

Line Up

Approach: Station

Focus: Following instructions, logical thinking.

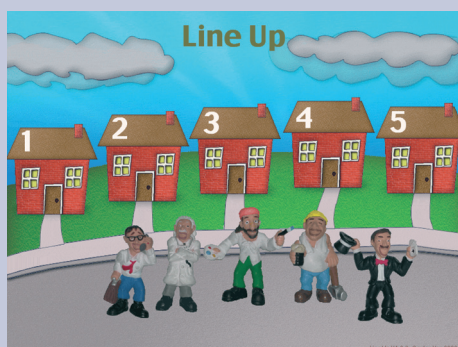
Resources: Computer programme on laptop computer.

Level: Year 4 and year 8

Question/instructions:

This activity uses the computer.

Click on the button that says **Line Up** to begin the task. The computer will tell you what to do.



Audio script:

The five men live in the five houses. Each man lives in his own house. The instructions will tell you which house they live in.

You will hear each instruction once only. Follow the instructions as you hear them, dragging the men and placing them in their house.

[FIRST PHASE]

- ▶ The man with the glasses is in the middle house.
- ▶ The man with the yellow hat is in house number 5.
- ▶ The man with white hair is NOT next to the man with the glasses.
- ▶ The painter is beside the man with the glasses.
- ▶ The man with the black hat is between the man with the glasses and the man with the yellow hat.

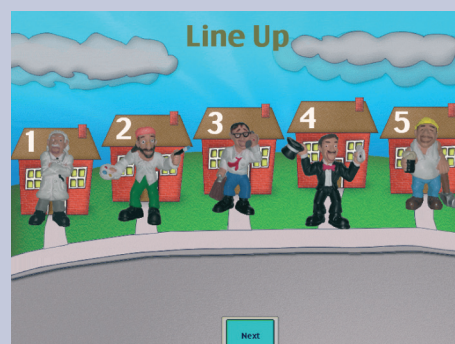
When you are ready, click the *Next* button.

One day the men all decided to change houses. Listen to the new instructions. Drag each man into his new house.

[SECOND PHASE]

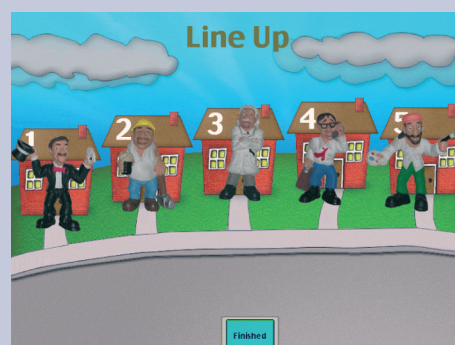
- ▶ The man with the yellow hat is in the second house from your left.
- ▶ The painter is not next to the man with the yellow hat.
- ▶ The man with the glasses doesn't live in a house with an odd number.
- ▶ The man with the black hat is standing alongside only one person.
- ▶ Put the last man in the empty house.

When you are ready, click the *Finish* button.



First phase:

% responses		
	y4	y8
5 correct	73	83
4 correct	10	9
3 correct	8	3
2 correct	5	1
1 correct	3	1
0 correct	1	0



Second phase:

4 or 5 correct	33	62
3 correct	14	8
2 correct	21	14
1 correct	26	13
0 correct	6	3

Total score:	9-10	31	61
	7-8	27	19
	5-6	31	17
	3-4	8	3
	0-2	3	0

Commentary:

The second phase, especially, was done much better by year 8 than year 4 students. The task involved significant logical thinking, with some components involving guessing and subsequent correction if wrong.