



EduTrend Contents

G4C · LOGICAL THINKING GAMES · PRIMARY

Three Clues

Hide a card on a grid, write three clues and let others eliminate options until one fits

Ages 7–10

Level: Developing

10 minutes

Groups of 2–4 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Three Clues

Draw a 3-by-3 grid and place nine small picture cards, such as three animals in three colours. One player secretly chooses a card and writes three clues, such as “It is not in the top row”, “It is next to the cat” and “It is not green”. The others use the grid to rule out options until only one fits. Players then swap roles and write clues.

Learning outcomes

By the end of the session pupils can:

- use clues to eliminate;
- reason step by step;
- write clear clues;
- check that clues lead to one answer.

KEY WORDS

clue · eliminate · not · next to · row · reason

CURRICULUM LINKS

Maths: position and logic. English: precise language.

1**WARM UP**

Minds ready

2**EXPLAIN**

One game, clear rules

3**NOTICE**

Spot the pattern

4**TEST**

Try an idea

5**REASON**

How do you know?

6**CLOSE**

Calm and positive

Materials (per group)

- 3-by-3 grids on paper
- Nine picture cards per group
- Pencils
- Worksheets 1, 2 and 3

Before the session

- Make grids and cards.
- Model clue writing.
- Plan groups.
- Prepare counters to cover eliminated cards.

SAFETY

Keep clue writing fair; check clues give one answer.

ACTIVITY 02 · SESSION PLAN

Step by step

Writing clues is often harder, and more useful, than solving them.

Time	What happens	Say or ask
0–2 min Warm up	Point to “not in the top row”.	<i>“Which cards are left?”</i>
2–3 min Explain	Model three clues.	<i>“Which can we rule out?”</i>
3–8 min Play	Solve and write clues.	<i>“How do you know?”</i>
8–10 min Talk	Share best clues.	<i>“What makes a good clue?”</i>

CHALLENGE CARD (print or copy onto the board)

Write three clues that lead to exactly one card.

ACTIVITY 02 · FACILITATOR NOTES

The logic game know-how in brief

Eliminating options step by step is a key reasoning skill.

Writing clues requires thinking from the solver's point of view.

Common ideas to listen for

- “Not clues are useless.” They rule out options.
- “More clues are always better.” Just enough is best.
- “If I know it, the clues are clear.” Test them on others.

Adapting the activity

Support

Use two clues and a grid of four.

Stretch

Add one misleading clue and ask others to find which clue cannot be true.

WORKSHEET 1

Grid solver

Name: _____

Class: _____ Date: _____

Cross out as you go.

Grid

	Col 1	Col 2	Col 3
Row 1			
Row 2			
Row 3			

WORKSHEET 2

My three clues

Write clues.

Clues

Clue	Cards it rules out
1	
2	
3	

WORKSHEET 3

Reflection

Draw or write.

A good clue is one that...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Eliminates options	Reasons stepwise	Writes clear clues

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Three Clues is a sample activity from the EduTrend Contents G4C Logical Thinking Games programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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