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The Grandma Game

Objective: To stimulate investigation beyond the obvious.

The Game: The teacher presents the class with a problem and asks the students to find the common solution.

The Rules:

- 1. To play this game, you must tell me what Grandma likes first and what she doesn't like second.
- 2. Listen carefully to the clues. You might have to do some guessing at first.
- 3. If you can do three in a row correctly, you probably have the answer.

Sample Dialogue

(S = student, T = teacher)

- T: Grandma likes pepper but not salt. Grandma likes puppies, not dogs. Grandma likes cheese and not milk.
- *S*: Grandma likes pigs but not piglets.
- T: Grandma doesn't like either.
- *S*: Grandma likes paper but not ink.
- *T*: Grandma doesn't like either one.

- S: Grandma likes kittens but not cats.
- T: You are correct. Give me another example that has not been said.
- S: I pass.
- S: Grandma likes chicken but not beef.
- T: Grandma likes beef but not chicken.

Solution: Grandma likes things that have double letters in them; she doesn't like things that don't.

Notes: Try writing the "like" list and the "not like" list on the board.

Variations: The wonderful part of the game is that the rules can be changed.

- Grandma likes cheese but not eggs. She likes salt but not tortillas.

 (The last letter of the first word is the same the first letter of the second word.)
- Grandma likes pears but not pumpkins. She likes boys but not children. (She likes words with one syllable, not words with more than one.)



The Equations Game

Objective:

To present a different kind of problem, one that is often solved with an "Aha!" or getting the whole thing at once.

The Game: Teacher presents the class with an equation—one in which letters stand for words. Students are asked to solve it. The teacher should familiarize the students with the equations by giving the following example:

3F = 1Y Solution: 3 FEET equals 1 YARD.

The Rules: Write this equation on the board: $N + P + SM = the S ext{ of } C$. Then say, "I want you to solve this equation by asking questions."

Sample Dialogue

(S = student, T = teacher)

S: Do these letters stand for words?

T: Yes.

S: What are the vowels?

T: If I told you one of the words you would know the whole puzzle.

S: Can you give us a clue, a place to start?

T: They are nouns.

S: Are these nouns something you could see?

T: They could have been seen a long time ago, but not now.

S: Do they have something to do with history?

T: Yes.

S: Is it something we study in school?

T: Yes, in social studies class.

Solution: NINA + PINTA + SANTA MARIA = the SHIPS of COLUMBUS

Notes: See pages 33 and 34 for more examples of equations that work well for this game.

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