

Easter Egg Clue Hunt with Reusable Riddles

2-10 players | About 25 minutes | Ages 5+

PRINT & PREPARE

Print the clue cards and host map. Cut cards to fit your eggs; fold as needed. Use only safe accessible hiding spots. Print single-sided on US Letter at 100% (actual size). For A4, choose Fit. Cut only pages labeled cut-out cards; dotted borders are cutting guides. Adults handle cutting.

GATHER

Large reusable eggs, Paper, Pencils.

SET UP

Choose six accessible hiding spots and put a clue to the next spot inside each egg. Hand the first clue to players. Put a congratulatory note at the final stop.

HOW TO PLAY

1. Read the first clue aloud and let the group search only in the agreed rooms.
2. When an egg is found, open it together and read the next clue.
3. Take turns being the clue reader or lead searcher so one child does not do everything.
4. Finish at the final note and celebrate as a group. There is no race and no individual scoring.

ADAPT IT

Use picture clues for children who are not reading yet. Make separate color-coded trails for multiple small teams.

HOST NOTE

Hide eggs in view or easy reach. Avoid appliances, medicine areas, climbing, and tiny fillers around young children.

Easter clue cards

Cut the seven cards. Small corner numbers let the host assemble the trail. Fold cards before placing in eggs.

EASTER

01

I hold stories in a row.

EASTER

02

I help you see your smile.

EASTER

03

**Coats rest here after a
walk.**

EASTER

04

**Shoes wait here for
adventures.**

EASTER

05

We sit here for dinner.

EASTER

06

Cushions make me cozy.

EASTER

07

**You found the finish!
Happy Easter!**

Host trail map

Host only. The card numbers identify the order; the clue answers are not printed on player cards.

STOP 1

Hand card 1 to players. It leads to the bookshelf.

STOP 2

At the bookshelf, hide card 2. It leads to the mirror.

STOP 3

At the mirror, hide card 3. It leads to the coat hook.

STOP 4

At the coat hook, hide card 4. It leads to the shoe shelf.

STOP 5

At the shoe shelf, hide card 5. It leads to a dining chair.

STOP 6

At the dining chair, hide card 6. It leads to the sofa.

STOP 7

At the sofa, hide card 7, the finish message.

IF YOUR HOME IS DIFFERENT

Choose equivalent accessible locations and explain the boundaries. Hide cards where players can reach without climbing; do not use appliances or cabinets.