

The title 'FIGURE IT SPROUT' is rendered in a teal, hand-drawn style. 'FIGURE IT' is in a smaller, sans-serif font above 'SPROUT', which is in a large, bold, serif font. A decorative vine with leaves is integrated into the text, starting from the top of the 'S', arching over the 'O', and continuing under the 'T'.

FIGURE IT SPROUT

Critical Thinking Lesson for Teens



DIRECTIONS

Story Continuation

One student starts a story with one sentence.

Each subsequent student adds one sentence to continue the story.

Continue until time is up.



DIRECTIONS

20 Questions

Decide who will go first.

The person going first thinks of something related to the topic of critical thinking.

Other students ask yes/no questions to guess it.

The goal is to guess what it is in 20 questions or less.

If guessed before time is up, do another!



DIRECTIONS

Guess the Object

Take turns reaching into each bag.

Use your senses to guess the mystery objects!



DIRECTIONS

6 Degrees of Separation

**As a group, choose any two items
that are physically present in the classroom.**

Put them on the table.

**Work together to discuss and connect these
two unrelated items in six steps or less.**

Play **Figure it Sprout!**

As you work through the game,
write six things you do in the
game (one on each card).

Level 3: Applying Information
Level 2: Processing Information
Level 1: Gathering Information

**Costa's Levels
of Thinking**

Level 3: Applying/Creating

evaluate generalize construct imagine create judge analyze predict
speculate hypothesize

Level 2: Processing

compare classify sort distinguish infer analyze make analogies

Level 1: Gathering/Input

define describe memorize label identify list select locate match



HOMEWORK

This game was created by a group of students!

If you were to create a game to help your friends build their critical thinking skills, what would it be? What would the game be about? What would students do?

Come next class with a few ideas to share.

