

## **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.