

Puzzling cartoon

- Who's lying ? -



- Develop logic
- Highlight the playful potential of mathematics
- Raise consciousness about implicit constraints

# **Key Features of the Targeted Competency**

- To define the elements of the mathematical situation
- To mobilize and apply concepts and processes appropriate to the given situation
- To justify actions or statements by referring to mathematical concepts and processes

# **Materials**

- Video of the puzzle
- Sheets of paper
- Pencils
- Written copies of the puzzle (optional)



**Targeted Academic Levels** Kindergarten to Grade 6

## Mathematical Field Concerned



Suggested Teaching Formula



**Time Required** Approximately 13 minutes







Suggested Process



#### Step 1: Introduction (3 minutes)

Present the video of the puzzle a first time (www.amazingmaths.ulaval.ca).

A written version of the puzzle is available via the Explanation Sheet. If you believe it is necessary, you can project it or distribute copies to your students.

Present the video a second time to allow the students to thoroughly understand the information.

### Step 2: Finding the solution (5 minutes)

Place the students in pairs so they can try to find the solution. Encourage the students to write down all the elements of information given by the affirmations. To guide their thought process, you may draw their attention on what happens when one of the two friends lies.

#### Step 3: Reveal the solution (5 minutes)

Refer to the Explanation Sheet for the puzzle "Who's lying ?".