



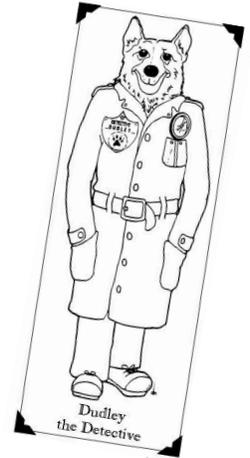
## Primary Education Thinking Skills Characters at Home

Primary Education Thinking Skills (PETS) is a curriculum from Pieces of Learning that uses story characters, puzzles, and games to teach students six different types of thinking. Meet the characters and learn questions, activities, and board games to help your student think like these friends at home.

### Dudley the Detective – Deductive Reasoning

Dudley collects clues to find the one right answer to a problem.

- What clues can you use to solve the mystery?
- What do you think we will be doing next? How do you know?
- What do you think happened at home while you were gone at school today? How do you know?
- Read mysteries together and try to solve them.
- Games: *Chocolate Fix* and *Clue*



### Sybil the Scientist – Analytical Reasoning

Sybil sorts and classifies information based on its attributes.

- How can you sort these clothes in a different way?
- What strategy could you use to organize your closet/drawers? What rules do you use to sort them?
- Sort buttons, hardware pieces, kitchen utensils, books, and other types of items into categories other than size or color.
- Games: *20 Questions* and *Chess*



### Isabel the Inventor – Inventive Creation

Isabel finds lots of possible answers or new uses for the things around her in their current form or by changing them in some way.

- What other object or tool could you use to complete that task? (Screw in a loose screw, loosen a jar lid, etc.)
- What are some new ways you could use this tool (a kitchen utensil, odd gadget from the garage, a piece of packaging from a box)?
- Find two or three things in the house that serve the same purpose. How are they alike and different? If they are from different times, how did they change? (example different phones)
- Start with a small pile of items - cotton balls, straws, toothpicks, tape, paper, etc. Make something useful out of it.
- Games: *Creationary* and *K'Nex*



### Yolanda the Yarnspinner – Creative Language

Yolanda uses descriptive words to express her thinking and tell a story from her imagination.

- Tell me about your day. Now tell me again using different words.
- Write a post card about your family trip. Pick one important word and use a thesaurus to find a new word to try in its place.
- Keep a journal. Try to include one new word that you learned its meaning in it each day.
- Games: *Apples to Apples, Jr.* and *Scattergories*



### Max the Magician – Visual/Spatial Reasoning

Max finds patterns and relationships in shapes by moving them around in his mind.

- How can these pieces fit together to fit your toys in the box, on a shelf, etc.?
- Notice patterns at home and in the environment. Describe the pattern and how to extend the pattern.
- Use shaped blocks or shapes cut out of paper and arrange them together to make new shapes.
- In what ways are you using what you see as clues to help you find a solution?
- Observe a shape or pattern, then create another shape or pattern in your mind. Lastly, demonstrate by moving the pile of shapes/objects to show the new pattern you created in your mind.
- Play lots of jigsaw puzzles.
- Build with LEGOs, blocks, and tangrams.
- Games: *SET* and *Blockus*



### Jordan the Judge – Evaluative Thinking

Jordan weighs his options for solving a problem and makes the best decision based on criteria.

- How should we spend a day during our holiday break?
- What book should we read or movie should we see?
- What should we have for dinner?
- Which brand of \_\_\_ should we buy at the store?
- What are our options? What criteria should we use to make the decision? Rate the options and decide. Why is that the best choice?
- Debate with your child. Possible debate topics: best pizza place, best pizza topping, best sports team, best team sport, best restaurant, best dollar store, favorite flavor of ice cream.
- Games: *Monopoly* and *What Would You Do?*

