

PATTERN GUIDE FOR THE WESTING GAME BY ELLEN RASKIN

VENN DIAGRAMS

PURPOSE OF THE STRATEGY

Pattern guides help students to recognize patterns in the text. Visual material enhances learning, as well as improves comprehension. Pattern guides allows students to see relationships, helping them to clarify their thinking. Venn diagrams allow students to compare and contrast two different things or characters to see how they are alike and how they are different.

DIRECTIONS

1. Have students choose two characters from The Westing Game.
2. Place a blank Venn diagram on the board, onto a large paper, or give students individual handouts.
3. Instruct students to find similarities between two characters. They will write the similarities in the overlapping area (C) of the two circles on the diagram. Give students ten to fifteen minutes to complete this step.
4. Instruct students to find differences between the two characters. Students will write the differences for one character in the non-overlapping area of circle A and the differences for the other character in circle B. Give students another ten to fifteen minutes to complete this step.
5. After students have completed the diagram, discuss how the characters fit into the diagram. What traits do the characters have in common? What traits make the characters different? Do the different traits of each character affect the plot of The Westing Game?

ASSESSMENT

Pattern guides allow teachers to analyze students' understanding of concepts. It provides a means for checking for thinking and understanding by looking at relationships between characters and terms. The Venn diagram allows teachers to see if students understand how to compare and contrast characters.

