a clipboard, or folded to the size of a pocket.
- There is a bag for finds, and you have agreed what stays outside.
- You know where the hunt ends, and it is not far from where you started.
- You have decided in advance that you will stop while it is still fun.

Notes for Next Time

What worked, what to skip, and which route to walk again. Two lines after each outing is enough.

savorydiscovery.com — By Elowen Thorn. Printable for personal use.