Can You Find Me? (PK-K)

Think of this as Building Thinking Skills Lite. Intended to develop readiness skills in reading, math, science and social studies, students learn to identify same and different, make and follow a pattern, classify objects, and make and identify analogies.

| 024180 PK Book | 14.99 |
| 024179 K Book | 14.99 |

Building Thinking Skills Beginning (PK)

A brand new starting point for the Building Thinking Skills series, the Beginning course is intended for children ages 3 and 4. Pages are brightly colored and uncluttered, with exercises that look fun for kids this age to do. Basic skills covered include colors, similarities and differences, geometric shapes, inference, measurement, problem solving, and analogies. At a deeper level, two pages at the beginning show which exercises relate to physiological development and cognitive skills such as visual tracking, auditory processing, and fine motor skills development, among others. If you were to find an area that needs attention, you could focus on the exercises on these page numbers. No manipulatives are required with this book; however, some of the exercises show geometric shapes that look like attribute blocks. It would be easier and more fun for the student to have these available during the lesson, and if you go on to Building Thinking Skills Primary, you will need them anyway. sc, 218 pgs.

Building Thinking Skills Primary (K-1)

Revised in 2008. Activities begin using concrete materials, so you will need to use attribute blocks and interlocking cubes (mathlink or multilink); please see our Math section if you need information on these. About half the book uses these manipulatives to help the child understand the concepts of same and different, classifying, sorting and grouping. Once the child has mastered skills with these tangible objects, pages progress to pictorial representations real-life people and things – family members, foods, animals, occupations, vehicles, and buildings. These are shown by full-color photographs. Also at this point, printing (ball and stick method) becomes a part of the course; as you can do these exercises orally, it is optional whether or not the student prints the answers. The final chapter covers analogies, the acid test as to whether the child understands the classifying and grouping of previous chapters. Activities are designed for one-on-one instruction, and answers will likely be apparent to the instructor.

The teacher CD-ROM offers enhancement for lessons and guidance for the teacher. The guide gives explanation of the content, suggests different types of instructional methods, and offers ideas for follow-up activities. A guide for using the lesson plans explains the components of each lesson. Lessons are scripted and list materials needed, page correlation to the student book, objectives, and answers. CD is Windows/Mac compatible. Generally at this level the teacher’s manual on CD is not necessary, but it certainly will make teaching the program easier and more organized. pb.

| 014194 Student | 32.99 |
| 014215 Teacher CD-ROM | 24.99 |
| 007935 Attribute Blocks | .925 7.95 |
| 018741 Multilink Cubes | .16.60 15.95 |

Manipulatives for Primary: (Choose 1 below)

| 018743 Set of 100 plastic | 9.99 7.95 |
| 018744 Set of 250 plastic | 20.95 17.95 |
| 015445 Set of 250 wood | 22.95 17.95 |
| 015343 Wood (250) Bagged | 20.95 17.95 |

Building Thinking Skills Book 1 (2-3)

Use after completion of Primary book or as soon as children can read (or you can read directions to them). Strictly pencil and paper activities here with practice in such things as identifying figural and verbal similarities and differences, sequencing, classifying, developing analogies, following directions and logical connectives (AND, OR). Answers included. 363 pgs.

An optional Teacher CD is also available. It contains the full text of the Teacher’s Edition in PDF format. Although answers are already included in the worktext, the Teacher CD also features objectives, focus questions and additional background information for the teacher.

The software version features the same activities in an interactive format. There are 10 levels of activities, and players can choose from "mission" mode where they complete activities in order or "practice" mode for review. Approximately 40 activities are included in the software, with over 800 questions in all. Instructions are both spoken and written. System requirements: Windows 98/NT/Me/2000/XP/Vista or Mac OS X (10.3+), PowerPC. 128 MB RAM for either.

Building Thinking Skills Book 2 (4-6)

May be used earlier if student has completed Book 1. All skills learned in Book 1 are reviewed and exercises become increasingly complex with more specific skills. Examples of skills practiced are classification, following directions, deductive reasoning, parts of a whole, Word Benders, Venn and branching diagrams, pattern folding, rotation, reflection, overlapping classes and mental manipulation of two-dimensional objects. Answers included, 408 pgs. Revised in 2006.

An optional Teacher CD is also available. It contains the full text of the Teacher’s Edition in PDF format. Although answers are already included in the worktext, the Teacher CD also features objectives, focus questions and additional background information for the teacher.

