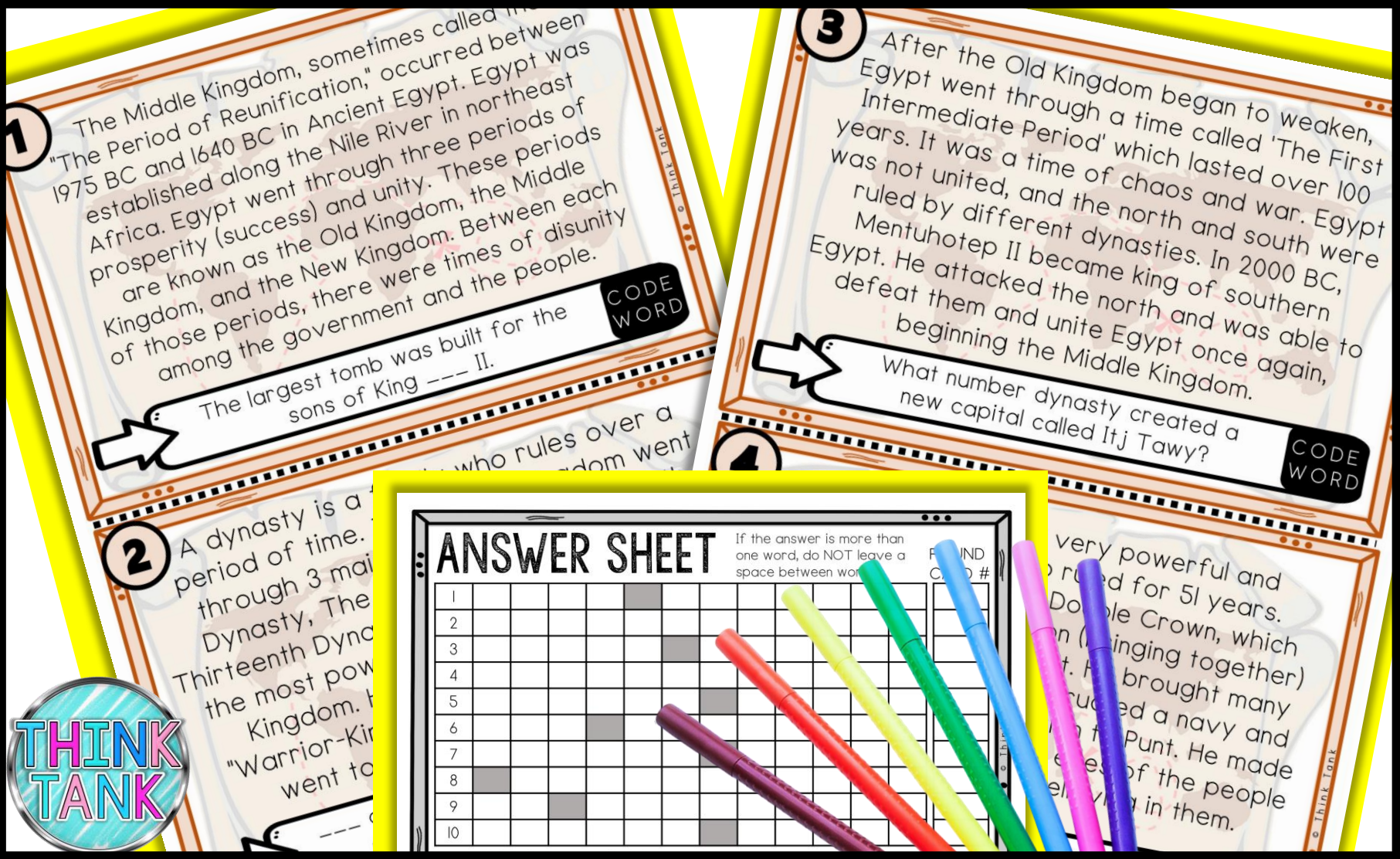
MIDDLE KINGDOM

SCAVENGER HUNT



THINK TANK

WHAT'S INCLUDED?

- 10 SHORT PASSAGES
- 10 QUESTION TRAILS
- RECORDING SHEET
- ANSWER KEY
- STUDENT DIRECTIONS
- TEACHER DIRECTIONS
- EXTENSION ACTIVITIES

1 The Middle Kingdom, sometimes called the "The Period of Reunification," occurred between 1975 BC and 1640 BC in Ancient Egypt. Egypt was established along the Nile River in northeast Africa. Egypt went through three periods of prosperity (success) and unity. These periods

3 After the Old Kingdom began to weaken, Egypt went through a time called 'The First Intermediate Period' which lasted over 100 years. It was a time of chaos and war. Egypt was not united, and the north and south were ruled by different dynasties. In 2000 BC, Mentuhotep II became king of southern Egypt. He attacked the north and was able to defeat them and unite Egypt once again, beginning the Middle Kingdom.

