

Ampersand Puzzles: Test Results

An *ampersand pair* is a pair of words that are typically linked by the word "and".

Example: FUN & GAMES.

A *partial ampersand pair* is a pair of words that are commonly linked by the word "and" with one of the two words is replaced by hyphens (--).

Example: SALT & --

What is the missing word? It's obviously *PEPPER* as in *SALT AND PEPPER*.

Here are three more partial ampersand pairs. See if you can find the missing word in each:

-- & *PEACE*

BED & --

-- & *PREJUDICE*

Here are the correct solutions:

WAR (as in *War and Peace*)

BED (as in *Bed and Breakfast*)

PRIDE (as in *Pride and Prejudice*)

With some partial ampersands, you may have more than one choice. Here are a couple of examples:

-- & *JERRY*

-- & *CHEESE*

For the first example, you have a choice between TOM (as in *Tom and Jerry*, the popular cartoon show) and BEN (as in *Ben and Jerry*, as in the ice-cream company). For the second one, you have a choice among HAM, MACARONI, and WINE.

The table on the next page has a set of partial ampersands. Discover the missing word in each and write it in the appropriate space.

After you have discovered all the missing words, read the first letters of the words. These letters spell out an important fact about you (as determined by your ability to solve the puzzle).

Test Results

Partial Pair	Missing Word
1. -- & NO	
2. ON & --	
3. -- & DOWN	
4. -- & COSTELLO	
5. -- & WRONG	
6. BREAKING & --	
7. CUP & --	
8. -- & CHEESE	
9. -- & EVE	
10. -- & JULIET	
11. GIN & --	

Chunks: The Aging Process

The next page contains a chunks puzzle. To create a chunks puzzle, we take a sentence and cut it up into three-character chunks (including spaces and punctuation marks). We arrange the chunks in alphabetical order. Solve the puzzle by rearranging the chunks to form a sentence.

Hints

- ❖ Locate the last chunk from the end of the sentence. This chunk will contain a period, a question mark, or an exclamation point. You can work backward from this chunk. Look for other chunks that could precede this chunk.
- ❖ Any chunk that begins with a space is the beginning of a new word. Look for other chunks that could follow this chunk.
- ❖ A three-letter chunk could be a complete word (such as **and, are, the, but**) or a part of a longer word. Try placing other chunks before and after the three-letter chunk.
- ❖ If you have discovered a chunk that looks like the beginning of a word, the chunk that comes before it should end with a space. Or the word should be the first word in the sentence.
- ❖ If a chunk ends with an apostrophe the next letter is most likely an **S** (as in **LET'S**) or a **T** (as in **CAN'T**). Sometimes the apostrophe may be followed by **LL** (as in **WE'LL**), or **VE** (as in **I'VE**).
- ❖ If a chunk ends with a comma or a semicolon, the next chunk should begin with a space.
- ❖ If the chunks puzzle has a title, it may provide a valuable clue. Use the title to guess the content of the message.
- ❖ When you have discovered a few words, use
- ❖ the context to suggest additional words. For example, if one of the words is **play**, you are likely to find the word **game** somewhere in the sentence.
- ❖ You may cut out the chunks and physically move them around. If you don't want to cut the original puzzle, make a photocopy and cut the copy instead.
- ❖ If you don't want to cut out the chunks, work out the solution on a separate piece of paper. Write down different words and phrases and rearrange them into a sentence later. Put a mark next to the chunks that you have already incorporated in your solution.

Work with a partner or a team. It's amazing how different perspectives speed up the process of solving the puzzle.

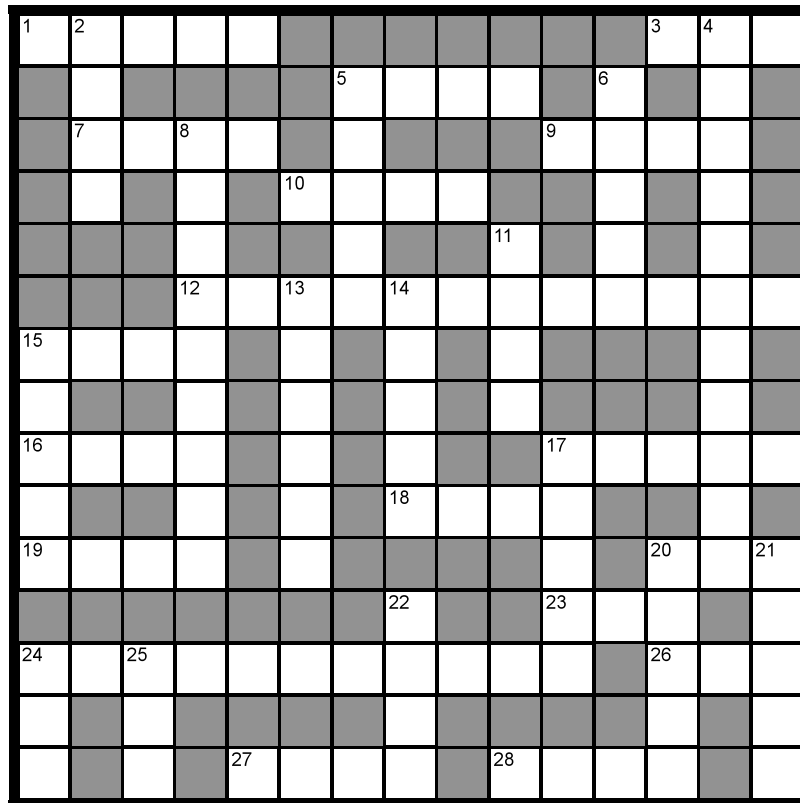
THE AGING PROCESS

DO	GR	OL	ST
ST	WH	YO	D.
EN	G W	G.	HEN
N'T	OLD	OP	OP
OW	PLA	PLA	ROW
U G	YIN	YIN	YOU
YOU	YOU		

Crossword Puzzles: Seriously Fun Activities

Everyone is familiar with crossword puzzles. From a trainer's point of view, you can use this type of puzzles in any situation where you would use a short-answer test.

