Cognitive Thinking Activities Set 5

Making Critical Thinking Fun

Author: Kelley Dos Santos Kremer, M.Ed.

Book Design: Kati Baker

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Word Boggler

Cognitive Thinking Strategies: Association, Convergent Thinking, Divergent Thinking

The popular game of BoggleTM 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 white-board or overhead. You could also have a container of letters available to assemble a puzzle as a class. Letter tiles from ScrabbleTM 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	Ν
Т	Α	R	0
W	I	D	K
М	С	F	Н

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

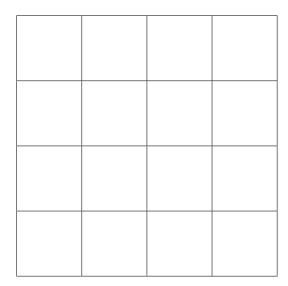
Questionable words should be looked up in the dictionary. (This is one activity where students will rush to look up a word!) The winner(s) is the student who has earned the most points. This activity provides an excellent opportunity to discuss word formations, word prefixes and word suffixes.



Name

Word Boggler

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



Word	Points	Word	Points
l		П	
2		12	
3		13	
4		14	
		15	
6		16	
7		17	
		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:

- I. 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