What number dynasty created a new capital called Itj Tawy? CODE WORD

5 Gods commonly worshipped were the sun god Re, the underworld god Osiris, and the sky god Horus. He also expanded the borders of Egypt and built an army to protect them from invaders. He

7 During the Twelfth Dynasty, Ancient Egypt was at its peak because of the powerful Mentuhotep II's previous rule. The new Pharaoh Amenemhat III brought even more power and wealth to Egypt and ruled for 45 years. He built many temples for himself, his wife, and their gods. He also made sure the government was strong. Overall, Egypt was doing very well economically as well as politically, as he also developed and maintained strong relationships with foreign powers. It was also during the Twelfth Dynasty that a new capital city was built, called Itj Tawy.

Pharaoh Senusret III earned the nickname of "___-King". CODE WORD

9 Writing during this
more widely used. The
was called hierogly
symbols to represent
letters. Literature and
important during the

What was the
the underwo

10 During the Thirteenth D
began to lose control

TEACHER S

THIS SCAVENGER HUNT HAS TW

Part 1: Kids will read 10 short passages wh
of their next "clue" or code word. After fi
students will need to write them down on t
Part 2: Using the code word on each read
unscramble the letters in the gray boxes t

All you have to do is print the 10 reading c
hide them! The more difficult the reading
more FUN the kids have AND the longer th

You will need to print [PAGE 10] for EVERY

ANSWER SHEET

If the answer is more than one word, do NOT leave a space between words.

FOUND CARD #

1 2 3 4 5 6 7 8 9 10

FINAL RD ANSWER:

4 DIGIT CO

Next, using the numbers in the FOUND column in the SAME order in which you orded them above; follow these clues.

Elimin ighest and lowest number UND column.

Get rid of all that are spelled with jus rs.

Eliminate numb tart with the lette

NAL CODE
4 numbers remain (in der you listed them)?

Name

VOCABULARY PRACTICE

Directions: Choose 5 words from the reading cards that are unfamiliar or new to you

