

Task: Spot It and Brainstorming

Play: Spot It

Then Ask:

1. How do you think the inventors made this game?
2. What would you do to figure out what inspired the inventors?
3. Could we simplify?
4. How about making a set of cards with just two objects on them?

Hand out:

Buttons or pom poms or any collection of objects, and set the students loose.