# **Rebus Treasure**

## **Topic**

Ancient civilizations that left behind a form of written language

### **Objective**

Students will solve a rebus puzzle in order to find the hidden "treasure."

#### **Materials**

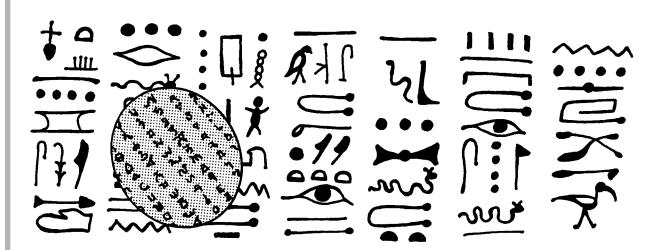
- pages 8 and 9, reproduced (one copy of teacher's choice for each student)
- a teacher selected treasure that will serve as an incentive for the students (e.g., pack of sugarless gum, pieces of fruit, pencils, erasers, etc.). There should be an adequate amount to share among the members of the largest student learning team. (See page 94 for other incentive ideas.)

#### Preparation

- 1. Make copies of one of the rebuses on pages 8 and 9 or create one tailored for your classroom.
- 2. Obtain the student incentive.

#### **Procedure**

- 1. Divide the class into cooperative learning teams.
- 2. Choose a rebus based on where you intend to hide the incentive. One of the prepared rebuses on pages 8 and 9 may be used if the class environment is conducive to its solution. If not, prepare one of original design to fit classroom needs.
- 3. Provide each student with a copy of the rebus. Groups should be given a specific time limit to decipher the puzzle, usually no more than five minutes.



## Rebus Treasure (cont.)

#### Procedure (cont.)

4. Since it is possible that more than one group could solve the rebus in the time allotted, plan a rational method for choosing a team for the initial search attempt. A random draw of team names from a hat could be one method used to break a tie. A less arbitrary measure would be to allow the first opportunity to solve the rebus to the team that most closely follows a specified set of directions and has completed the solution.

An alternative would be to move around the classroom garnering the responses from each team within the specified time allotment. In this situation, the first team to whisper the correct answer to the puzzle would subsequently gain access to the treasure hunt. The teacher should note successive completion times of the other teams should that become necessary in procedure 5.

5. The selected learning group will then have a short period of time (about one minute) to locate the prize. If the group cannot find the treasure within the minute, the second ranked team would be afforded a sixty-second quest. This rotation would be followed until either the prize was found or every team was given an opportunity to look.

### **Background**

"Rebus Treasure" is simply an anticipatory set designed to lead into the discussion of ancient written languages whether from Neanderthal pictographs or Egyptian hieroglyphics. It can be completed in about ten minutes time with little set-up required. However, it does an effective job of focusing students on the idea that early civilizations often utilized concrete images for symbols representing sounds and/or ideas.

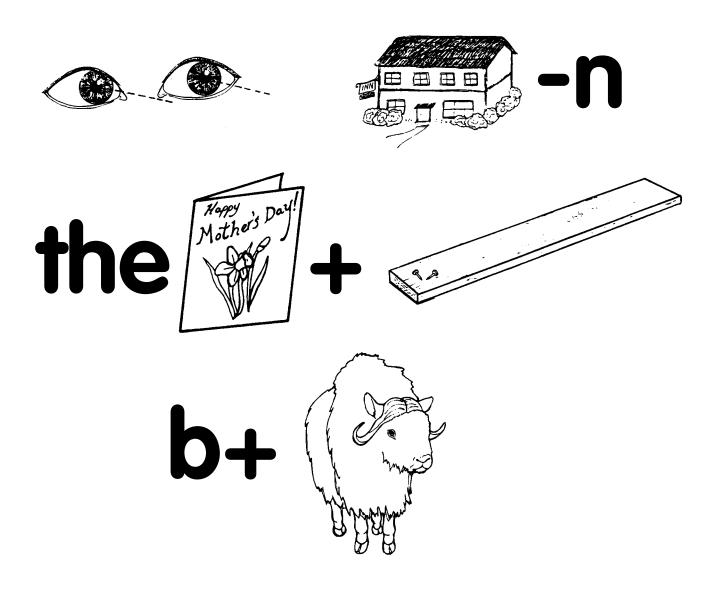
### Follow-Up

Encourage students to create their own symbolic alphabet employing various geometric or pictographic designs.



## **Reveal the Rebus**

How quickly can you solve this rebus? Your teacher will provide you with the rules and time limit in which to find the solution. Write your solution at the bottom of the page.



Solution:			

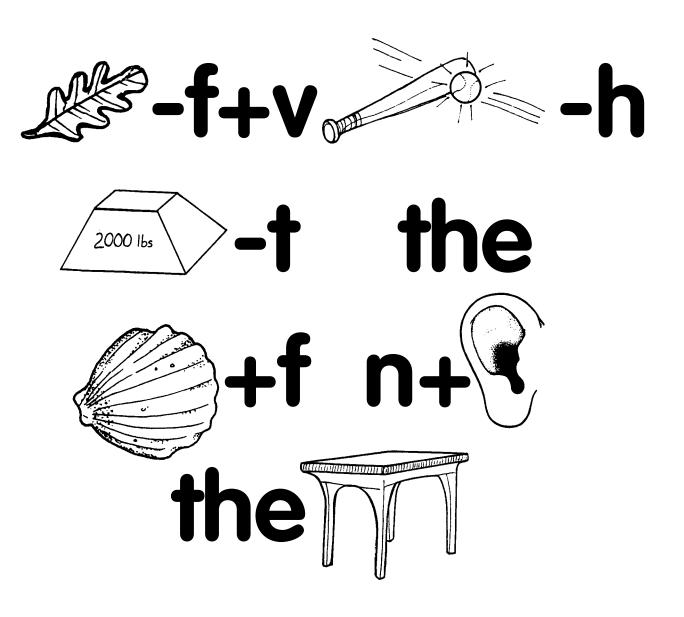
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Note to the teacher: Fold this page under (along the dashed line) before reproducing.

Solution: Look in the cardboard box.

## **Reveal the Rebus**

How quickly can you solve this rebus? Your teacher will provide you with the rules and time limit in which to find the solution. Write your solution at the bottom of the page.



**Solution:** 

Note to the teacher: Fold this page under (along the dashed line) before reproducing.

Solution: Leave it on the shelf near the table.