The software version of the program features the same activities as the worktexts, but in an interactive format. There are 10 levels of activities which can be played in either “mission” or “practice" mode. Approximately 40 activities are included in the software, with over 800 questions in all. Instructions are both spoken and written. System requirements: Windows 98/NT/Me/2000/XP/Vista or Mac OS X (10.3+), PowerPC. 128 MB RAM for either.

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Visual Perceptual Skill Building (PK-4)

Janine thinks this book is great fun, but I can see it sharpening her visual perception and tracking skills. We completed most of it at the tender age of three, but have a little left to do this year. It helps lay the groundwork for the higher-level skills she’ll need to learn to read, write, spell, etc. later on. The book is divided into eight sections: Mazes, Visual Discrimination, Visual Closure, Visual Form Constancy, Visual Figure Ground, Visual Memory, Visual Sequential Memory, and Visual Spatial Relationships. Each section begins with a pre-test, so you can determine if the child needs work in that area, or to gauge their existing skill level. After completing each section, a post-test allows for final assessment. There are 208 activities in all, but they are quick to complete. The Mazes section is more than just finding the right path in increasingly complex mazes - exercises also practice eye-motor coordination and tracking. In Visual Discrimination, exercises are on finding likenesses, from matching shapes to matching an object or letters to identical, but incomplete, forms (visual closure). Visual Ground goes further with the student having to match a shape or figure to an identical one that is partly obscured or sitting amidst visual distractions. This really helps increase their focus. Visual Form Constancy requires students to select objects with the same shape, ignoring other attributes (placement, rotation, shading, size, etc.). In Visual Memory, the child must look at a page, then turn the page to find the match. They cannot look back at the first page. This is an exercise which helps young children to focus and practice using their short-term memory skills. Visual Sequential Memory takes this to the next level. Students briefly study a page with several figures (including letters), then turn the page and select the correct figures and sequence from among options displayed. Finally, in the Visual Spatial Relationship section, students exercise discrimination skills by selecting the one figure that’s different. As in other sections, exercises increase in difficulty throughout the section. This would be an excellent workbook to use even prior to Developing the Early Learner. Many of the same skills are practiced, but at a gentler level. The book also includes answers. Book 2 in the series builds on the skills developed in Book 1. It can be used at grade level without having used the first book or for younger children who have completed Book 1.

Hands-On Thinking Skills (K-1)

Young children will appreciate this hands-on approach to developing analytic thinking skills via an exploration of shapes, colors, and patterns. The activities require three types of manipulatives: attribute blocks, pattern blocks, and interlocking (or multilink) cubes. Like the Building Thinking Skills program, activities cover four key areas: Similarities and Differences, Sequences, Classifications, and Analogies. Simple activity instructions appear at the top of each page as a basic guideline for the teacher. The activity book itself is approximately 250 pages. Manipulatives are not included. Required manipulatives for this program are as follows: A) Pattern Blocks - set of 100 in six colors and shapes (triangle, trapezoid, rhombus, square, parallelogram, circle); B) Interlocking Cubes - set of 100 (plastic cubes that link on all sides, 10 cubes of 10 different colors); C) Attribute Blocks - set of 60 pieces come in 5 shapes (triangle, square, rectangle, circle, hexagon), 3 colors (red, blue, yellow), 2 sizes (large, small), 2 thicknesses. ~ Anh

Stepping Stones (K-2)

Get your children on the path to critical thinking with these books. Each lesson has a series of pictures. The child’s job is to think about the pictures and identify a pattern which will tell them what the next picture should be. For example, one lesson has a picture of an alligator, a balloon, a piece of candy, a dog and an elephant. The pattern in this exercise is the alphabetical sequence and the next picture should be of something beginning with f. The exercises make use of patterns with ending sounds, shapes, in and out, right and left, seasons, textures etc. One of the beauties of this series is that it will easily incorporate into your other curriculums. As you are teaching singular and plural noun forms to your children, you can pull out the critical thinking exercise which uses that concept in it’s pattern from this book. The teacher’s guide gives a general introduction, a rationale, objectives, hints for use, and answers. We recommend that you DO purchase a teacher’s guide with each level. ~ Genevieve

Thinking Skills & Key Concepts (K-2)

With the current trend in critical thinking/thinking skills as it relates to cross-curricular studies, why not rely on the publisher who has provided quality material on this subject for years? A new series from The Critical Thinking Company, this program actually seems like an expansion of the popular Building Thinking Skills program. Incorporating all its excellent conceptual development and expanding beyond mathematical into science and social study applications, this series takes students beyond state and Common Core standards. Designed to be a discussion-based curriculum, teacher-student interaction is vitally important and, in fact, the publishers warn against trying to do the program by handing your student a workbook page. Program goals include clarifying and practicing various thinking skills (describe, compare/contrast, sequencing, classification), developing the academic vocabulary needed to describe key concepts in mathematics, science, and social studies, and to promote clear conceptualization of key concepts even in the primary grades knowing these will become more complex in later grades. You can expect lessons to take 20-30 minutes.