WORD

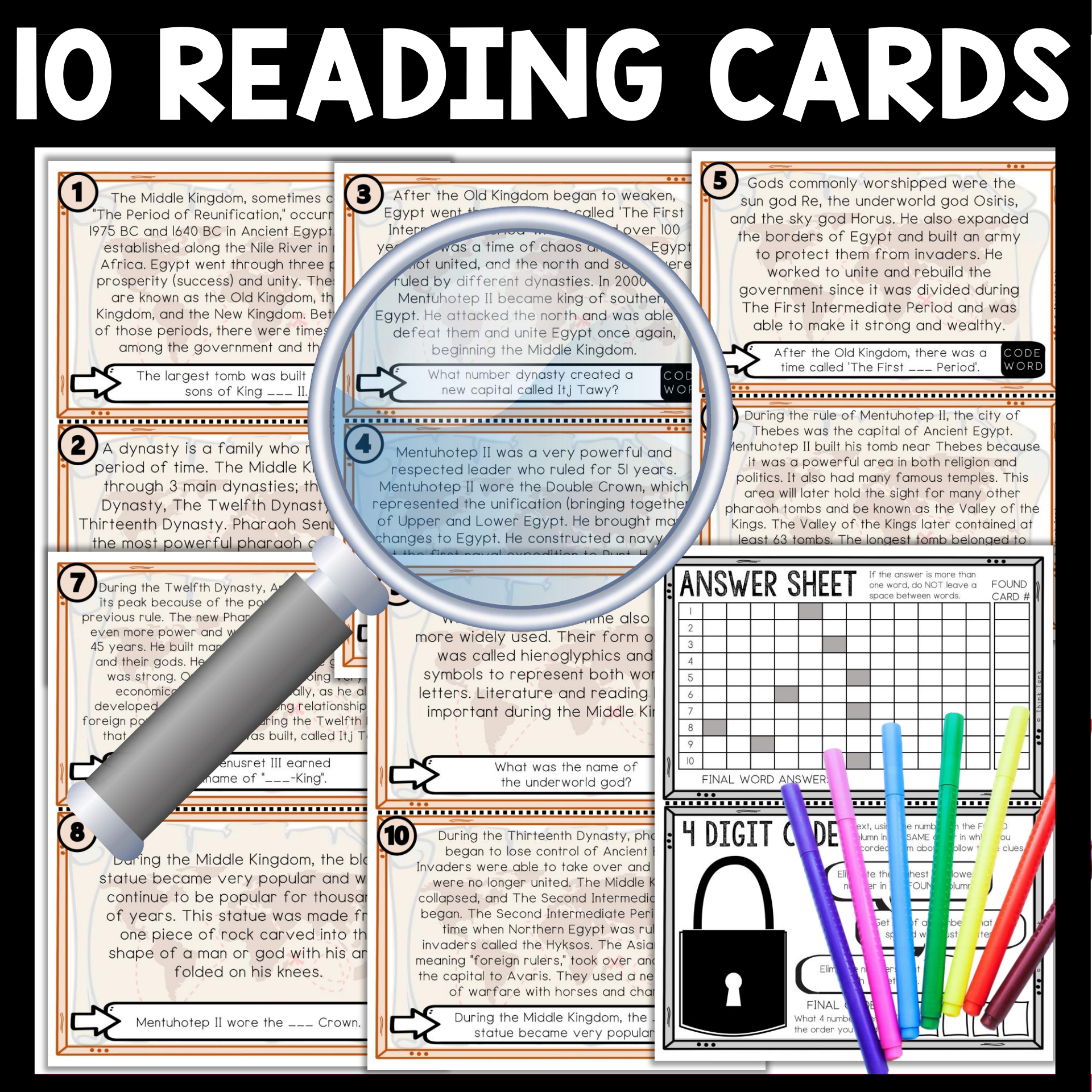
Name

SUMMARIZE

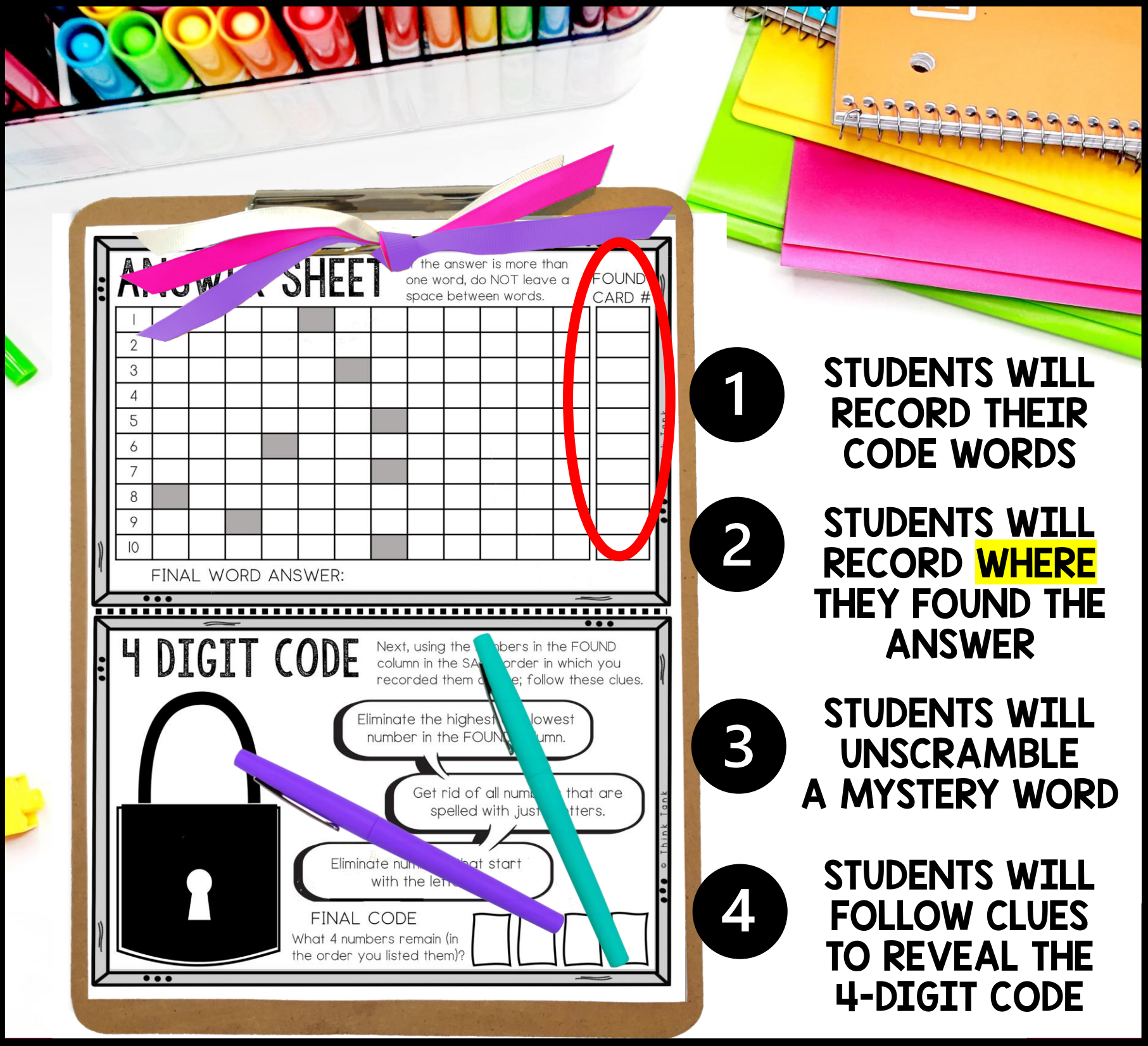
TOPIC SENTENCE

SUPPORTING DETAIL SUPPORTING DETAIL SUPPORTING DETAIL

10 READING CARDS



CITE EVIDENCE



1. STUDENTS WILL RECORD THEIR CODE WORDS
2. STUDENTS WILL RECORD WHERE THEY FOUND THE ANSWER
3. STUDENTS WILL UNSCRAMBLE A MYSTERY WORD
4. STUDENTS WILL FOLLOW CLUES TO REVEAL THE 4-DIGIT CODE

HOW IT WORKS

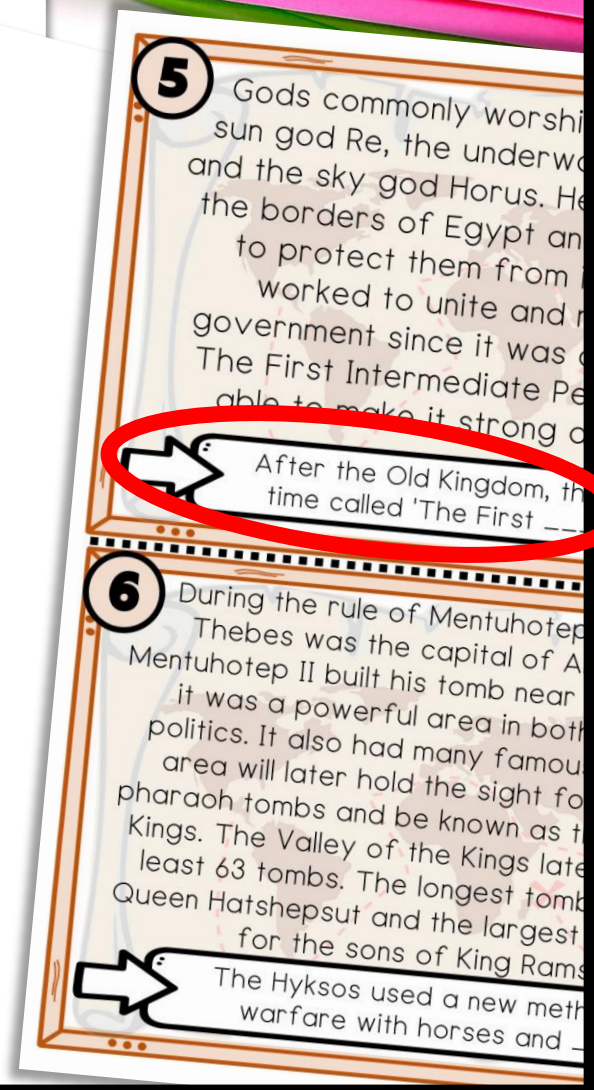


ENGAGING READING COMPREHENSION PRACTICE!

1. Students work individually (or in pairs) and visit 10 reading cards scattered around the room.

2. Students read the passage and look at the question at the bottom labeled "code word".

3. The code word for THAT card number will lead them to a different card. But here's the catch... students will NOT know where to find the code word answer so they will have to skim, browse and revisit the reading cards several times to find the answer they are seeking.



COMBINATION



This scavenger hunt is a winning combination of:

- ☑ movement
- ☑ close reading
- ☑ comprehension skills
- ☑ mystery words & codes
- ☑ citing evidence
- ☑ critical thinking

Everything a teacher dreams of wrapped up into one FUN and engaging activity!

OPTIONS



THINK OUTSIDE THE BOX!

- ANTICIPATORY SETS
- EARLY FINISHERS
- STATIONS
- SUB PLANS
- PARTNER WORK
- ENRICHMENT
- MOVEMENT
- CROSS-CURRICULAR
- HIGHLY ENGAGING

