

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**.