Bright and colorful, the Student Books are consumable. Instructional methods include teaching skills explicitly, using different learning styles for some teaching, responding in whole sentences, and applying the concept in new forms. For example, in the Kindergarten book, twelve chapters cover describing (colors and shapes), similarities and differences (i.e. family members, food, animals, jobs, vehicles, and buildings). Lastly, position is covered in both thinking and writing. We can begin to get an idea of the progression of the series when we look at the scope of the First Grade course. Shapes are used to cover descriptions, position, similarities/differences, sequences, and groups. Then, there is the same progression through various categories but using the same sorts of concepts with shapes: classification, comparing, describing, similarities/differences, etc. Lots of color photos of real people, places, and things are used within the lessons.

Teacher Manuals include instructional and conceptual information for every worktext page. This material is lightly scripted and leads the teacher through the introduction, stating the objective as well as conducting the lesson. A greatly reduced, black and white copy of each student page supplies the answers. In addition, there is general introductory information on the course as well as introductory information for each chapter. As mentioned earlier, the obvious intention of the Teacher’s Manual is to facilitate discussion through the material and to make it easy on the teacher to provide that discussion. Teacher prep for the lessons is minimal but teacher-student interaction is expected and required.

This series appears to be an excellent choice if you desire to make sure your student is prepared for higher order thinking in upper grades and for standardized testing that is based on Common Core. I do have one small quibble that I hope is addressed in future printings. It is very difficult to distinguish the royal blue color from the purple color. You can do it if they’re side by side but if only one color is present on a page, you may find yourself a bit unsure (I know I was). Student books – 154 pgs, pb. Teacher Manuals – 212 pgs, pb. ~ Janice

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Critical Thinking Activities (K-12)

This series concentrates on three types of critical thinking: recognizing patterns, visual imagery, and logic & reason. Increasing a student’s awareness of patterns is helpful in many areas — but especially in mathematics, since mathematics is largely a study of patterns! Activities included in this section contain both visual and mathematical reasoning to discover and continue patterns. Imagination (the ability to visualize) is extremely helpful in problem solving as well. Exercises include reproducing designs, ordering, comparing, symmetry, mirror images, congruence, rotation, similarity, part to whole relationships, folding, turning, rotating, and more. Logic, of course, helps students to think “successfully.” Again, you’ll find a wide assortment of activities here including logic word problems, visual logic, Venn diagrams, following directions, making deductions, deciphering codes, ordering steps, etc. Within each section, activities progress from easy, to medium, to difficult. The author’s main goal in developing this series was to increase students’ abilities in mathematics by sharpening the three important elements of critical thinking in math: patterns, imagery, and logic. However, increasing your children’s ability to recognize patterns, use visual imagery, and reason logically will help them solve problems in almost any subject area — and in life. We list these books in this section rather than math because the benefits of using them far exceed the boundaries of math.

What impresses us also about these books is the range and variety of activities. We have seen and used other thinking skills workbooks in the past, but, despite their increased volume, there was a lot of repetition of very similar exercises (not that these volumes are lightweight — they range between 174-192 pages each!). In order to cover the full scope of activities included in Critical Thinking Activities, you’d have to purchase several different books. The books are reproducible, but, unless you have access to inexpensive copying, you might want to use them as workbooks. As an additional bonus — the answers are included right in the books.