Here is a crossword puzzle to test your familiarity with seriously fun activities that could be used in training.



Across

- 1 Keeping this can interfere with collaboration. (5)
- 3 What you have when more than one player ends up with the same score. (3)
- 5 Outside of court, King, Queen, and Jack are called _____ cards. (4)
- 7 This is the thing! (4)
- 9 An activity that gives players a wake-up call. (4)
- 10 A type of game that doesn't involve gambling but does involve real money. (4)
- 12 A type of learning that is usually contrasted with traditional classroom learning. (12)
- 15 What a statistician would call your average. (4)

- 16 Mel Silberman is a _____ of active learning. (4)
- 17 Another word for a student or a learner. (5)
- 18 Spin this toy to make it move up or down its string. (4)
- 19 This, for example. (4)
- 20 You make this when you play poker. (3)
- 23 Some intensive role-plays can damage a player's _____. (3)
- 24 Game conductor. (11)
- 26 A type of wrestling that can be conducted on table tops. (3)
- 27 The extreme opposite of expensive, or the type of square in the center of a Bingo card. (4)
- 28 The "C" in PC simulations. (4)

Down

- 2 Reality is a crutch for people who cannot _____ with simulation games. (4)
- 4 A type of activity that requires participants to work with each other. (11)
- 5 A type of game that permits you to change the instructional content. (5)
- 6 Games can do this to your brain power. (5)
- 8 A challenging type of outdoor game. (9)
- 11 An interdependent group of people. (4)
- 13 You can use one of these instead of a test. (6)
- 14 A popular type of card game in which you collect sets and sequences. (5)
- 15 You can amaze your participants with this type of trick. (5)
- 17 A straight flush is the highest hand in this game. (5)
- 20 A type of game that often involves dice and chance cards. (5)
- 21 It beeps when you exceed your allotted number of seconds. (5)
- 22 An activity that has conflict, control, closure, and contrivance. (4)
- 24 Unfortunately, some instructional games don't have this. (3)
- 25 A tea container that can also hold scoring chips. (3)

Cryptic Clusters: 20 Mistakes Presenters Make

A *cryptic cluster puzzle* is a combination of a word association test and a cryptogram.

The puzzle displays a list of items that belong to the same category. The items are coded with a substitution code in which every letter of the alphabet is consistently replaced by another letter.

Here's a sample cryptic cluster, complete with the solution:

Types of Training Games and Activities

UPWLZ YWAMJ
(BOARD GAMES)

EWLZ YWAMJ
(CARD GAMES)

ERPJMLJ
(CLOSERS)

EPATHVML YWAMJ
(COMPUTER GAMES)

CEMULMWBMLJ
(ICEBREAKERS)

PTMIMLJ
(OPENERS)

LPRM-TRWNJ
(ROLE-PLAYS)

One the next page is a cryptic cluster puzzle that I recently used in a workshop on presentation skills. Try your hand at solving it.

20 Mistakes Presenters Make

1. TC RAKTCW PVS RCWYAHR.
2. SYRPUUCPW YKKCSYPFCEI PXFCW FJC UWCRCVFPFYAV.
3. SAV'F GJCGL AHF FJC CZHYUKCVF TCXAWCJPVS.
4. SWCRR REAUUYEI.
5. XYVYRJ PTWHUFEI.
6. OCF SCXCVRYNC DJCV RAKCAVC PRLR ZHCRFYAVR.
7. OYNC FJC RPKC RUCCGJ FA SYXXCWCVF PHSYCVGCR.
8. YOVAWC XCCSTPGL XWAK FJC PHSYCVGC.
9. LCCU FPELYVO TCIAVS RGJCSHECS FYKC.
10. UPGC TPGL PVS XAWFJ.
11. UWCRCVF P EAF AX YVXAWKPFYAV YV P RJAWF FYKC.
12. WPFPEC GJPVOC AW LCIR YV IAHW UAGLCF.
13. WCPS IAHW RUCCGJ.
14. RUCPL AV P FAUYG IAH SAV'F LVAD PVIFJYVO PTAHF.
15. RFPVS XWAMCV TCJYVS FJC UASYHK.
16. TCOYV IAHW UWCRCVFPFYAV EPFC.
17. HRC AXX-GAEAW BALCR.
18. HRC YVPUUWAUWYPFC RUAWFR PVPEAOYCR.
19. HRC FCGJYVGPE BPWOAV PVS XAWKPE EPVOHPOC.
20. HRC FAA KPVI UADCWUAYVF REYSCR.

Cryptograms: New Vision

The next page contains a cryptogram.

