
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

Intermediate/Secondary

Time

15-30 minutes, or assigned as homework

Procedure

1. Introduce wind energy using the *Harry Spotter and the Chamber of Windy Myths* play (www.need.org/newsletter.php, use the Feb 2007 link).
2. Distribute a copy of the wind logic puzzle to each student.
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.
4. Extension—Have students create their own logic puzzles after reading *Harry Spotter and the Quest for the Right Light* (www.need.org/newsletter.php, use the Sept 2007 link).

Answers

Karem—perfect site—23 mph

Keith—too many trees—13 mph

Maria—too windy—64 mph

Marta—bird sanctuary—18 mph

Becca—not enough wind—8 mph

