

I. BACKGROUND

- A. Provides puzzles that work on analogies
- B. Requires sophisticated vocabulary level

II. STEPS**A. To load program:**

1. On the Desktop, click **Start**
2. Highlight **Programs**
3. In submenu, highlight **Critical Thinking Games**
4. In 3rd-level menu, click **ThinkAnalogy Level C**
5. Click **OK**
6. Click up or down arrow at right to select a game
 - a. Choose game according to assignment

B. Instructions:

1. Screen displays 30 squares
 - a. Two words in each square
2. Find two squares whose words have same relationship
 - a. *Example:* gander – goose, rooster – chicken
3. Click **green square** in upper left corner of each square to see definitions of words
4. Classify the analogy:
 - **A Kind of:** beagle is to dog as Siamese is to cat
 - **A Part of:** toes is to foot as fingers is to hand
 - **A Symbol of:** + is to addition as - is to subtraction
 - **A Property of:** speed is to light as pitch is to sound
 - **A Synonym of:** big is to large as small is to little
 - **A Product of:** kitten is to cat as puppy is to dog
 - **An Antonym of:** tall is to short as big is to little
 - **A Person Who:** pilot is to flies as driver is to drives
 - **Something Used to:** washcloth is to wash as towel is to dry

C. To use program:

1. Select game: Game 1 – Game 20
 - a. Game 1 is easiest; Game 20 is most difficult
2. Click **Play Game**
3. Find two squares that complete an analogy
4. Click **Classify the Analogy**
 - a. If incorrect: **“Incorrect Analogy”** and click **OK**
 - b. If **“Correct but not the best analogy:”** click **OK**

For either of above, click and drag a square back to other squares

5. If correct: Displays next screen to classify the analogy
6. In Classification screen, click the kind of analogy you think is represented by the words you chose
7. If correct: Displays **“Correct classification”** and click **OK**
8. Repeat Steps 3-7 until all squares are gone

D. Go Fish: An activity after each game

1. Click and drag to move pipe up and down on left
2. Double-click to release fish
3. Try to get fish across without getting caught on hooks

E. To exit:

1. To exit during game, click **End This Game** in upper right corner
2. “Would you like to save this game?” Click **No**
3. At main screen, click **Quit**