You are probably familiar with codes, ciphers, and cryptograms. In a cryptogram, each letter in the message is replaced by another letter of the alphabet. For example, LET THE GAMES BEGIN may become this cryptogram: YZF FOZ JUKZH CZNQ. In the cryptogram Y replaces L, Z replaces E, F replaces T, and so on. Notice that the same letter substitutions are used throughout this cryptogram: Every E in the sentence is replaced by a Z, and every T is replaced by an F.

Solve the cryptogram by using repeated letters and patterns of letters in the words. We left space between the lines for you to write the solution.

Hints

Letter Frequency

- ❖ The most commonly used letters of the English language are **e, t, a, i, o, n, s, h,** and **r**.
- ❖ The letters that are most commonly found at the beginning of words are **t, a, o, d,** and **w**.
- ❖ The letters that are most commonly found at the end of words are **e, s, d,** and **t**.

Word Frequency

- ❖ Short words provide useful clues. One-letter words are either **a** or **I**.
- ❖ The most common two-letter words are **to, of, in, it, is, as, at, be, we, he, so, on, an, or, do, if, up, by,** and **my**.
- ❖ The most common three-letter words are **the, and, are, for, not, but, had, has, was, all, any, one, man, out, you, his, her,** and **can**.
- ❖ The most common four-letter words are **that, with, have, this, will, your, from, they, want, been, good, much, some,** and **very**.

Word Endings

- ❖ The most common word endings are **-ed, -ing, -ion, -ist, -ous, -ent, -able, -ment, -tion, -ight,** and **-ance**.

Doubled Letters

- ❖ The most frequent double-letter combinations are **ee, ll, ss, oo, tt, ff, rr, nn, pp,** and **cc**.
- ❖ The double letters that occur most commonly
- ❖ at the end of words are **ee, ll, ss,** and **ff**.

Punctuation

- ❖ A comma is often followed by **but, and,** or **who**.
- ❖ A question often begins with **why, how, who, was, did, what, where,** or **which**.
- ❖ Two words that often precede quotation marks are **said** and **says**.
- ❖ Two letters that usually follow an apostrophe are **t** and **s**.

New Vision

GJ H XGWATHUGBJ RHWO, IBA

CBJ'U OEVODGOJLO H JOF

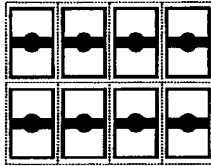
DOHTGUI. IBA OEVODGOJLO HJ

BTC DOHTGUI FGUK H JOF

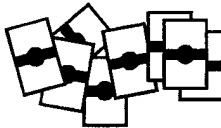
VHGD BQ OIOX.

Dominoes: Training Acronyms

On the next page are eight dominoes that contain acronyms and descriptions.



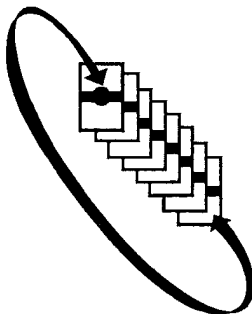
Tear the sheet apart (along the dotted lines) to form the eight dominoes.



Arrange the dominoes so that each description lies below its acronym.



If you do this correctly, you will use all the dominoes, and the description at the top of the first domino will match the acronym at the bottom of the last domino.



A curriculum analysis conducted by bringing all the concerned parties together.

1

OJT

A discovery sequence used for teaching concepts.

2

IVD

Information that is encoded, stored, and retained in the brain.

3

CBT

An assessment process that recognizes an individual's skills and knowledge regardless of how and when they were acquired.

4

DACUM

A computerized learning program with video images that are controlled by the learner.

5

KOR

Technology-based learning that involves computers.

6

APL

The most common training method in which the employee-learner performs under the supervision of someone else who is already qualified to do the job.

7

EG-RUL

A type of feedback that tells the learner if his or her response is correct.

8

LTM

Extra Letters: Advantages

We wrote a sentence and added a random letter to *each* word. Then we scrambled the letters of the word and the extra letters. This is what we ended up with:

TOUY ACHN ISUE SITHS ZIPLUZE SOT

YOU

PETMAZEHIS THHE JAMROE LEAKGRINN TOEPIN

FRYMO IOURY DENTX TAGNINERI SEASONIS.

Extra Letters:

T _ _ _ _ _ .

Your task is to solve the puzzle and discover the original sentence. Here's how you do it:

Unscramble the first set of letters to discover the first word. You will have one letter left over. Write this unused letter in the first blank under the heading, *Extra Letters*. (We have done this part to give you an example.)

Continue with each set of letters, discovering the other words and writing the extra letters in one blank at a time.

When you have finished solving the puzzle, you will have the complete sentence. In addition, the extra letters will spell out another short sentence.

If you have solved this puzzle, there is another one on the other side.

Advantages

EHHNW AOUY AERV EEGIJNNOY EFFLORSUY,

ACEGHNSU INN ORUWY BDLHOO CEEHIMRSTY

EHLNP YOUY LEARNO MOREU EFFECTIVELYL

ANDE OUYU AELNOR EMORU CEEEFFILLTVY

ADEN ABEEEMMRR EMORR ACELLNRY.

SUMMARY:

-----.

Letter Drop: Help People Learn

The next page contains a letter drop puzzle.

To solve it, move each letter to one of the empty boxes below it. (Don't put any letters in the black boxes.) If you place all the letters in the correct boxes, you will spell out a message, reading from left to right and top to bottom.

