

Cognitive Thinking Activities Set 4

Making Critical Thinking Fun

Author: Kelley Dos Santos Kremer, M.Ed.

Book Design: Kati Baker

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Last Becomes First

Cognitive Thinking Strategies:

Categorization, Association, Divergent Thinking, Convergent Thinking

Last Becomes First is designed to engage students' thinking and creativity. Students are given a specific topic or setting, like the grocery store, and must create a list of items they would find there. The last letter of the item becomes the first letter of the next.

For example:

lettuce

eggs

sugar

rice

See page 35 for a practice worksheet. You can also use this strategy with the names of cities, states, animals, items in a classroom, book titles, famous people or colors. The possibilities are endless!



Last Becomes First

Make a list of _____.

Use the last letter as the first letter in the next word.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Search and Find

Cognitive Thinking Strategies: Divergent Thinking

This game involves creating new words from an existing word. For example, begin with the word *environment*. By recombining letters, you can make the words *more*, *mention*, *tenor*, *tire*, *men*, *vine*, *rent*, *enter*, *iron*, *tin*, *time*, *timer*, *one*, *over*, *none*, *move*, *tone*, *oven* and many others. Letters in the original word can only be used once, unless they appear multiple times in that word. This game is an excellent way to start or end the day. You can use the blank worksheet on page 39 to fill in your own related vocabulary words.

