

## COGNITIVE DEVELOPMENT

For school-age children to tell jokes, they must have mastered three cognitive skills:

1. They have to have the ability to listen well.
2. They must have the ability to know what other people will think is funny.
3. They must have a good memory to remember the correct way to tell the joke.

Because school-age children have or are just mastering these three skills, they enjoy telling jokes.

There are basically three different classification of jokes. These classification of jokes also demonstrate different cognitive abilities of the child telling the joke. Remember, too, that school-age children are concrete operational and that teenagers and adults have moved on to the formal operational stage. Therefore, what seems humorous to school-age children may seem trivial to older individuals.

### REALITY RIDDLES:

These jokes, or riddles, demonstrate that the child has a notion or concept of how things really are in the world. (Tell the students the following reality riddles and have them identify what the school-age child has to recognize about the world.)

"What is worse than biting into an apple and finding a worm?

ANSWER: Finding half of a worm.

"I've got a joke for you about the ceiling, but it's over your head."

### LANGUAGE AMBIGUITY JOKES:

These jokes contain a play on words. Children must recognize that words have different meanings to tell and enjoy these jokes:

"What did the bird say when the cage broke?"

ANSWER: Cheep, cheep!

"What do you call a lazy butcher?"

ANSWER: A meat loafer.

"If April showers bring May flowers, what do May flowers bring?"

ANSWER: Pilgrims

### ABSURDITY RIDDLES:

These jokes take logic and make absurd jokes with logical answers to the absurd joke. Better stated, when you hear the following jokes/riddles and then think through the answer/punch line, it makes sense.

"Why did the boy take a ruler to bed with him?"

ANSWER: He wanted to see how long he slept.

"What did the zoo keeper do when all of the animals dressed in camouflage clothing and left the zoo?"

ANSWER: Nothing, he couldn't see them.

"What is the easiest way to sink a submarine?"

ANSWER: Knock on the door.