All punctuation has been placed in appropriate boxes. Black boxes mark the spaces between words in the message. A word does not end at the end of a line, unless

there is a black box there.

Hints

- ❖ Remember three important things about the layout of the puzzle:
 - Letters in each column are to be placed in the boxes underneath them.
 - Dark boxes indicate a space between words. If the end of the line does not have a dark box, the word is continued at the beginning of the next line.
 - Punctuation marks are removed from the message and placed in the appropriate boxes.
- ❖ Use a pencil with an eraser. This is a trial-and-error activity.
- ❖ Be systematic in your work. Whenever you write a letter in an empty box, cross it out from the column above:
- ❖ The title of the puzzle provides a valuable clue. Use the title to guess the content of the message.
- ❖ Don't try to work from the beginning to the end. Keep jumping from one word to another.
- ❖ Begin with one-letter words. They will be either **I** or **A**.
- ❖ Two-letter words are also easy to figure out. They are usually prepositions such as **in, on, to,** and **of**. The words **it** and **is** also appear frequently.
- ❖ Three-letter words can sometimes be solved easily. Try the words **the, and,** or **but**.
- ❖ Longer words are easier to solve than they appear to be. Look at the letters in the columns above and try different combinations.
- ❖ It is sometimes easy to guess the ending of a long word. Try such suffixes as **-ing, -ion, -tion, -ive, -ed, -ies,** and **-able**.
- ❖ If only one letter is available in a column (or if the letters in the column are all the same), simply write it down in the appropriate box.
- ❖ Look at the letters available before and after a letter you have already guessed. Certain letters can be eliminated because they don't form usable combinations. For example, you cannot have the combination **pk** or **qz**.
- ❖ When you have a few words identified, use the context to provide you with additional suggestions. For example, if one of the words is **man**, you are likely to find the word **he** somewhere in the sentence.

List Processing: Training Media

Here is a list of nine statements about three media: *print*, *audiotape*, and *videotape*.

Can you distribute the statements among the media so that each medium receives exactly three statements?

This task is tougher than you think, because some statements apply to more than one medium-and we want exactly three statements about each medium.

Solve the puzzle by making checks in the three media columns on the right. Make sure that each medium has three checks and no statement has more than one check.

		Print	Audiotape	Videotape
1	Cannot be used without playback equipment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Can display motion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Can present sounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Can present text and images	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Easiest to duplicate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Least expensive to produce	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	Most difficult to revise	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	Permits self-pacing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	The learner's eyes and hands can be occupied elsewhere	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Logic Puzzle: Conference Committee

A logic puzzle presents a story and gives you a set of clues. The story identifies three or more factors (such as a list of names, list of job titles, and salaries)--without matching the factors with each other. For example, you don't know which name goes with which job title and receives which salary. Your task is to match the factors. To help you in the task, you are given a set of clues. You have to extract all possible information from these clues, make logical inferences, and solve the problem. Although the list of clues in a logic puzzle may appear to be insufficient, they contain all the necessary information to provide a unique solution.

Conference Committee: A Logic Puzzle

Andy, Bob, Cathy, Diane, and Esther are the five members of the conference committee. They met yesterday to review their progress. Committee members took turns to give a progress report on the task assigned to each of them (hotel arrangements, conference program, refreshment breaks, publicity, and registration). Using the information given below, find out who made the report on which task. Also find out the sequence in which these reports were made. Use the following table to present the solution:

Sequence	Presenter	Task
First		
Second		
Third		
Fourth		
Fifth		

Clues

1. **Andy** did **not** make the **fifth** report.
2. The **fifth** report was about **registration**.
3. **Esther** gave her report immediately after **Diane**.
4. **Esther's** report was about **refreshment breaks**.
5. The **third** report was about the **conference program**.
6. **Bob** made the **first** report.
7. **Bob's** report was **not** about **publicity**.

How To Solve Logic Puzzles

The key to solving logic puzzle is to extract as much useful information as possible from each clue and to systematically deduce more information through logical thinking. Most solvers use a crosshatch grid to help them in the logical process.

Three areas in the grid that match all three variables (sequence, presenter, and task) with each other.

	First	Second	Third	Fourth	Fifth	Hotel	Program	Refreshment	Publicity	Registration
Andy					N					
Bob										
Cathy										
Diane										
Esther										
Hotel					N					
Program					N					
Refreshment					N					
Publicity					N					
Registration	N	N	N	N	Y					

The first clue says, "Andy did not make the fifth report." I enter this information in the grid by placing an "N" at the intersection of *Andy* and *Fifth* in the appropriate area.

The second clue says, "The fifth report is about registration." So I place a "Y" at the intersection of *Fifth* and *Registration*.

