








PUZZLE TALK PLANNER

Grade	Objective	Game	Level(s)
Standards		Materials	

 <p>Notice & Wonder</p> <p>Focus students' thinking about the problem.</p> <ul style="list-style-type: none"> • Connect to prior knowledge • Make sense of the problem • Identify the question to solve 	
 <p>Predict & Justify</p> <p>Uncover students' thinking around how they plan to address the problem.</p> <ul style="list-style-type: none"> • Name the strategy used • Describe the prediction • Justify thinking 	
 <p>Test & Observe</p> <p>Encourage students to observe and process the results of testing their prediction.</p> <ul style="list-style-type: none"> • Describe the animation 	
 <p>Analyze & Learn</p> <p>Facilitate students in analyzing the feedback/results.</p> <ul style="list-style-type: none"> • Understand what did/didn't work • Examine result &, explore errors • Identify learning & how to apply it 	
 <p>Connect & Extend</p> <p>Stretch students' thinking.</p> <ul style="list-style-type: none"> • Communicate & generalize understanding • Apply learning to novel situations • Deepen understanding & connect to existing schemas 	