



Odd One Out

Aim:

- giving different reasons for why something is the odd man out
- finding different ways of grouping and classifying things

Materials: words, pictures, objects. For example, a certain number (4 – 5) of jobs, vehicles, fruits etc. Content from different school subjects could be used for this game, thereby also testing knowledge of the subject.

Instructions:

- Decide which of the four is the odd man out and give a reason why it doesn't belong.
- This becomes more challenging when limitations are introduced, for example, by taking each item at a time and giving a reason for why each could be the odd man out. Another challenge is to find how many different reasons can be found for one item not belonging.
- This practises finding various features of items, noticing similarities and differences and becoming aware of different points of view.

Examples

Which is the odd man out and why?

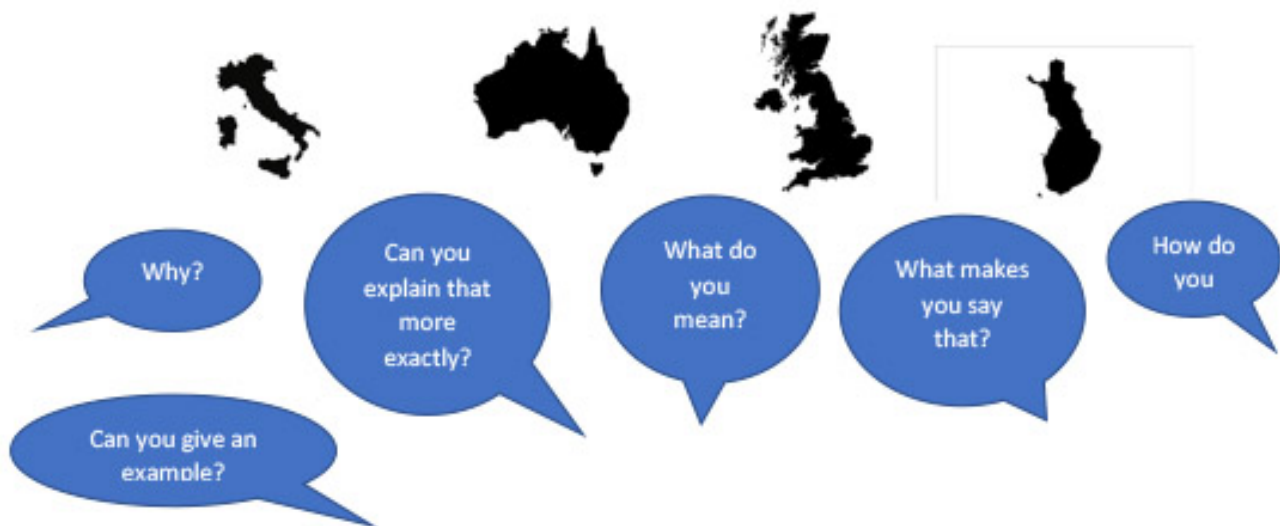




OR

BRANCH LEAF ROOT FLOWER

Take one item at a time and explain why it is the odd man out.



Odd Man Out is a good opportunity to practice asking follow-up questions after hearing the reasons given. Both the teacher and the pupils can ask these.

These questions are important when we want to check that the reasoning given is clear and well explained. Some of these questions can also lead to fact checking and to further investigation of a subject.