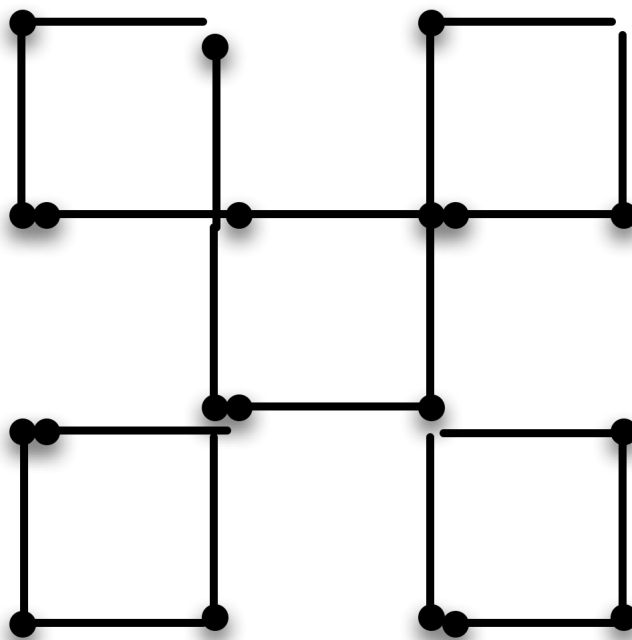
This is how I enter my deductions: Because each presentation involves a single task, I place Ns for all other tasks for the *fifth* presentation and Ns for all other presentation numbers (first, second, and so on) for the task of *registration*.

Whenever you place a Y anywhere in an area, place Ns in all other boxes in the same vertical line and horizontal line *within that area*.

Read each of the remaining clues and fill in the information in the crosshatch grid. Also enter your logical deductions. Continue doing this systematically until you have worked out all the details.

Matchstick Puzzle: Four More Will Give You Nine More

We arranged 20 matchsticks to form 5 squares.

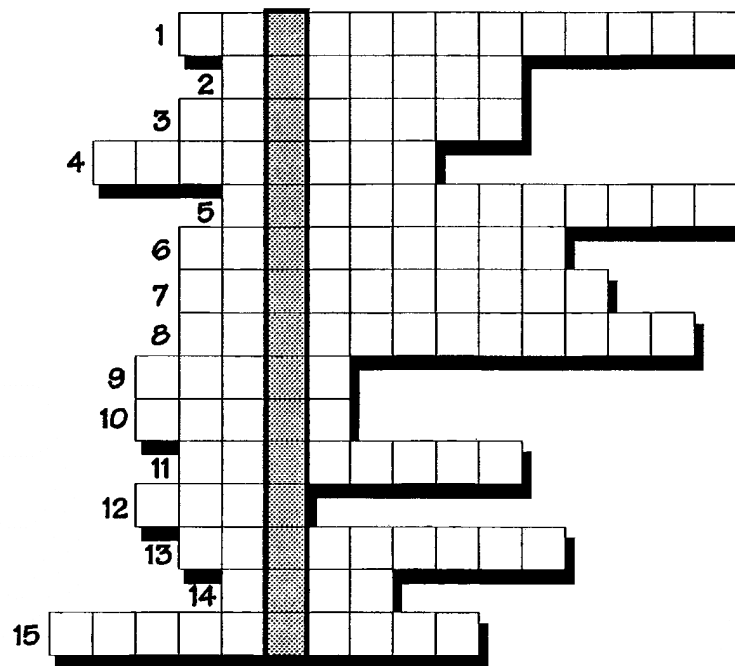


Can you 4 more matchsticks to create 14 squares?

One Down Puzzles: Training Terms

Read the clues. Write the answers in appropriate boxes, one letter per box. When completed, the letters in the gray boxes spell out the answer to this clue:

All the other answers in this puzzle are related to these two ingredients of training. (3 words)



1. Showing how to perform an act or how to use a procedure
2. A speech with an instructional intent
3. The technique of working directly with an individual learner
4. Computer displays or printed copies of visuals
5. A technique in which the participants act out different characters
6. A medium that uses magnetic tape to record sounds
7. The participants react to a written account of an event
8. An image used with an overhead projector
9. A medium that involves words, pictures, and symbols
10. A photographic image mounted for projection
11. An electronic device that processes data
12. A rule-governed activity that involves some conflict
13. A magnetic medium capable of simultaneously recording both visual and auditory information
14. A motion picture
15. Representation of one system by the use of components from another system

Sandwich Words: Oxymoronic Advice

In this puzzle, you are given a pair of words as a clue for the *sandwich word*.

The sandwich word comes after the *first* word and *before* the second word to form two different well-known compound words or phrases.

Here's an example:

TENNIS - ? - MAKER

The sandwich word is MATCH as in *tennis match* and *match maker*.

Here are a bunch of clues for sandwich words. After you have solved them all, read the first letters of the sandwich words. These letters spell out a pithy saying.

PAPER - ? - ACHE

SCRAMBLED - ? - PLANT

BROWN - ? - DADDY

GOOD - ? - NEWS

CLOCK - ? - ACTIVE

RED - ? - BLOT

OLIVE - ? - CHANGE

SHUT - ? - TIGHT

FRUIT - ? - DRESSING

HYDROCHLORIC - ? - RAIN

PEANUT - ? - FLY

POST - ? - HOURS

DOWN - ? - GROUND

ROUND - ? - TENNIS

GOOD - ? - COOKIE

LABOR - ? - STATION

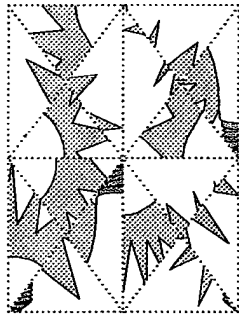
MAIDEN - ? - TAG

Scrambled Graphics: Training Ingredients

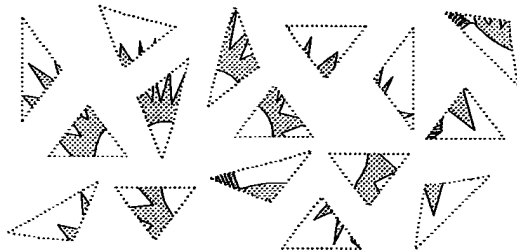
The next page contains a scrambled graphic that shows the ingredients of training according to my favorite cognitive scientist, Ruth Clark. Your task is to cut the scrambled graphic into 16 triangles and to reassemble them correctly.

