Asking Why and Spotting Sneaky Tricks

Chapters 3 and 4, pages 24 to 34 of the book · Ages 8 to 12 · Five days, 30 to 40 minutes a day

GOALS

- Turn closed questions into open questions.
- Build a question chain from a rumor to a reliable source.
- Name the seven sneaky tricks and answer each with a better question.

KEY WORDS

open question, closed question, question chain, follow-up question, logical fallacy, argument, cause, coincidence

MATERIALS

The book, paper and pencil, and a phone or computer with an adult for the QR games.

THE WEEK

Day 1: Questions. Read Chapter 3 through "The question chain." Do Try It 3. Play Twenty Questions, Detective Edition (end of Chapter 3) at dinner.

Day 2: The missing lunch. Read the rest of Chapter 3. Role-play the missing-lunch case: the child asks the questions, the adult plays Maya. Answer the Chapter 3 review.

Day 3: Tricks 1 to 4. Read Chapter 4 through the Jump to Conclusions Leap. For each trick, the child makes up one new example from their own life.

Day 4: Tricks 5 to 7. Finish Chapter 4. Do Try It 4. Use the Argument Analyzer QR with an adult.

Day 5: Trick hunt. Do the Advertising Trick Hunt Detective Challenge with five real ads. Answer the Chapter 4 review and check with the Answer Key.

HOW TO KNOW IT WORKED

- Rewrites 4 closed questions as open questions.
- Names all seven tricks from memory, with fun names or real names.
- Finds at least one trick in a real advertisement.

Answers to every Try It, review question and puzzle are in the Answer Key at the back of the book. Global Sovereign University: Different by Design. Better by Mission.