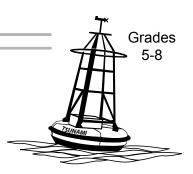
## Overview:

Students will use problem-solving skills to determine where they should sit in their classroom.



#### Targeted Alaska Standards:

Geography

[A4] A student who meets the content standard should use graphic tools and technologies to depict and interpret the world's human and physical systems

#### Objectives:

The student will:

find their assigned seat by interacting with other students.

## **Materials:**

· Index cards

# **Activity Preparation:**

Before class begins, arrange classroom desks or tables in a grid pattern using columns and rows. Make up coded index cards to match the grid. Each space on the grid must have a card. Do not put the codes on the desks. The room set up should look similar to the grid below.

Desk	Desk	Desk	Desk	Desk
A1	A2	A3	A4	A1
Desk	Desk	Desk	Desk	Desk
B1	B2	B3	B4	B5
Desk	Desk	Desk	Desk	Desk
C1	C2	C3	C4	C5
Desk	Desk	Desk	Desk	Desk
D1	D2	D3	D4	D5

#### **Activity Procedure:**

- 1. As students walk into the classroom, hand each one an index card with a code on it.
- 2. Ask students to find their seats by using their cards. They must figure out where to sit without written or oral directions. Give the students 10 minutes to complete the task before helping.
- As a class, students should discuss what strategies they used to figure out where to sit. Discuss why
  those strategies worked or not. If knowing how to use a system to problem solve is not discussed, the
  teacher will have to guide the discussion that way.

#### Critical Thinking:

**Discussion Method:** Why do we need to have systems to follow in our every day lives? In small groups discuss this question and then have a spokesperson for each group report to the class.