Here are the instructions for solving a scrambled graphic.

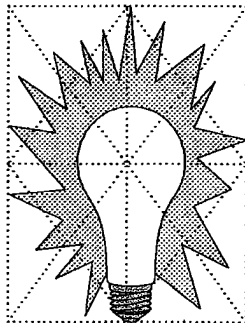
This is a scrambled graphic of a light bulb.

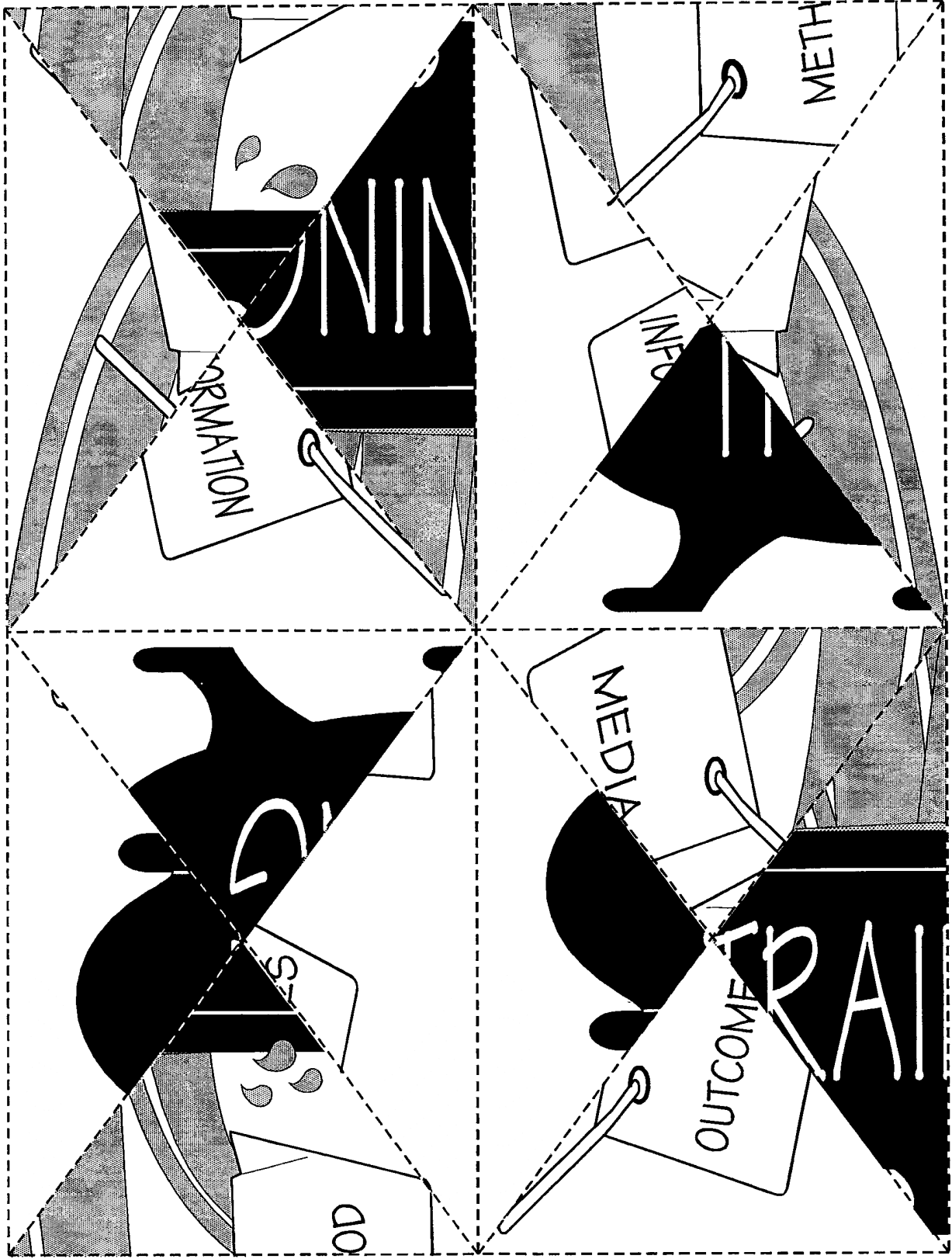


Cut the scrambled graphic along the dotted lines. You will get 16 triangles. Think of these triangles as pieces of a jigsaw puzzle.



Reassemble the triangles into a rectangle. Try various arrangements until you come up with the original graphic.





Solitaire Bingo: Training Test

Read the question in any square in the bingo grid below and give the answer. Using the numbers in parentheses after the question, check your answer with the *Solutions*

section. If correct, place an X in the square. If incorrect, place an O. You win if you get four X's in a straight line (horizontally, vertically, or diagonally). You lose if you get four O's in a straight line.

