

# GIGGLES AND CHUCKLES:

Humor in the Differentiated  
and Thinking Classroom



"...having fun and pleasant experiences improve functioning of the body's immune system for three days - the day of the event and two days after."

Author Stone, PhD.

Janet Aaker Smith

Pieces of Learning  
AGATE Conference  
Feb. 24-26, 2010

As individuals we tend to experience humor by either "getting it" (which tends to be cognitive or intellectual response), by feeling it (which tends to be an emotional response), or by laughing at it (which is more of a physiological response). There is a wide range of life's experiences that are experienced as humorous. Like beauty being in the eyes of the beholder, humor is in the funny bone of the receiver of the experience.

**TONGUE TWISTERS**

Make vocabulary come alive with alliteration and word meaning.  
 Pre-shrunk shirts. Fanny Fowler fried five floundering fish for Francis Finch's father.

**JOKES AND RIDDLES** ☺

Everyone loves to laugh. Jokes and riddles stretch student thinking and promote positive interactions in the classroom setting.

Brain Link		Brain Processing Preference		Content Skill	Thinking Skill	
Humor	Novelty	Verbal/Linguistic		All	Attributes	Complexity
Challenge	Variety	Interpersonal			Flexibility	Originality
Trigger emotions		Analytic			Risk taking	Analyzing
Social interaction		Individual, pairs, groups			Synthesizing	

**Letters and Grammar**

- Q: What is the difference between a cat and a comma?  
 A: One has the paws before the claws and the other has the clause before the pause.
- Q: What letter is never found in the alphabet?  
 She had bad pupils.  
 A: The one you put in the mailbox.

**185** \_\_\_ walked into a restaurant. The waiter says, "We don't serve \_\_\_ in here. The 185 \_\_\_ say, "PUNCHLINE!".

**MATH ART**

Homework is more fun when you add pictures and creativity.



**Fang**

**UGHTOGRAPHS**

This activity allows for creative design and analysis in any subject. Students create oughtographs for authors, scientists, mathematicians, actors or characters in books. There are endless possibilities.

They taste funny!

Brain Link		Brain Processing Preference		Content Skill	Thinking Skill	
Novelty	Humor	Visual/Spatial	Analytic	All	Attributes	Analysis
Challenge		Intrapersonal	Artistic		Synthesis	Elaboration
Trigger emotions		Individual			Imagination	

**HINK PINK, HINKY PINKY & HINKITY PINKITY**

Students often think that word study is boring. Here is a way to liven up the drill and practice for adjectives and syllabication.

- An intelligent beginning = smart start                      A noon-meal group = lunch bunch  
 A graphite etching = pencil stencil                              A smarter author = brighter writer

*If they're laughing, they're listening.*

**WUZZLES**

Wuzzles are a combination of words, pictures or symbols that exercise both sides of the brain simultaneously.

Brain Link	Brain Processing Preference	Content Skill	Thinking Skill
Humor Novelty Challenge Pattern seeking	Logical/Mathematical Visual/Spatial Verbal/Linguistic Interpersonal	All	Analysis Synthesis Brainstorming Complexity Problem solving

They lose their faculties.



**POP QUIZ**

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**SONGSTER**

Music and rhythm activities help embed learning, energize or calm students, as well as increase student attentiveness.

Brain Link	Brain Processing Preference	Content Skill	Thinking Skill
Novelty Humor Challenge Social Interaction Movement	Musical/ Rhythmic Verbal/Linguistic Auditory Analytic Individual, pairs or groups	All	Memorizing Composing Sequencing Originality Synthesis Risk taking Organizing skills

**\$100,000 PYRAMID**

This activity is exciting and a great way to review vocabulary. It is similar to the T.V. show, \$10,000 Pyramid and can be used for any content.

Brain Link	Brain Processing Preference	Content Skill	Thinking Skill
Novelty Challenge	Verbal/Linguistic Interpersonal Auditory Partners	Vocabulary Listening Speaking	Fluency Risk taking

They know how to make the little things count.

**MATH CLAP**

Stand with your partner facing you. Each partner will clap his hands \_\_\_\_\_ times.

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**TOP TEN LISTS**

This activity offers students a creative way to use content information.

Brain Link	Brain Processing Preference	Content Skill	Thinking Skill
Challenge Practice Novelty	Verbal/Linguistic Interpersonal	Writing Cause and effect	Brainstorming Risk taking Originality

Students create a Top Ten List related to their current unit of study. Allow students to illustrate their lists.

