






Data Sheet

Name _____

Date of Birth _____

Similarities and Differences

ID	ID	label one	label one	label one
similarities	differences	similarity	difference	sim & diff
				

Basic

Categories – body parts, food, clothes, colors, beverages, relatives, toys, days of the week, vegetables, shapes, numbers, drinks, etc.

Functions – things that write, tell time, grow, play music, stick, can be opened or closed, used as tools, can be climbed, used for eating, etc.

Parts – things with tails, words, screens, doors, pages, legs, numbers, buttons, hands, etc.

Attributes – things that are big, smooth, round, loud, healthy, shiny, happy, fast, slow, etc.

other examples:

Later Developing

Categories – jobs, punctuation, insects, vowels, states, oceans, mammals, directions, etc.

Functions – senses, things that go in sentences, magnify, measure, things that are used as symbols, medicine, etc.

Parts – things with borders, volume, directions, gears, branches, lids, atmospheres, etc.

Attributes – things that are alive, straight, serious, dangerous, important, boring, etc.

other examples:

Advanced

Categories – minerals, religions, constellations, music, languages, energy, adverbs, etc.

Functions – things that help a democracy, make laws, communicate, explore, etc.

Parts – things with advertisements, judges, economies, indexes, conclusions, etc.

Attributes – things that are extinct, medical, parallel, unnecessary, hollow, ancient, etc.

other examples:

Receptive

Expressive