

# Puzzle Fairness Checklist

Ten checks before you hand a spot-the-difference puzzle out

A puzzle is fair when every difference is findable by looking, not by guessing. Run this list on each puzzle you make.

## – The ten checks

- ☐ **Every difference is visible at print size**  
Check on the printed page, not the screen — small tonal shifts disappear in ink.
- ☐ **No difference relies on colour alone**  
Most puzzles are printed in black and white.
- ☐ **Differences are spread across the frame**  
Not all clustered in one corner.
- ☐ **A mix of difficulty**  
Two obvious, most medium, one or two genuinely hard.
- ☐ **Nothing is cut off by the page margin**  
Differences in the outer 10 mm get trimmed or hidden by binding.
- ☐ **The count is correct**  
Recount on the printed copy. A wrong count destroys trust instantly.
- ☐ **Both images are identical in scale and position**  
Any global shift makes everything look different.
- ☐ **No accidental extra differences**  
Compression artefacts and stray marks count as unfair extras.
- ☐ **An answer key exists**  
Printed separately, face down, or on the reverse.
- ☐ **Age-appropriate subject and vocabulary**  
Match the objects to what the group can name.

## – Verdict

| Checks passed | Action                         |
|---------------|--------------------------------|
| 10 / 10       | Ready to print and hand out    |
| 8–9           | Fix the failures, then reprint |
| Below 8       | Regenerate the puzzle          |