**Examples:**

- Top Ten Mistakes made by Explorers
- Top Ten Reasons to Give Blood
- Top Ten Most Often Misspelled Words
- Top Ten Reasons Why Exercise is Good
- Top Ten Things Kids Learn While Surfing the Internet
- Top Ten Things All Parents Should Know about Kids
- Top Ten Most Commonly Used Slang Terms by Kids
- Top Ten Reasons for *Not* Watching Television

*Top Ten Most Useless Inventions*

1. Solar Powered Flash Light
2. A black highlighter pen
3. Glow in the dark sunglasses
4. Inflatable Anchor
5. Double sided playing cards
6. Ejector seats for Helicopters
7. Inflatable Dartboard
8. Silent Alarm Clock
9. Battery powered Battery Charger
10. Fireproof Matches



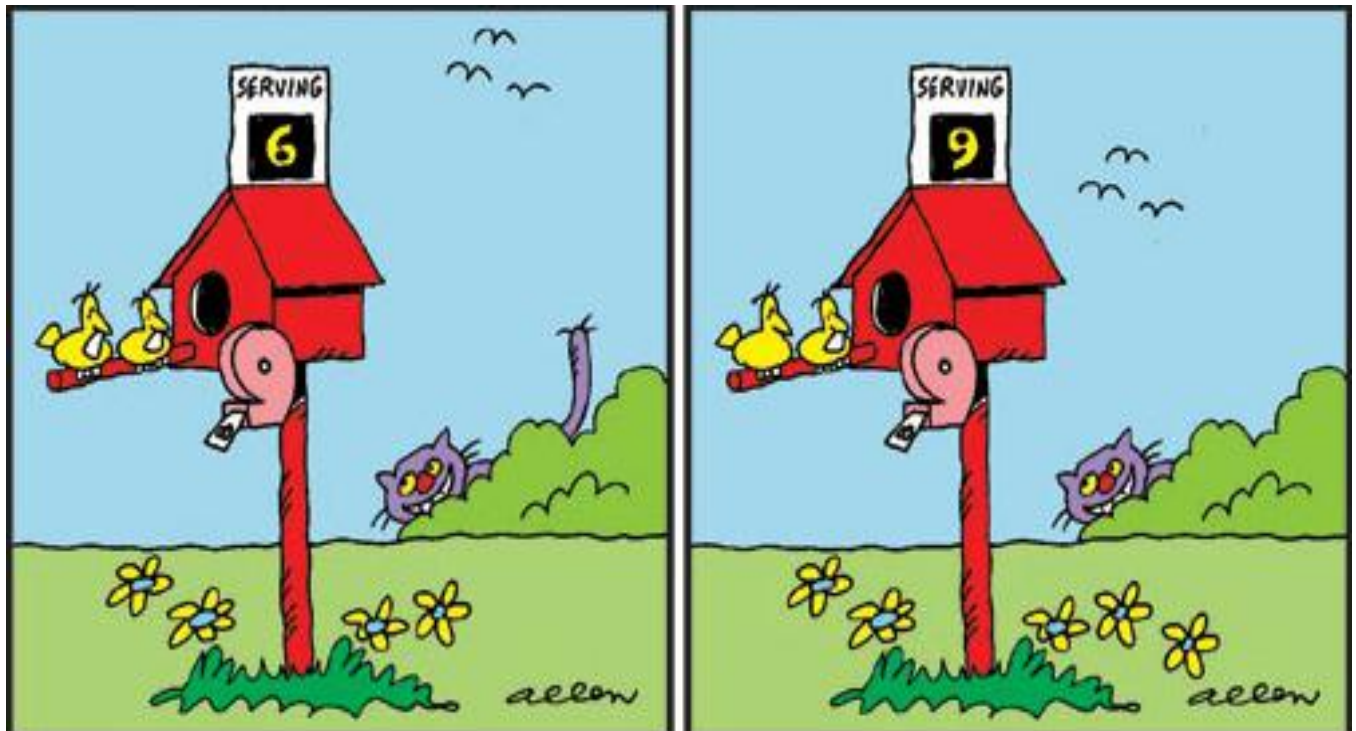
## SPONGE ACTIVITIES

She had bad pupils

Sponge activities and Warm-Ups are 'attention grabbers' written on the board or overhead that occupy the class before formal instructions begins. It is called a sponge activity because it *soaks up the bad behavior* of students while you are getting organized for the day and greeting the students. It should be fun and related to content, if possible. These activities can include a journal entry, hidden pictures, trivia quiz, word puzzle, or anything else that students would find engaging.

## SPOT THE DIFFERENCES

Can you find 5 differences in the picture on the right?



- HUMOR:**
- ☺ Wit is the cognitive experience,
  - ☺ mirth the emotional experience, and
  - ☺ laughter the physiological experience

Why don't man-eating lions eat clowns?  
What happens when principals retire?

Why are kindergarten teachers special?  
Why did the teacher buy bifocals?

**Find the answers in the handouts.**