Yes/No Pattern Game

PURPOSE: To introduce a concept by allowing students to discover the concept's defining characteristics.

SUPPLIES: index cards, chalk/dry erase board or large pad of paper, chalk or markers

PROCEDURE:

- Greet students at door by handing them an index card labeled with key words or elements representing the concept to be discovered.

- On the board or pad, make 2 columns labeled "YES" and "NO".

- Instruct students that the object of the game is to discover the pattern, in other words, what the items in the "YES" column have in common. If they think they know the pattern, they may NOT share it with anyone else.

- Have students come up one at a time, share their card with the class, then write it in the "YES" or "NO" column. You'll have to tell them which one it goes in at first, but then allow them to decide as a class, redirecting as necessary.

- Stop and ask occasionally if anyone thinks they have discovered the pattern. If so, ask them to share a term that could go in the "YES" column, rather than asking them to share the pattern.

- After going through all the cards, ask for the pattern, defining the concept.

EXTENSION: Have students split into small groups and create their own charts of key words or examples. Lists can be on large sheets of paper or poster board and hung around the room for use in a compare/contrast exercise.