Virtual Scavenger Hunt for Remote Teams

Find an ordinary object already within easy reach, then name or describe it—no camera, room tour, or leaving your seat is required.

Host guide / Letter / 4–30 adults; use breakout rooms or chat for larger groups / 10–20 minutes; 8 short clue rounds

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- Video meeting or team chat; cameras are optional.

- A host copy of the 8 clue cards, shared verbally or in chat.

- Ordinary nearby objects are optional; no purchase, room search, photo, app, or special equipment is needed.

- Optional blank paper and pen for a private sketch or fictional fallback.

How to run it

1. Before the call, explain that each clue invites an optional search only among ordinary objects already within easy reach or plainly visible. No one should stand, move the camera, show a room, open storage, retrieve private documents, or display an item. Cameras and microphones remain optional.

2. For each clue, participants may quietly locate an item and then point to it privately, type its generic name, or describe one neutral feature. They do not need to say where it is or who owns it. If no suitable object is nearby, they may offer a fictional substitute; anyone who prefers not to identify an item may pass.

3. Read one clue at a time and allow 30–60 seconds. Accept a short generic description; do not request a camera view, screen share, photograph, brand, personal history, or proof.

4. Use a cooperative pace rather than scoring by speed or possessions. In a large call, invite one brief response per willing person or use chat; no one has to reveal an item or explain a pass.

5. After eight rounds or when the group is ready to stop, thank participants for any form of participation. Do not save responses, photos, or information about people’s homes.

Protect privacy before the first clue

Do not ask participants to search a room, open drawers or closets, retrieve something from another area, or display an item. Let each person decide whether to use an ordinary object already within easy reach or in plain view. Never request phone screens, calendars, documents, company devices, addresses, mail, medication, valuables, or personal collections.

Keep the camera pointed wherever the participant chooses. The host should not pressure people to unmute, move, or share a screen. A generic object name or a private point is enough; anyone who does not want to identify an item may pass without explanation.

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Use a low-pressure response format

Give 30–60 seconds for an optional nearby-object search. Participants may privately point to an item, type its generic name, or describe a neutral feature without showing it or saying where it came from. If there is no suitable nearby object, a fictional substitute is the fallback; anyone who prefers not to identify an item may pass.

For larger groups, use breakout rooms of 3–5 or invite one short chat response from volunteers. No leaderboard is needed, and no one should compare possessions or household access.

Make it accessible across locations

Use common object clues that do not assume a particular climate, home layout, culture, device, or set of possessions. People can answer from an item already within reach, use the fictional fallback only when no suitable object is nearby, or pass. Do not ask anyone to move or show an object.

For asynchronous play, post the prompts and invite people to answer any three with a generic object name, a neutral description, a fictional fallback, or no response. Do not request images or explain a delay.

Printable host script

“We will try up to eight optional object clues. If you want, find something ordinary that is already nearby. Do not get up, show your room, point your camera, or reveal documents or personal details. You can privately point, type the object’s generic name, or describe one feature. If no suitable item is nearby, you may use a fictional substitute; if you do not want to identify an item, pass. Cameras and microphones are optional.”

Read a clue, wait briefly, accept one short response, then move on. Close by thanking people for any form of participation.

Use one clue at a time

The cards are ordered as a host sequence. Each asks players to look only for an ordinary nearby object if they choose; no camera or room search is part of the rules. The fictional option is reserved for a clue with no suitable nearby object; participants can always pass.

If the host uses chat, accept generic labels such as “mug” or “paper clip.” Do not ask for brands, owners, photographs, or the story behind an object.

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CARDS / Virtual Scavenger Hunt for Remote Teams

R_VIRTUALHUNT-001 / Nearby-object clue Find something nearby with a round shape.	R_VIRTUALHUNT-002 / Nearby-object clue Find something soft or made of fabric.
R_VIRTUALHUNT-003 / Nearby-object clue Find a container that can hold a small item.	R_VIRTUALHUNT-004 / Nearby-object clue Find something with a simple shape or symbol on it.
R_VIRTUALHUNT-005 / Nearby-object clue Find something that can fold or flatten.	R_VIRTUALHUNT-006 / Nearby-object clue Find an item with a lid or cover.

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CARDS / Virtual Scavenger Hunt for Remote Teams

R_VIRTUALHUNT-007 / Nearby-object clue Find something that helps keep a page or small stack together.	R_VIRTUALHUNT-008 / Nearby-object clue Find something that could hold a short note.

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Host answer key

Keep this section separate from player cards. Accept equivalent wording where the meaning matches.

01. If you want, locate an ordinary item already within easy reach or plainly visible that has a round shape. Privately point to it, type a generic name such as “coaster” or “jar,” or describe the shape. Do not show it or say where it is. If no suitable object is nearby, use a fictional round object as the fallback; otherwise, pass if you do not want to name an item.

No camera, movement, or proof is needed.

02. Look only among ordinary items already near you, such as a cloth or cushion. You may type the generic item name or one neutral feature without displaying it. Use a fictional substitute only if no suitable nearby item fits; pass if you prefer not to name an item.

Do not retrieve anything from a private room or storage. Passing is fine.

03. Choose a nearby container, such as a cup, bowl, or pencil holder, if one is already within reach or visible. Name its general type or describe it without showing it. If no suitable container is nearby, use a fictional one as the fallback; otherwise, pass if you prefer not to name an item.

Do not open it or reveal what is inside.

04. Look for an ordinary nearby object with a visible shape or symbol. You can name the general kind of symbol or type the object category; do not show the object or read any private text. Use a fictional substitute only if no suitable nearby item fits; pass if you prefer not to name an item.

No photograph or screen share is needed.

05. If one is nearby, privately point to or name an item that folds or flattens, such as a paper napkin, reusable bag, or sheet of paper. You do not have to move or fold it. If no suitable item is nearby, offer a fictional substitute as the fallback; otherwise, pass if you prefer not to name an item.

Do not search another room or open storage.

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06. Look for a nearby item with a lid or cover, such as a jar, box, or reusable cup. Name its generic type or describe the cover without opening or showing it. If no suitable item is nearby, use a fictional fallback; otherwise, pass if you prefer not to name an item.

Do not reveal contents or private labels.

07. A nearby paper clip, bookmark, folder, or similar item can fit. Name it generically or describe its shape; no need to retrieve or display it. If no suitable item is nearby, a fictional substitute is the fallback; otherwise, pass if you prefer not to name an item.

Do not show papers, notes, or confidential material.

08. If you choose, locate a nearby blank card, sticky note, or note holder. Name only the generic item type—never show or read any writing. If no suitable item is nearby, use an imagined note holder as the fallback; otherwise, pass if you prefer not to name an item.

No written response or camera view is required.

Hosting questions

Do participants have to turn on cameras?

No. Camera use is optional. Participants may privately point to a nearby object, type its generic name, describe it, use a fictional fallback only when no suitable item is nearby, or pass.

Should people show the objects they find?

No. The hunt never asks people to show an object. A generic name, a brief description, or a private point is enough. Do not disclose where the item is or what it contains.

Can this work asynchronously?

Yes. Participants can optionally look for an ordinary object already within easy reach, then type a generic label or neutral description. A fictional substitute is only for a clue with no suitable nearby object; participants may also pass. No photos or room searches are required.

Can a host keep score?

This version has no points or leaderboard. Keep the activity cooperative; do not compare possessions, speed, camera use, or household access.

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.

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