

*This week's Sweet Surprise is an alternative to the traditional Easter egg hunt. It was first published by Suite 101 in 2010, but we have permission to share it today for your family or fellowship Easter pleasure.*

## **The Giant Indoor Easter Egg Hunt**

### **Easter Fun for all Ages**

When searching for eggs in long grass, flowerpots and under bushes in the garden is just not possible, The Giant Indoor Easter Egg Hunt provides a super solution. It's a great way to host a hunt whatever the weather and wherever you live. In fact, it can be the pièce de résistance for an indoor Easter party as everyone becomes so excited when they find 'hidden' treasures in the centre of the room!

#### **Materials Needed:**

1. 10 - 15 small cards (approx 4" x 4") per person hunting
2. 2 Pens - 1 marker and one biro
3. Prizes for of 80% of the number of cards being used. (e.g., 100 cards would require 80 prizes)
4. Hooters/Noise making instruments

#### **Preparation:**

1. Using the marker, label each card boldly with a unique ID combining 1 letter and 1 number, e.g., A1, A2, A3, B1, B2, B3 etc. (Note: Using each letter of the alphabet and numbers from 1 - 9 will give a total of 234 cards.)
2. On the back of 20% of the cards draw a cross or a thumbs down image with the biro.
3. On the back of each remaining card, write details of the prize it holds with the biro. If you don't want to use too much chocolate, you could call it 'The Giant Indoor Easter Hunt', and in addition to varied sizes and types of chocolate eggs have prizes such as painted boiled eggs, printed Easter poems and stories, craft kits, in fact, anything Easter related.
4. Lay cards in order on the floor to make a huge 'mat' with prize information face down.

#### **The Giant Indoor Easter Egg Hunt Begins**

1. Players sit in a circle around the cards and the one nominated to go first calls out the card ID of their choice. (You can nominate an assistant to pick up and hand the chosen cards to players or you can allow players to go and pick up their own cards.)
2. Players announce their results and if they've scored a 'hit', they hand in their card to collect their prize. Leaders can increase the degree of fun by encouraging the use of hooters or other noise makers to signal a 'hit' or a 'miss'
3. Play moves around the circle with players taking it in turns to 'hunt' until all the cards have been picked up.

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