

Using the thinking strategy 'Odd One Out'

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e.g. in mathematics

As a warm-up:

-put up three numbers on the board: 9, 5, and 10.

-ask the class to choose one as an 'odd one out' and to give a reason.

"It could be 10 because it is even."

"9 because 5 and 10 are both part of the five times table."

"10 because it has two digits."

"10 because the others are next to each other."

As part of the main lesson:

-students are given number cards and asked to make up their own sets of three numbers.

-students are asked to find a set that has as many different reasons as they can think of

* can use 'Odd One Out' as a teaching technique to identify students' understanding of key concepts in different subjects *

e.g. -2-D and 3-D shapes

-classification of living things and materials and their properties

-comparing different characters in stories

Websites:

Word families: <http://www.storyit.com/wgames/oddoutwf.htm>