



Activity # 7:

Touch Box

Critical Thinking, Problem-Solving, Fun!

(Preparation: 5-10 minutes / Activity Time: 10-45minutes)

What Will You Need?

- An opaque/not see through Box or Bag (large enough to put another object inside - a shoebox is the perfect size!)
- Scissors if using a Box
- A marker, pencil, or pen
- A variety of interesting and different objects that fit into the Box or Bag that you are using

Instructions:

If using a Box (like an old shoebox or shipping box), you will want to cut a hole in the side of the box, just large enough for a hand to fit through. A good way to measure the correct size of the hole is to make a fist, place your fist against the side of the box, and use the marker/pencil/pen to draw a circle around your fist. Using the circle that you've drawn as a guide, have an adult help with cutting out the hole with the scissors. Test it out, and make it larger if needed. Remember not to make it TOO big - once the hole is cut, you can't make it smaller again! Once you have cut out the hole in the box, you can begin!

If using a Bag (or even a pillowcase or something of the sort), you are ready to go!

Each person will get to take a turn to guess what's in the box. The Guesser should NOT know what object is going in the Box or Bag! Ask the Guesser to please close their eyes while you select an object and put it in the Box/Bag. The object should be something without points or pokey-bits that could hurt the Guesser or damage the Box/Bag, and should be something that is clean and safe for the Guesser to touch with their bare skin.

Once the object is completely hidden inside the container, it is time for the Guesser to guess what the object is! The Guesser may not look into the container through the hole or the opening, but they may use a hand to feel the object inside the Box/Bag.

The Guesser may ask Yes or No questions about the object to help them with their guess.
(Example: *Is the object used for cooking? Yes! Is it used for flipping pancakes? Yes! Is it a Spatula? Yes!*)

Once the Guesser has an idea of what the object is, they guess until they get it right!
(For an extra challenge: limit the number of guesses or questions to 10 or fewer)