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Puzzle Power: Hands-On Brain Boosters with Victor

Instructions:

Check out this sample lesson plan and activity ideas for inspiration, ideas, and more. Feel free to edit, delete, or highlight to make it your own! These notes are yours to customize. They will not be published anywhere such that you're held to teaching exactly what's here.

Topics

Puzzles, elementary, fun, hands-on

Lesson Ideas

Lesson Title

Puzzles

Duration

1 Hour

Lesson Plan

1. ****Introduction to Puzzles (10 minutes)****

- Begin with a brief discussion about what puzzles are and why they are fun and challenging.
- Show a variety of puzzle types (jigsaw, logic puzzles, crosswords, etc.) to introduce the different ways puzzles can be played.

2. ****Puzzles Exploration Station (20 minutes)****

- Set up tables with different types of puzzles for hands-on exploration.

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- Allow students to move between stations, trying out each type of puzzle.
- Encourage teamwork and collaboration for solving puzzles in small groups.

3. **Puzzle-Making Activity (15 minutes)**

- Provide materials for students to create their own simple jigsaw puzzles (such as blank puzzle pieces or paper/cardboard to cut into pieces).
- Encourage creativity by having students draw their own pictures on the puzzle pieces before cutting them out.

4. **Puzzle Challenge Game (10 minutes)**

- Organize a friendly puzzle-solving competition, either individually or in teams.
- See which group or individual can solve the selected puzzle the fastest.

5. **Wrap-Up and Discussion (5 minutes)**

- Reconvene as a group to discuss what was learned during the lesson.
- Ask students to share which type of puzzle they enjoyed the most and why.
- Encourage students to think about how solving puzzles can help with skills like problem-solving and critical thinking.

Materials List

- A variety of puzzles (jigsaw, crosswords, logic puzzles, etc.)
- Paper or cardboard for creating puzzles
- Markers or crayons for decorating puzzle pieces
- Scissors

Adaptations for Different Ages

- **Younger Children:** Use larger, simpler puzzles and provide more guidance during the puzzle-making activity.
- **Older Children:** Introduce more complex puzzles and allow them to create more detailed or intricate puzzle designs.

Movement Break

- Midway through the lesson, have students participate in a quick movement break to stretch and shake out any restlessness before resuming puzzle activity stations.

Bonus Activities

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- **Puzzle Exchange:** Have students trade their homemade puzzles with peers for an extra challenge.
- **Puzzle Storytime:** Read a short book or story where puzzles play a key role to highlight problem-solving in literature.

Series Outline

Week 1: Introduction to Puzzles

- Discuss what puzzles are and explore different types (jigsaw, logic, word).
- Create a "Puzzle of the Day" area with daily challenges.
- Cooperative group activity to solve a large jigsaw puzzle.

Week 2: Jigsaw Puzzle Fun

- Design and cut personalized jigsaw puzzles using card stock.
- Race against time with a jigsaw puzzle marathon.
- Group storytelling based on images from completed puzzles.

Week 3: Logic Puzzles

- Introduction to Sudoku and practice with varying levels of difficulty.
- Game-based solving with logic games such as "20 Questions."
- Design and solve custom grid logic puzzles.

Week 4: Word Puzzles

- Create and exchange crossword puzzles using vocabulary words.
- Explore a variety of word searches and scramble games.
- Host a spelling bee with a twist, incorporating anagrams.

Week 5: Math Puzzles

- Solve math-based puzzles and riddles using number operations.
- Hands-on activities with tangram pieces to form shapes.
- Group challenge with a math treasure hunt solving clues.

Week 6: 3D Puzzles

- Assemble and discuss 3D puzzles, such as towers or famous landmarks.
- Build simple 3D models using recycled materials.
- Explore Rubik's Cubes and other similar three-dimensional puzzles.

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****Week 7: Puzzle Creation Week****

- Brainstorm and design original puzzles in small groups.
- Implement peer-to-peer puzzle exchanges for review.
- Present and solve each other's creations.

****Week 8: Puzzle Games and Competitions****

- Spend time on team-based puzzle-solving competitions.
- Develop and host a puzzle relay race with different stations.
- Organize a puzzle scavenger hunt using map and code-breaker clues.

****Week 9: Digital Puzzles****

- Explore digital puzzle games and discuss their evolution.
- Try coding puzzles through beginner-friendly platforms.
- Create simple digital puzzles using basic programming.

****Week 10: Puzzle Showcase and Reflection****

- Host a classroom showcase of the favorite puzzles.
- Encourage personal reflection on which skills were enhanced.
- Celebrate with a puzzle-themed party incorporating game stations.

For additional support, reference this [experience outline template](#) which includes tips and prompts to help you develop and lead an excellent Grasshopper Kids experience.

Note: This lesson plan outline was drafted by Hopper. If you would like to see different results, you can [submit another idea](#), or text us with feedback so we can work to make the algorithm better. We built this tool to help save you time in bringing more kids enrichment experience ideas to life!

