

## Iditarod Suduko Puzzles

**Developed by:**

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**Discipline / Subject:**

Problem Solving

**Topic:**

Suduko Puzzles

**Grade Level:**

2-6

**Resources / References / Materials Teacher Needs:**

- Copies “Iditarod Suduko Puzzles” game pages (Easy, Medium, Hard)

**Lesson Summary:**

Students complete Iditarod Suduko Puzzles for problem solving practice.

**Standard’s Addressed: (Local, State, or National)**

1. The student analyzes a variety of patterns and relationships to solve problems
2. The student visualizes and illustrates ways in which pictures can be arranged using spatial sense

**Learning objectives:**

The students will:

- Solve problems to new situations by applying acquired knowledge, facts, techniques, and rules in a different way.

**Assessment:**

Completion of activity

**Procedural Activities**

Suduko puzzles are fun and challenging game that teaches kids problem solving, concentration, and perseverance

1. Students fill in the empty boxes with each of the different pictures so each appears only once in each row, column, and mini grid
2. Students can either draw or write the name of the pictures that go in the boxes

**Materials Students Need:**

- Copies of “Iditarod Suduko Puzzles” game pages (Easy, Medium, Hard)

**Technology Utilized to Enhance Learning:**

- [www.iditarod.com](http://www.iditarod.com)

**Other Information**

There is an “Easy,” “Medium,” and “Hard” game page – students can do one or all pages

**Modifications for special learners/ Enrichment Opportunities**

- Have students create their own Suduko Puzzles