

10-Minute Critical Thinking Activities for English Classes

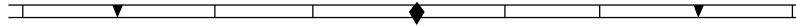
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The Activities

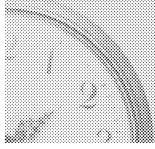
Matrix of Critical-Thinking Skills

Page No.	ACTIVITY	Language Applications	Logical Reasoning	Associative Thinking	Creative Thinking	Creative Fluency	Analysis	Critical Reading	Writing	Synthesis	Evaluation and Making Judgments
2	Word Squares	✓									
3	A Picture Is Worth . . .	✓			✓		✓				
4	Common Knowledge			✓							
5	Double Trouble	✓		✓							
6	Decomposition	✓									
7	You've Got a Pal . . .	✓									
8	More Word Pictures	✓			✓		✓				
9	Alice, Lice, Lie	✓	✓								
10	Word Bits	✓									
11	Word Chains	✓									
12	Not Baaad!	✓		✓		✓					
13	Word Follow-ups	✓		✓							
14	Vocabulary Stretches	✓		✓		✓					
15	A-Maze-Ing						✓		✓		
17	Nab the Kidnapper!		✓				✓	✓			
18	The Fibber		✓				✓	✓			
19	The Cookie Monster		✓				✓	✓			
20	The Motorcycle in . . .		✓				✓	✓			
21	A Crabby Cabby		✓				✓	✓			
22	Food Chain Farmer		✓				✓	✓			
23	Taradiddle		✓				✓	✓			
24	Meow Times Four		✓				✓				
25	The Draggin' Dragons		✓				✓	✓			
26	Nightmare		✓				✓	✓			
28	What If???				✓		✓				✓
29	Not to Decide . . .						✓				✓
30	Look out Below!				✓	✓	✓		✓		✓

(continued)

Matrix of Critical-Thinking Skills (continued)

Page No.	Activity	Language Applications	Logical Reasoning	Associative Thinking	Creative Thinking	Creative Fluency	Analysis	Critical Reading	Writing	Synthesis	Evaluation and Making Judgments
31	Forever				✓	✓	✓				✓
32	Recycle Challenge				✓	✓				✓	
33	Dictionary Madness	✓		✓	✓					✓	
34	Shrink and Stretch				✓		✓			✓	
35	Peek Pocket				✓	✓				✓	
36	Eggsactly				✓		✓	✓		✓	
37	Peanut Butter Is . . .			✓	✓		✓				
38	What Kind of Animal . . .	✓		✓			✓				
39	No Lion Around				✓	✓				✓	
40	Imogene Ashun's . . .	✓		✓			✓				
41	Splat the Blats				✓		✓			✓	✓
42	A Pungent Problem				✓		✓			✓	✓
43	You Name It	✓		✓	✓					✓	
45	Hidden Animals	✓		✓		✓					
46	Bow Wow Wower		✓				✓	✓			
47	A Problem with Poetry				✓		✓	✓	✓		
48	Proverbial Wisdom	✓	✓				✓				
49	New World		✓				✓				✓
50	Egghead Nursery Rhymes	✓					✓	✓	✓		
51	Super Egghead . . .	✓		✓			✓	✓			
52	Unmentionables	✓			✓		✓		✓		
53	Burn, Baby, Burn						✓		✓		✓
54	Common Threads	✓		✓							
55	Above or Below?		✓				✓			✓	
56	Traditional Riddles		✓		✓		✓				
57	Hink Pinks	✓		✓	✓						
58	Letter Soup	✓	✓	✓							
59	Don't Bug Me		✓				✓				
60	Word Associations	✓		✓						✓	

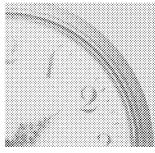


Common Knowledge

Each pair below has a word in common. The first letter of each answer is given. Fill in the common word.

1. swimming and card games s u i t s
2. figure skating and refrigerator i _ _ _
3. baseball and bowling s _ _ _ _ _
4. basketball and fishing n _ _ _
5. auto races and train station t _ _ _ _ _
6. ballroom dancing and ice cream store d _ _ _ _
7. baseball and jewelry store d _ _ _ _ _
8. sailing and card games d _ _ _ _
9. golf and playground s _ _ _ _ _
10. deer hunting and wallets b _ _ _ _ _





Decomposition

Take these words apart, one letter at a time. Each time you remove a letter, the remaining letters must spell a word. Watch out! You may have to change the order of the letters.

riders
 rider
 ride
 rid
 id
 I

barbed _____ _____ _____ _____ _____	salmon _____ _____ _____ _____ _____	pastry _____ _____ _____ _____ _____
planter _____ _____ _____ _____ _____	steamer _____ _____ _____ _____ _____	rasping _____ _____ _____ _____ _____



Alice, Lice, Lie

Lewis Carroll, the author of *Alice in Wonderland* and *Alice Through the Looking Glass*, invented this game. It's called *Doublets*. To solve a doublet, you change one word into another, one letter at a time. Each time you change a letter, you must form a real word.

Example: must
 mast
 cast
 can't

Watch out! You will have to switch the order of the letters to solve some of these doublets.

1. WARM

COLD

2. LOSE

FIND

3. MORE

LESS

4. NONE

SOME

5. HARD

SOFT

6. SHOW

TELL

