

# Abstract puzzles

While physical puzzles require us to find a practical way to solve them, often through hands-on manipulations, abstract puzzles include games which require us to find our way to the answer using basic logic, such as Sudoku, crossword puzzles, number puzzles, charades, pattern recognition, etc.

## Material required

Depending on the puzzle you are going to use:

- Paper and pencil
- Optional: other elements to create a pattern recognition activity

## Possible uses

- You could use charades or crosswords to give out clues. You could highlight some parts of the crosswords to show which letters will give out the code, for instance.
- Another option is to make the students recognize a pattern somewhere in the room which will lead to a code or clue.

## Possible restrictions

- If the students do not find the answer, it might be that the puzzle is too complicated, which is why it is extremely important to test the enigma (see **Test your enigma**)
- As a game master, the teacher might need to redirect the students towards the right answer if the activity is taking them too long.

## Is it inclusive for SLD?

Relying on **logic rather than memory** is usually very helpful for students with SLDs to show their strengths. However, keep their difficulties in mind when **formulating** the charades and **printing** the material, especially if there are **images or text to read**. The printed material should always be of good quality. The same thing applies to **number puzzles**, which might cause additional difficulties to students with **Dyscalculia**.

