

Intended for Grades: 7-12 **Estimated Time:** 90-120 min.

Lesson Title: A PUZZLING PLACE

Lesson Purpose: Students will:

- * Explore, learn, and share about the place with which they most closely identify.
- * Create a crossword puzzle about the place they identify with that highlights key facts and features
- * Give a short presentation to teach their classmates about this special place

Materials & Preparation:

- * Student access to the Internet (to use Puzzle Maker website listed below)
- * Use of a printer and copy machine
- * Prior to lesson, create a crossword puzzle example using website listed below
- * Prepare example puzzle copies

Background Information:

Everyone benefits from having a place they identify with and hopefully call home. This place helps to make us who we are and can produce countless memories. The intent of this lesson is to help students build deeper connections with a special location of their choice. This lesson can be applied to all cultures and heritages within the classroom.

Steps:

1. As a group, discuss *place*, including how we define it, identify with it, and how place helps to shape who we are. Have the students think about and choose a place they identify most closely with. (*It may not be where they were born or currently reside.*)
2. Share teacher's example puzzle as a model. Ask students to complete the sample crossword puzzle, and then follow up with a short discussion of that place and your process of making the puzzle.
3. As class work or for homework, students are to research the place they chose and create a unique crossword puzzle using a free Internet puzzle maker.
4. After making copies of the student puzzles, have the students share their puzzles and give a brief presentation on their place, as well as answer any questions.
5. Extended 'Ohana Activity:
As an option, students can interview a family member about their place, instead of using the Internet to do research. If Internet access is not possible, an interview along with a simple quiz (with an answer bank) can be substituted for creating a puzzle.

Reflection Questions:

- What did you learn?*
- Why did you choose your special place?*
- How does that place help to shape who you are?*

Resources: <http://puzzlemaker.discoveryeducation.com/CrissCrossSetupForm.asp>