

## ➤ How to Use This Book <

## Overview

This book contains cooperative logic activities that are grouped in five "families"—More Searches, Create A Creature, What's Cookin'?, Get Into **Shapes**, and **Bears on the Move**. Within each family, the activities are presented in order of difficulty. The Activity Grid for each family contains suggested grade levels for each activity. The appendix includes: a grade level grid for all five families; instructions on how to create a *Group Solutions*, Too! kit for your school; and a casebook to record student solutions. A number of excellent literature connections are listed, starting on page 34.

## **Materials**

The following materials are needed for all activities in this book.

- ☐ Card stock (optimal paper for durability) or duplicating paper in white and at least one other light color
- Letter size envelopes; larger envelopes are preferable for What's Cookin'?, if available
- ☐ Paper cutter (optimal) or scissors (paper cutter much preferred)
- Additional manipulatives (not included in guide):
- ☐ Teddy Bear counters for Bears on the Move
- ☐ Pattern blocks for What's Cookin'? and Get Into Shapes.

If you do not have bears or pattern blocks in your classroom, see "Sources For Materials" on page 196 if you wish to purchase these materials. These can also often be borrowed from other classrooms. The plastic bears, for example, are a common manipulative in K-1 classes.

## Clue Cards

To prepare for an activity with the entire class, you will need to create one cooperative logic envelope for each problem for each group of four students. Each envelope includes clue cards (and, when needed, picture cards or mats) that are duplicated from *Group Solutions Too!*.

There are **four clues** on each clue card page. Each clue is labeled with the title of the activity and marked with a magnifying glass so students can easily identify