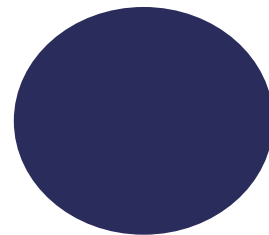




The activities in this packet are part of an academic competition described in

["Think-a-Thon ~ Outdoor Field Day for the End of the Year."](#)

Please read this article in its entirety to get the big picture.



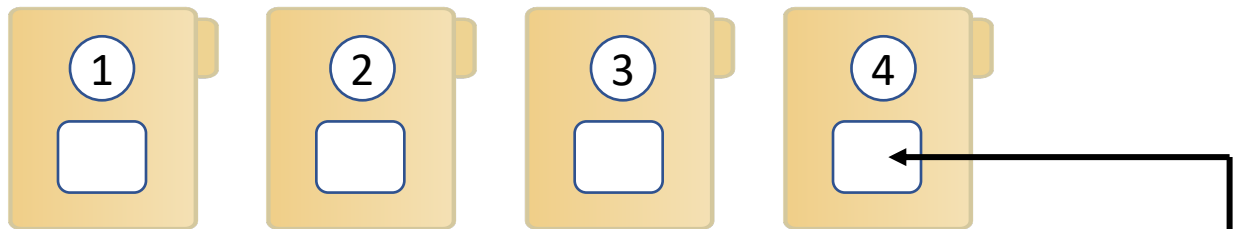
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## Think-a-Thon INDOOR EVENTS

# Preparation and Set-Up

## Basic Preparation:

1. Choose four paper-and-pencil activities that students can solve by working together. Suggested activities are on the next page.
2. Determine the total number of teams you will have. A team is made up of 3-5 students. Here are some examples:
  - You have 20 students. You can put them into 4 teams of 5 or 5 teams of 4.
  - You have 12 students. Make 4 teams of 3.
  - You have 25 students. You can make 5 teams of 4 and 1 team of 5 or 4 teams of 4 and 3 teams of 3.
3. Prepare file folders for each station. Teams will be rotating every six minutes to complete activities. If you have more than four teams, you will need extra folders so that multiple teams may work at the same station.
  - If you have four teams or less, you need four file folders.
  - If you have 5 – 8 teams, you will need 8 file folders (2 at each station).
  - Mark the folders as shown below:



4. Make copies of the puzzles and problems and place them in the file folders.
  - Make paper copies (white paper) – 1 per team. Place these in the folders so that each team will have a recording sheet for that activity. You can also just keep these and pass them out to the recorders before ringing the bell to begin the activity.
  - Make 2- 3 colored copies to place in each folder. Laminate these or place them in sheet protectors. These extra copies will allow everyone on the team to see the puzzle or problem.
5. On sticker labels, print the directions (see samples on next page) for each activity to place on the front of each file folder. The first direction is "DO NOT OPEN THIS FOLDER UNTIL DIRECTED TO DO SO."

## Set-Up:

1. Place file folders out on tables so that teams will be spread apart.
2. Give each team a 9 x 12" clasp envelope labeled with the team name or number. The recorder on each team will place the answer sheets for each of the 4 activities in this envelope.
3. You will need a bell to ring to signal the start and end of each 6-minute rotation.
4. When students first sit down, have the recorder read the directions on the folder to the team aloud. When all have done this, ring the bell to begin. After exactly 6 minutes, ring the bell and say, "Stop! Pencils down!" Have students replace colored sheets to the folder and have recorders place their answer sheet in the clasp envelope.
5. Guide students in rotating to the next station.

## Suggested Station Activities

- ★ Plexers
- ★ Analogies
- ★ Problem Solving
- ★ Word Play

### NOTE

These are suggested activities only. Possible sources are linked, but you can certainly use any materials you already have in your classroom!

## STATION ONE: PLEXERS

These rebus-style word puzzles are also called "Wacky Wordies." [Here](#) is one source. Create a double-sided page of puzzles with as many as you can fit. Using this source, you can reduce the puzzles to fit 32 plexers (16 on each side). For this station, you may want to create a basic answer sheet rather than a white copy of the puzzle page. This will provide more room for the recorders to write the phrase (answers).

### Create a basic answer sheet:

PLEXERS	
TEAM NAME _____	
1.	_____
2.	_____
3.	_____
4.	_____
5.	_____
6.	_____
7.	_____
8.	_____
9.	_____
	(over)

### Directions on front of folder:

<p><b>DO NOT OPEN THIS FOLDER UNTIL DIRECTED TO DO SO!</b></p> <p>At this station, you will work together to solve PLEXERS, word puzzles that represent common phrases. Here is an example:</p> <p><b>COF FEE</b> stands for "coffee break"</p> <p>Your recorder will write as many phrases as possible in the time given. Raise your hand to show that you have read these directions.</p>
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## STATION TWO: ANALOGIES

You will want to be sure you have a double-sided page of challenging analogies, more than students can complete in six minutes. For the answer sheet, simply copy make a white copy of the analogies.

Here is one possible source.

<p><b>DO NOT OPEN THIS FOLDER UNTIL DIRECTED TO DO SO!</b></p> <p>At this station, you will work together to solve ANALOGIES. Here is an example:</p> <p><b>MUSIC : HEAR :: PICTURE :</b> _____ A. paint B. view C. eyes D. hang</p> <p>Your recorder will circle as many answers as possible in the time given. Raise your hand to show that you have read these directions. (The correct answer to this analogy is B.)</p>
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## STATION THREE: PROBLEM SOLVING

For this station, I have created a [FREE ACTIVITY SHEET](#) of problems to give you an idea of what you might present at this station.

For this station only, you may want to put some scratch paper and golf pencils in the clasp envelope so that everyone on the team can work to solve them. If you are a subscriber, the answers to these have been added to the ANSWER KEYS. If you are not a subscriber, [MESSAGE](#) me.

### Directions on front of folder:

DO NOT OPEN THIS FOLDER  
UNTIL DIRECTED TO DO SO!

At this station, you will work together to solve various MATH AND NUMBER PROBLEMS.

Your recorder will record as many answers as possible in the time given. Raise your hand to show that you have read these directions.

## STATION FOUR: WORD PLAY

For this station, I used exercises from the book [Pun and Games](#) by Richard Lederer. Due to copyright law, I cannot create this sheet for you. But the pages below are perfect for this station. I had to do reformatting to fit as much as possible on a page, but once you have your master, you can reuse it from year to year.

- "Puns that Babylon"- pp. 61 – 63
- "Pun Fun" – p. 14
- "Knock Knock Puns" – p. 28

This was a favorite indoor station!

### Directions on front of folder:

DO NOT OPEN THIS FOLDER  
UNTIL DIRECTED TO DO SO!

At this station, you will work together to complete sentences and phrases that incorporate various kinds of WORD PLAY.

Your recorder will circle as many answers as possible in the time given. Raise your hand to show that you have read these directions.

## Determining the Winner

Parent volunteers can help with scoring if you have answer sheets prepared for them. Determine the total number of correct answers for each team. Add up the scores for each of the four activities to get a grand total for each team.

The team with the highest score is the winner of the INDOOR event of the Think-a-Thon. Please return to [this article](#) to learn more about the OUTDOOR events.