

EEDA m-learning project

Riddles and jokes

Copy and cut out the riddles below. Hand these out to the learners. Ask the learners to work together to solve the riddles. Once they have a solution, ask the learners to voice record the riddle onto their PDA, followed by their answer. Each group can then play back their riddle and answer to the rest of the group and they can see if they think the answer is correct.

1. It's not very big. It's very small. You put it in a corner and it sticks there and never moves. It travels all over the world.

What is it?

2. Go in one hole, come out of three holes. When you are inside you are ready to go outside.

What is it?

3. What has a face but cannot talk?

4. The more it dries the wetter it gets.

What is it?

5. The more you take away the bigger it gets.

What is it?

6. I have a head and a tail, but no body. I am not a snake.

What am I?

Answers (for tutors)

1. A postage stamp
2. A jumper/sweatshirt
3. A clock
4. A towel
5. A hole
6. A coin

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Activities

A children's joke book would be a useful resource.

Learners to decide on some of their favourite adult/children's riddles/jokes and send them to the mediaBoard via their mobile phones.

Identify the key words in jokes and riddles.

Write a kenning-a description of something without using its name.

E.g. Bone crusher

Four legged friend

Barks and begs

What is it?

A dog

Learners could use DFILM to make a film telling the riddle/joke in text style and send to mediaBoard.

Learners could video each other or their children telling a joke and send it to the mediaBoard.

Photograph the facial responses to the jokes/riddles and add a caption to the photo.

It's funny I like it

I don't understand I'm confused

Use emoticons to accompany the joke/riddle

Emoticons indicate the feelings behind a message.

They are created from the symbols and letters on the keyboard.

:-) I'm joking

:-Q I have no idea what you are talking about

:-S Words fail me