

If-Then Rules & Counterexamples

Follow simple conditional rules and use counterexamples to test overgeneralised claims.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Follow simple conditional rules and use counterexamples to test overgeneralised claims.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Learn the idea

1 if-then rules describe a condition and consequence

2 the reverse is not always automatically true

3 one valid counterexample can disprove an “all” claim

Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

If a card is red, clap once. Test four cards.

Rule: all squares have four sides. Does “all four-sided shapes are squares” follow?

Find a counterexample to “all animals fly”.

Write a safe classroom if-then rule.

Explain the difference between “some” and “all”.

Try it beyond the page

Real-world / hands-on connection

Use cards, counters, drawings or movement to model at least one puzzle before solving only in your head.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Create three if-then sorting rules for fictional cards and test them with examples/counterexamples.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. Which strategy reduced the possibilities?

2. How did you verify the final answer?

3. When would changing strategy be sensible?

Quick review

1. In one sentence, explain the big idea of “If-Then Rules & Counterexamples”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Name a relevant strategy such as table, elimination, drawing, physical model or working backwards.

2. Suggested response

Check every rule/condition against the solution.

3. Suggested response

When the current approach is confusing, inefficient or not producing progress.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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