
Wind Logic Puzzles

Introduction

Logic puzzles may be used to reinforce information previously learned. They promote creative thinking and hone problem solving skills.

Grade Level

Elementary

Time

15-30 minutes, or assigned as homework

Procedure

1. Introduce wind energy to the students. Use the following resources:
Wind Energy curriculum
Elementary Infobook
Primary Stories and More (*A Trip to the Farm* or *The Tale of Windy Wizard*)
Harry Spotter and the Chamber of Windy Myths play (www.need.org/newsletter.php, use the Feb 2007 link)
2. Group students into sets of two and distribute a copy of the puzzle to each group.
3. If students are unfamiliar with logic puzzles, explain how to complete the puzzles as follows:
Use the clues to determine which combination is correct. Place an X in every box that cannot have the correct combination. Place Os in the boxes that have the correct combination. Each row and column match only once.
For example, in the wind electricity puzzle, the first clue is that Duck River gets its electricity from falling water. Which energy source listed in the columns is falling water (*Hydropower*)? We can match Duck River and Hydropower by putting an O in the hydropower column in the row for Duck River. Fill the rest of the row and column with Xs.

Answers

Wind Electricity

Amesville—Wind

Barkley—Nuclear

Cooper—Coal

Duck River—Hydropower

Wind Toys

Roberto—Frisbee

Mariam—Pinwheel

Meng-Wei—Kite

Jeremy—Bubbles

Wind Electricity Logic Puzzle

Figure out which town uses wind for electricity using the following clues:

Duck River gets its electricity from falling water.

Amesville does not use nuclear power.

Cooper uses a fossil fuel to make electricity.

Barkley does not use a renewable energy source for its electricity.

| TOWN | NUCLEAR | HYDROPOWER | WIND | COAL |
|------------|---------|------------|------|------|
| Amesville | | | | |
| Barkley | | | | |
| Cooper | | | | |
| Duck River | | | | |

Wind Toys Logic Puzzle

Figure out each student's favorite toy using the following clues:

Roberto does not like bubbles.

Meng-Wei likes the sky.

Mariam does not like to throw.

Jeremy does not like spinning things.

Roberto likes to throw and catch.

| NAME | KITE | BUBBLES | PINWHEEL | FRISBEE |
|----------|------|---------|----------|---------|
| Roberto | | | | |
| Mariam | | | | |
| Meng-Wei | | | | |
| Jeremy | | | | |