



Nature Puzzlers



IN A NUTSHELL

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Cost: \$19.50

SUBJECTS

Health
Language Arts
Science

This is a collection of fifty puzzling situations from the world of nature, designed to help teachers arouse their students' interest and to provoke student inquiry. The puzzles range from experiments (such as determining whether humans can sense colors using body parts other than the eyes) to brainstorming and speculation (such as how some birds might know the quantity of the following year's food source). Each puzzler contains a teacher's key, additional activities related to the issue discussed, identifying relevant cognitive skills, concepts, and difficulty level, and sources of reference information. Many puzzlers also feature alternate hypotheses and possible counter arguments. The puzzlers are arranged in order of ascending difficulty. The book provides suggestions for using the puzzlers in teaching situations and includes student worksheets, references, and indices of skills, concepts, and organisms.

Grade Level
6-12
Length
152 pages
Date Published
1989

THE **BOTTOM**
L I N E

"Encourages students and teachers to use the library to enhance research and cognitive skill development."

What the REVIEWERS Said !	Key Characteristics	Strengths Noted	Other Considerations
	Fairness and Accuracy	Material is based on inquiry. Students discover information themselves and determine if that information is balanced and accurate.	
	Depth	Promotes awareness of the natural environment.	Seldom includes social or economical aspects. Depth of concept development dependent on students' research.
	Emphasis on Skills Building	Strong focus on observation, research, and creative thinking skills. Includes a skills index.	
	Action Orientation	N o t A p p l i c a b l e .	
	Instructional Soundness	Requires student involvement in the solving of puzzles. Varying difficulty levels of puzzles can be matched to student abilities.	Mainly set up as thinking, research, discussion format.
	Usability	Material is clear, logical, and easy to use.	

"I get the sense that once a puzzler is solved, the inquiry stops. There needs to be guidance to the next stage."

"Can be used to introduce new concepts or as a springboard for discussion."