<p>What philosophical viewpoint is usually contrasted with behaviorism? (13)</p>	<p>Which word is inappropriate in this training objective: Understand the second law of thermodynamics and state its application? (4)</p>	<p>What type of evaluation is undertaken to improve an instructional package? (15)</p>	<p>What type of learning involves a class of items that share common features and are known by a common name? (8)</p>
<p>What type of transfer of training is required when the trainees are asked to follow a prescribed set of steps in the same way? (7)</p>	<p>What derogatory term is used for a reaction questionnaire administered after a training session? (11)</p>	<p>Who is missing in an instructional design team that has an instructional designer, an evaluator, and a media specialist? (1)</p>	<p>What generic term includes materials such as checklists, decision tables, troubleshooting guides, and directories? (5)</p>
<p>In addition to the behavior and conditions, what should a well-stated training objective specify? (3)</p>	<p>What type of content describes how things work in a natural system? (16)</p>	<p>What type of questions do not have right or wrong answers? (9)</p>	<p>What is the name of the training technique that permits the trainees to work out the underlying principles by themselves? (14)</p>
<p>What type of tests are given to the trainees before a training session? (10)</p>	<p>What phrase identifies distance education using mail? (6)</p>	<p>Metacognition is the process of learning to do what? (12)</p>	<p>What is the technical term for the difference between the ideal and the actual levels of performance? (2)</p>

Teleported Sentences: Will Rogers

To create this type of puzzle, we substitute the numbers from a telephone touch pad for each letter in a message. Your task is to convert the numbers into letters and discover the original message.

How To Solve

In case you don't have a telephone handy, here's the letter-number conversion list: 1-(no letter), 2-ABC, 3-DEF, 4-GHI, 5-JKL, 6-MNO, 7-PRS, 8-TUV, 9-WXY, and 0-QZ

Here's a sample puzzle:

7323 8447 669

Your task is to convert the numbers into letters, words, and a sentence.

The challenge is that each number may stand for anyone of three letters. (*Example: "2" may stand for A, B, or C.*) You have to select the best letters that make up the best word to fit the context.

Example: 669 may stand for NOW or MOW. If the rest of the sentence deals with summer chores, MOW is the best bet. Otherwise, the word is probably "NOW".

After you work through the other numbers, you figure out the original sentence: *Read this now.*

Your Turn Now

We have converted a quote from Will Rogers into a teleported sentence. See if you can discover the original message.

3 8 3 6 4 3 9 6 8 2 7 3 6 6 8 4 3 7 4 4 4 8

8 7 2 2 5 , 9 6 8 ' 5 5 4 3 8 7 8 6 6 8 3 7 4 3

----- , ' -----

9 6 8 5 8 7 8 7 4 8 8 4 3 7 3 .

----- .

Trick Questions: With Answers

What is bigger than the universe and if you eat it for a week, you will lose some weight? This is a trick question. Think about it for a minute or so.

If you know the answer, you probably heard it before from a kid.

If you figured out the answer without any previous exposure, congratulations!

If you haven't figured out the answer and want to give up, check the answer.

In addition to becoming popular with children and torturing grownups, trick questions reward you for thinking laterally, outside the box. They provide you with "aha" moments. They teach you to ignore irrelevant noise and focus on the critical piece of information.

Here is a collection of my favorite trick questions. Since I am in a generous mood, I have included the answer to each question.

1. QUESTION: A shirt and a tie cost \$50. The shirt costs \$10 more than the tie. What is price of the shirt?
ANSWER: \$30
2. QUESTION: Why are 2006 pennies worth more than 1998 pennies?
ANSWER: Because 2006 pennies are worth \$20.06 whereas 1998 pennies are worth only \$19.98.
3. QUESTION: Divide 10 by $\frac{1}{2}$. Double the answer. What do you get?
ANSWER: 40. (When you divide 10 by 2, you get 5. But when you divide 10 by $\frac{1}{2}$, you get 20.)
4. QUESTION: Do Australians have a 4th of July?
ANSWER: Yes, they do. The calendars in all Western countries have a Fourth of July.
5. QUESTION: What seven-letter word becomes longer when you *remove* a letter?
ANSWER: *lounger*
6. QUESTION: Do this simple addition problem in your head: Take 1000 and add 40 to it. Now add another 1000. Now add 30. Add another 1000. Now add 20. Now add another 1000. Now add 10. What is the total?
ANSWER: 4100. (This is the correct answer. Many people get 5000, which is incorrect.)
7. QUESTION: How can you stand underwater for more than 5 minutes without using any special equipment?
ANSWER: Simple! Just hold a glass of water above your head.
8. QUESTION: How many birthdays does an average woman have?
ANSWER: Only one: the day she was born.

