

"I wonder...what do you think?"

An Exercise in Cognitive and Affective Thinking

The object of this game is to stop somewhere along the tour route and indulge yourselves in some "I was just wondering" kind of thinking.

It is important to know that not knowing the correct answer is O.K.

The goals are -

- to allow time to think about possibilities
- to enjoy thinking and wondering
- to develop skills of observation and deduction
- to be creative and imaginative

Educators suggest that you ask approximately six questions. One each from three cognitive questioning levels, one affective question, and two more of your own choosing. If you and your students are having a good time, just keep playing and imagining.

Ideally, the teacher should come tour the Battleship, choose an area where they would like to stop with the children, and formulate questions to stimulate different kinds of thinking. If the teacher feels uncomfortable because he/she is not an expert about the ship, then we suggest selecting the berthing space where the men slept. Everyone sleeps somewhere, so adults and children should be able to participate in the game.

EXAMPLE: A BERTHING SPACE (a place with many bunk beds)

COGNITIVE LEVELS:

Perceptual - These are questions which can be answered using perceptual skills such as observation.

Examples:

1. What kind of activity is done in this space?
2. How many beds are here?
3. What are the beds made of?
4. Is there anything beside the beds here?
5. How are the beds organized or arranged?
6. How do you get to the top bunk?

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Reasoning - These are questions requiring the application of reasoning skills to the information which has been perceived/observed. These questions may ask children to compare and contrast, categorize, analyze, explain, infer, summarize, generalize and develop concepts or arguments.

1. Do the beds look comfortable?
2. If you are trying to fit a lot of men in a small space, do you think that this is a good way to do it?
3. Where do the men keep their belongings?
4. Why do you think that there are no carpets or rugs on the deck?

Hypothetical - These questions go beyond information at hand to make predictions, formulate hypotheses, detect organizing principles, imagine or create. The emphasis here is definitely not on right or wrong, but on "what do you think" type of thinking.

1. What would be the advantage of sleeping in this berthing space?
2. Which would be the safest bunk? noisiest? quietest? most comfortable? easiest to get to? hardest to get to?
3. What do you think happened when the men got a call to go to battle stations in the middle of the night? What would it be like in this space?
4. What do you think the men did about those who snored?

AFFECTIVE LEVELS:

These questions deal with how one is personally affected and may deal with emotions. This gives students the chance to imagine themselves as sailors aboard the ship and perhaps begin to identify with the young men who did serve on board the ship.

1. Would you like to sleep here?
2. Which bunk would you like most? Least?
3. Would you be afraid?
4. Would you be uncomfortable or would you like it?
5. Would you rather sleep alone?
6. How would you feel about the lack of privacy?
7. How would you feel about wearing the same clothes as everyone else?
8. How would you feel about the small locker that serves as your closet?
9. How do you feel about the colors? The lack of decoration?
10. What would you change about this space?

We hope that everyone has a lot of fun playing the game and imagining what it was like to be a sailor on the Battleship NORTH CAROLINA during World War II.

If you have any questions, suggestions, or success stories on how to use this activity which may be shared with others, please contact Kim Sincox, Museum Services Director, at (910) 251-5797.