



WHAT IS MISSING?

WHAT IS IT? A game to build executive function skills.

WHAT IS IT ABOUT? Practicing memory and attention.

ALL GRADES

WHY DO THIS?

IF WE...

practice memory and attention...
WHAT IS MISSING?

THEN WE...

will keep track of and use important information...

SO WE...

can engage deeply in learning with each other.

MATERIALS

Small objects to hide
Something to cover the objects (e.g., scarf)

THE BIG IDEA

This game is about keeping track of objects in your mind so that you can tell which one is missing.

INSTRUCTIONS

1. Say **THE BIG IDEA**.
2. Assemble a group of 5 small objects that you can display on a surface (e.g., *pen, button, coin, paper clip, rubber band, etc.*). Find some way to cover all of the objects for the part of the game where you have to move one (e.g., *large folder or scarf*).
3. Make sure everyone can see the objects. Name all of the items along with students (make sure they know what each item is).
4. Take 15 seconds to Remember (*rub your temples*) the objects before one is removed.
5. Cover the objects and remove one without letting students see.
6. Ask, "Can you use your Remember Power to guess what's missing?"

» **MUST DO:** Must require students to remember and keep track of a growing list of information.

↪ **CAN ADAPT:** Number of/type of objects to hide.



AFTER THE ACTIVITY, DEBRIEF:

- What Brain Power helped you while you were looking at the objects the first time? How did you remember? (E.g., *I made mental images of the objects in my head, I repeated the names of the objects to myself, I listed them in alphabetical order.*)
- Is there any other time you need to remember a set of objects and figure out if something is missing? (E.g., *to pack my bag in the morning, to double-check I have everything I need before I leave school, to make sure I included all the right information in my assignment.*)

TIPS FOR SUCCESS



As you're playing, ask emergent bilingual learners to share the name of each item in their native language.

ADAPTATIONS

- To make the game easier, use fewer objects, larger objects, or more distinct objects that are easier to tell apart.
- Make this game harder by removing more than one object at a time, adding more objects, or limiting the amount of study time.
- For another challenge, ask students to close their eyes, and then move/remove a larger object in the classroom (e.g., *something on the shelves or your desk*). See if they can figure out what's different now!
- Have a small group of students line up in the front of the room and stand in certain poses. Ask the class to study them for 15 seconds, and then have them close their eyes. Have one student in the small group change their pose. Ask the class to open their eyes again and identify who is standing in a different pose.