9. QUESTION: You can break this simply by saying it. What is it?
ANSWER: Silence
10. QUESTION: A Swiss barber claims that he'd rather cut the hair of three French-speaking men than one German-speaking man. Why do you think he feels that way?
ANSWER: Because he will make three times as much money.
11. QUESTION: If you have 10 dollars on the table and you take away 8, how many dollars do you have?
ANSWER: 8-because you took away 8.
12. QUESTION: In Sri Lanka, why can't a man marry his widow's sister?
ANSWER: In order to have a widow, the man must be dead. Dead men cannot marry .
13. QUESTION: John and Mike are born to the same mother on the same day. But they are not twins. How come?
ANSWER: They are two members of a set of triplets.
14. QUESTION: Some months have 31 days. Others have 30 days. How many months have 28?
ANSWER: Twelve. All months have at least 28 days.
15. QUESTION: Tracy's father is an astronomer and he has three daughters. He named one of them Venus and the other one Mercury. What's the name of the third girl?
ANSWER: Tracy.
16. QUESTION: Two boys play seven games of chess. There are no ties. Both boys win the same number of games. How is this possible?
ANSWER: The boys are not playing against each other.
17. QUESTION: Why do women in India have more shoes than women in the neighboring country of Pakistan?
ANSWER: Because there are more women in India.
18. QUESTION: You are a racecar driver. If you overtake the last car, what position are you in?
ANSWER: You cannot overtake the last car.
19. QUESTION: You are a racecar driver. If you overtake the second car, what position are you in?
ANSWER: Second. (You finish first only if you overtake the first car.)
20. QUESTION: Which word do most people typically spell incorrectly?
ANSWER: The word "incorrectly".

ANSWER to the opening question: Nothing

Triplets: Oxymorons

The next page contains a triplet puzzle, a new type of word puzzle based on a psychological test of flexible thinking and creativity.

A triplet is a set of three words that are linked by a common fourth word.

Here's an example:

ELEPHANT –HOUSE–SNOW

What word links these three words? The linking word should appear before or after each of the three words to form well-known compound words or phrases.

The correct answer for this triplet is WHITE, as in *white* elephant, *White* House, and Snow *White*.

Here are three more triplets. See if you can find the linking word for each of them. Remember that the linking word may appear either before or after each word in the triplet:

BOARD–HOLE–JACK

DOUBLE–ROAD–STITCH

MAKER-TENNIS-STICK

Here are the correct solutions:

BLACK (*blackboard*, *black* hole, *blackjack*)

CROSS (double *cross*, *crossroad*, and *cross-stitch*), and

MATCH (*matchmaker*, tennis *match*, *match* stick).

Discover the link word for each triplet and write it in the appropriate blank. After you have solved all the triplets, read the first letters of the link words for a message.

Hints

- ❖ When it comes to solving triplets puzzles, an intuitive approach usually works better than a logical, systematic approach.
- ❖ Skim through the triplets and write down the link words that immediately pop into your mind. Make another pass to solve the other triplets.
- ❖ Remember that the link word could appear either before or after the other words (as in **White** House and Snow **White**). The link word could also be a part of a compound word as a common phrase (as in dealers**ship** and cruise **ship**).
- ❖ If you get stuck on a triplet, give up and attack some other triplet. Sometimes, the harder you try, the tougher it becomes to find the linking word. So don't get fixated on one item.
- ❖ If the chunks puzzle has a title, it may provide a valuable clue about the message. You may use the title to complete the message and identify the first letters of remaining link words.
- ❖ Work with a partner or a team. It's amazing how different perspectives speed up the process of discovering different link words.

Twisted Pair Puzzles: Stolovitch

To create a twisted pair puzzle, we take a sentence and mix up the letters, two words at a time.

To solve a twisted-pair puzzle, unscramble the first set of letters to discover two words. Decide which word comes first and which word comes next. Then unscramble the next set of letters to discover the third and the fourth words. Repeat this process until you have unscrambled all sets of letters, discovered all the words, and reconstructed the original sentence.

An Example

Here's a sample twisted-pair puzzle:

AGIKLNOPRSWY

Since there is only one set of letters, this is a two-word sentence.

Working with the letters, I identify the word WALKING. That leaves these letters: OPRSY. I create the word PROSY with these letters, not sure whether it is a legitimate word. Even if it is, PROSY WALKING or WALKING PROSY does not sound like much of a sentence. So I decide that WALKING is not one of the two words.

Next I try PARKING. That left LOSWY to be formed into a single word. Still no luck.

I work with the word ASKING. Using the remaining letters, I create two words: PRY and OWL. For a moment I decide that the hidden sentence is PRY ASKING OWL. Then I remember that the sentence can have only two words.

I keep playing with other words, intuitively feeling that one of the words should end in "-ING". After several minutes of torture, I end up with the correct sentence: PLAYING WORKS!


Your Turn Now


Here's a piece of advice from the well-known training expert, Harold Stolovitch. We have converted it into a twisted-pair puzzle. Remember, each set of letters spell out two words. Untwist the letters to discover the original message:


DNOOT CEEFGILLNNOSTU AGHIIINNRTTW.


Unscrambled: Tools for Trainers


Read each clue and write the answer in the appropriate boxes. Then rearrange the letters in the circled boxes to find the answer to the last clue.


1 

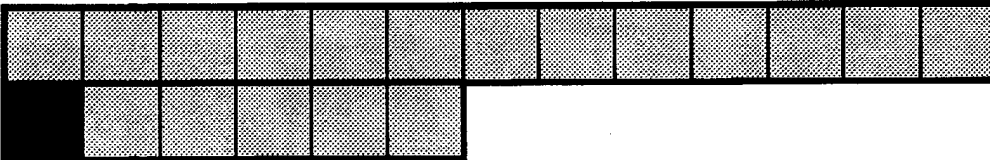
2 

3 

4 

5 

6 

7 

1. Used for teaching foreign languages, for example
2. Used for entertainment or for distance education
3. Used for entertainment but no longer commonly used for education
4. Usually involves paper
5. The C in CBT, CAI, CMI, and CBL
6. Device that looks like the real equipment
7. The category to which the preceding terms belong (2 words)