Each book has 30 weekly lessons, broken into daily procedures: define the skill, identify the steps, demonstrate the skill, practice the skill, and provide feedback. The lessons also provide three suggestions for meaningful enrichment activities although these are often group-oriented and may need to be adapted for homeschool use. The take-home newsletters mentioned are provided as reproducible masters. Please note that due to some manufacturing changes by the publisher, our current stock of teacher’s editions have a lower print quality than they did previously. While some pages are “fuzzy” the print is still readable. — Janice

**EACH STUDENT** .......................... 34.87 19.95
**EACH TEACHER** .......................... 33.87 19.95

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Steck Vaught Critical Thinking (1-6)

What happens when you cross a classroom-oriented critical thinking course with periodic take-home newsletters suggesting reinforcement activities to be completed at home? You get a full-bodied approach that is relatively easy to use at home. This series is organized according to Bloom’s Taxonomy of Educational Objectives and presents the direct teaching of these skills, which provides students with the opportunity to focus on thinking rather than on content areas. At levels C through F all six areas are covered — Knowing (classifying, fact and opinion), Understanding (figural relationships, identifying main ideas), Applying (estimating, inferring), Analyzing (abstract or concrete, recognizing fallacies), Synthesizing (planning projects, drawing conclusions), and Evaluating (judging accuracy, identifying values). Levels A and B cover only the first four. The student books (black and white with color accents) are consumable worktexts providing practice for each skill. The teacher’s editions give step-by-step lesson plans for teaching each skill (first part of book) and a complete full-text answer key with teacher notes (last part of book). Each lesson plan presents a five-step procedure: define the skill, identify the steps, demonstrate the skill, practice the skill, and provide feedback. The lessons also provide three suggestions for meaningful enrichment activities although these are often group-oriented and may need to be adapted for homeschool use. The take-home newsletters mentioned are provided as reproducible masters. Please note that due to some manufacturing changes by the publisher, our current stock of teacher’s editions have a lower print quality than they did previously. While some pages are “fuzzy” the print is still readable. — Janice

**035630** .......................... Level A 035636
**035631** .......................... Level B 035637
**035632** .......................... Level C 035638
**035633** .......................... Level D 035639
**035634** .......................... Level E 035640
**035635** .......................... Level F 035641

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James Madison Critical Thinking Course (7-12)

There’s hardly any doubt that a student taking a critical thinking course will want to talk about it — dare we say argue? And CT courses — and their more formal cousins — Logic courses — have typically encouraged teacher-student/class interaction. But busy homeschool moms sometimes find it hard to provide that discussion environment. This new course by Critical Thinking Press makes the whole process much simpler and allows your student to work somewhat independently through the ins and outs of critical thinking. Using a case study approach and a fictional detective with the Los Angeles Police Department — Stephanie Wise — each chapter focuses on a skill set necessary for making an informed decision. Short, clear explanations of logic principles are provided as necessary and, combined with examples and exercises, lead the student step-by-step into complicated analysis skills. Chapters include Questions, Practices, and Qualities of Critical Thinkers; Facts, Claims of Fact, and Opinions; Ambiguity, Descriptions, and Explanations; Valid and Invalid Arguments; Arguments Based on Claims; Categorical Syllogisms; Inductive Arguments, and Informal Fallacies. The (huge) 534-page, pb Student Worktext includes instructional information, examples, exercises, and quizzes. Designed as a consumable, pages are perforated for easy removal but are reproducible for one home or classroom. The Teacher Book (96 pgs, pb) is primarily the answer key; providing answers to both the exercises and the quizzes, but virtually no additional information.

Since Critical Thinking Press already publishes a critical thinking course, a comparison between the two seems an obvious question. There are similarities in the two scope and sequences but as mentioned earlier, CT appears to have more of a class or discussion format while JMCT is more geared toward self-instructional. The JMCT course is written by William O’Meara and Daniel Flage, two long-time professors at James Madison University; both among the authors of the JM Critical Thinking Test. The authors state that students completing the JMCT course will be learning the skills needed for the James Madison Test of Critical Thinking. — Janice

**043490** .......................... Student Worktext .......................... 39.99
**006528** .......................... Teacher .......................... 10.99

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See page vi for key to Consumer Product Safety Improvement Act warning labels.
Practical Critical Thinking (9-12)
Critical thinking is the “use of reason in our decisions about what to do and what to believe.” Starting from such a definition, it’s easy to see how critical thinking skills will impact every aspect of our lives and why it might be necessary to include a course in “practical critical thinking” in your high school curriculum. This course is designed for high school teens — ready to embark on a lifetime of decision-making — and seeks to arm them with quality tools for the journey.

Heavily drawing from formal logic, this course seeks to apply those skills to every aspect of a student’s world — advertising and eyewitness testimony, to name just a few.

The Student Book is a consumable worktext sprinkled with color photos and illustrations. Students are constantly asked to interact with pictures and articles and often asked to make their predictions. After a general introduction, the author uses logic and reasoning puzzles as a “hook” and motivation to enter the world of thinking. The course is divided into four units, each with two chapters. Unit 1 is the introduction and puzzles mentioned earlier. Unit 2 covers some foundational ideas of thinking skills, giving special attention to thinking and language. Unit 3 provides aspects of formal logic — arguments and fallacies. Unit 4 applies these more formal ideas to current situations, looking at both advertising and evidence.

