

# Cognitive Thinking Activities Set 5

## Making Critical Thinking Fun

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# Word Boggler

## Cognitive Thinking Strategies: Association, Convergent Thinking, Divergent Thinking

The popular game of Boggle™ can also be used as a thinking game in the classroom. Give students a certain amount of time (usually about five minutes) to make as many words from a letter puzzle as possible. The rules are simple: letters that are touching can be used to form a word.

Create a letter puzzle, pass out the **Word Boggler** worksheet, and put the letter puzzle on the whiteboard or overhead. You could also have a container of letters available to assemble a puzzle as a class. Letter tiles from Scrabble™ work well.

Instruct students to copy the letter puzzle onto their own papers and then look for words. An example puzzle is:

E	S	L	N
T	A	R	O
W	I	D	K
M	C	F	H

Answers for this letter puzzle include:

radon last was tear tea teas war wars last tar saw sad  
set seat seats fir first fit fits dark star tears stars rate  
ear ears rid lark law rat rates slat slate slates wait raid

At the end of the time limit, have students exchange papers and calculate each other's points based on the following scale:

**2 letters = 2 points**

**3 letters = 3 points**

**4 letters = 4 points**

**5 or more letters = 5 points**

Questionable words should be looked up in the dictionary. (This is one activity where students will rush to look up a word!) The winner(s) is the student who has earned the most points. This activity provides an excellent opportunity to discuss word formations, word prefixes and word suffixes.

# Word Boggler

Create as many words as you can from the letters in the puzzle.


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

## Scoring Key

2 letters = 2 points

3 letters = 3 points

4 letters = 4 points

5 or more letters = 5 points



# Three Clues

## Cognitive Thinking Strategies:

**Memorization, Categorization, Association, Convergent Thinking, Divergent Thinking, Prediction**

**Three Clues** is an activity that engages your students in effective thinking during any spare time. First, think of an animal or object. Then give students three clues and have them try to guess the object. This game can be customized for any ability level.

### Example:

1. I am gray.
2. I give milk to my babies.
3. I live in the ocean biome and am one of the most intelligent animals in the animal kingdom.

Answer: Dolphin

