I. BACKGROUND

A. Provides puzzles that work on analogies
B. Requires sophisticated vocabulary level

II. STEPS

A. To load program:
   1. On the Desktop, click Start
   2. Highlight Programs
   3. In submenu, highlight Critical Thinking Games
   4. In 3rd-level menu, click ThinkAnalogy Level C
   5. Click OK
   6. Click up or down arrow at right to select a game
      a. Choose game according to assignment

B. Instructions:

1. Screen displays 30 squares
   a. Two words in each square

2. Find two squares whose words have same relationship
   a. Example: gander – goose, rooster – chicken

3. Click green square in upper left corner of each square to see definitions of words

4. Classify the analogy:
   - A Kind of: beagle is to dog as Siamese is to cat
   - A Part of: toes is to foot as fingers is to hand
   - A Symbol of: + is to addition as - is to subtraction
   - A Property of: speed is to light as pitch is to sound
   - A Synonym of: big is to large as small is to little
   - A Product of: kitten is to cat as puppy is to dog
   - An Antonym of: tall is to short as big is to little
   - A Person Who: pilot is to flies as driver is to drives
   - Something Used to: washcloth is to wash as towel is to dry
C. **To use program:**

1. Select game: Game 1 – Game 20  
   a. Game 1 is easiest; Game 20 is most difficult

2. Click **Play Game**

3. Find two squares that complete an analogy

4. Click **Classify the Analogy**  
   a. If incorrect: “Incorrect Analogy” and click **OK**  
   b. If “Correct but not the best analogy:” click **OK**

   For either of above, click and drag a square back to other squares

5. If correct: Displays next screen to classify the analogy

6. In Classification screen, click the kind of analogy you think is represented by the words you chose

7. If correct: Displays “Correct classification” and click **OK**

8. Repeat Steps 3-7 until all squares are gone

D. **Go Fish:** An activity after each game

1. Click and drag to move pipe up and down on left

2. Double-click to release fish

3. Try to get fish across without getting caught on hooks

E. **To exit:**

1. To exit during game, click **End This Game** in upper right corner

2. “Would you like to save this game?” Click **No**

3. At main screen, click **Quit**