CLIXO
Classroom

Optical Illusions (Grades 3–5)

Activity Guide

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Online Activity Page

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Overview

This guide provides a structured yet flexible approach to engaging students in grades 3–5 in exploring optical illusions using Clixo pieces, promoting creativity, critical thinking, and fun.

Objective

Create detailed optical illusions using Clixo pieces, focusing on complexity and creativity.

Materials for Each Student

- Clixo pieces (various shapes and colors)
- Paper and pencils (for drawing)
- Example images of optical illusions (e.g., Duck! Rabbit!, old woman/young woman illusion)

Ages

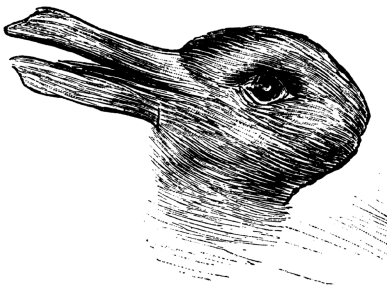
Grade 3–5

Skills

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Collaboration
- Design and Engineering Skills
- Communication
- Analytical Skills

Optical Illusions Examples

Duck! Rabbit!



Old Woman / Young Woman





Introduce 10 minutes

- Definition of an optical illusion: an optical illusion is a distortion of perception. The brain arranges, sorts, and organizes data from the senses, leading to a perception that may be different from reality.
- Review examples of optical illusions and discuss the concept in more detail.
- Show how Clixo pieces can be arranged to create illusions that change with different perspectives.



Build & Create 45 minutes

Task

- Use the hour to create your optical illusion.
- Encourage students to work alone or in teams to create something that has two or more different looks.

Optional

- If students finish early, they can draw a picture of what they created, showing the different perspectives.



Share & Reflect

Presentation and Discussion (10 minutes)

- Present creations to the class.
- Discuss the different interpretations of each creation.

Example Questions

- What illusions did you create?
- How does changing the perspective alter what you see?
- What techniques did you use to ensure your creation could be seen in multiple ways?

Additional Ideas

- Shadows, Tessellations, Rorschach Tests, Clouds: Discuss how these also create different perceptions and can be sources of inspiration for their creations.

Twist: Game (Apples to Apples style)

- Objective: Create something and have teammates guess what they think it is.
- Winner: The person who guesses correctly or comes up with the funniest guess.



Tips

- ✓ Encourage creativity and thinking outside the box.
- ✓ Remind students that there are no right or wrong answers in how they perceive the illusions.
- ✓ Foster a collaborative and supportive environment where students feel comfortable sharing their ideas.

Educational Standards

CCSS ENGLISH LANGUAGE ARTS STANDARDS

CCSS.ELA-LITERACY.SL.3.1
Engage effectively in a range of collaborative discussions with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly.

CCSS.ELA-LITERACY.W.5.2
Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

CCSS MATHEMATICS

CCSS.MATH.CONTENT.4.G.A.3
Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching parts. Identify line-symmetric figures and draw lines of symmetry.

ISTE STANDARDS FOR STUDENTS

1.4.C Innovative Designer
Students develop, test, and refine prototypes as part of a cyclical design process.

1.6.D Creative Communicator
Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.