Instruction is written directly to the student and the text provides instructional segments interspersed with examples, requiring interactive responses. Answers are provided in the Teacher’s Manual. For objective questions, there are objective answers. However, where “answers may vary,” the TM provides “talking points” so you, the teacher, can evaluate the student response and lead a profitable discussion. The Student Text is reproducible for classroom use. However, the TM provides reproducible worksheets that duplicate the text so you might want to choose to reproduce those instead. You will need both the Student Text and the Teacher’s Manual, however, as only the Student Text contains instructional material and only the TM contains the answers.

While formal logic often seems like a foreign language with little application to real life, you’ll not hear those complaints here. Each example, each application, each problem presented will seem familiar: grounded in a student’s experience. This engaging course will give your student some foundational aspects of thinking skills, as only the Student Text contains instructional material and only the TM contains the answers.

Life of Fred: Logic (10-AD)
Learn logic in a day! That is, a day in the life of Fred. Here is a complete coverage of logic in a mere 176 pages. No ancillaries required. No text book, no test pack, no workbook needed. It’s all right here — the whole “Kittens” caboodle. Fred, now six (and still a professor at Kittens U), is preparing to give a logic lecture. Ironically, and somewhat conveniently, Duck (first introduced in Life of Fred: Apples) pays Fred a visit and provides ample fodder for some of the first topics covered in the book. Duck, who always speaks in sentences that are false, helps to illustrate both logic sentence structure and the concept of every sentence being True or False. As always, Dr. Schmidt manages to both entertain and train. Along with the levity and random bits of eccentric knowledge provided in chapter 1, Dr. Schmidt gets right down to introducing us to both pure and applied logic and the language of logic (the use of symbols, modeling, and structures) — all in the first few pages of the book. From there, the course progresses through the topics of truth tables, connectives, the language of logic, inductive vs. deductive reasoning, logic fallacies (covered all in ONE conversation), and predicate logic. These first six chapters provide a complete high school logic course. Once logic as a second language is mastered, working through the remaining ten chapters is the equivalent of completing a college-level logic course. This part of the course is more heavily theoretical. It uses the structures and models learned in the first part of the course, progressing to proofs, introducing more complex structures and lemmas, and giving much thought to Gödel’s Incompleteness Theorem. No prerequisites are required to begin this course, though I think it would help if your student had completed Algebra and Geometry before tackling it. While the math skills themselves are not needed, the ability to reason well and think logically (and somewhat mathematically) is. There are no exercises to complete, though there are 99 “puzzles” to solve. In addition to a very alert and thoughtful mind, familiarity with and understanding of symbolic language, proofs, combinations, set theory, and other topics typically covered in higher-level math would aid solutions. As far as teaching time, there is none. The course is totally self-instructional. Instruction is directed to the student/reader and all answers are included in the back of the book. Dr. Schmidt goes to great lengths as the book’s narrator to make sure the student does not take the easy road and check the answers before first exercising his/her brain. He also anticipates questions and objections the student might have, with many “reader” interjections, shown in distinctive font, at these points. One quibble I have with the book (and a caution to parents) is Dr. Schmidt’s unnecessary incorporation of drugs (cocaine) and drinking used in one of the early examples in the book. I can guess the reason for this, but I wish he had considered another option. This course will appeal most to those who enjoy math, enjoy Fred, and enjoy a good story along with their study.

SUPPLEMENTAL THINKING SKILLS ACTIVITIES

Thinking Skills Activity Books
Thinking Skills for Tests (PK-5)
I really love the way The Critical Thinking Company workbooks are formatted, making it easy and fun for students to complete each page. This new series of workbooks is no exception. Containing beneficial practice skills, they teach children how to use critical thinking skills to give their best performance on any test. This is an excellent series for students to gain test-taking confidence and skill knowledge, while recognizing how the critical thinking skills they already possess can be utilized when taking a test. ~ Gina/Deanne

031416 PK-2 Guide 11.99
Provides clear, scripted instructions for easy teaching to ensure students understand each question’s underlying concept.

031456 PK-2 Workbook 11.99
Includes nine thinking skills that are based on verbal and nonverbal reasoning and logic. Students also gain practice by listening to and following directions.

025359 Level 1 (3-5) 27.99
Systematic method of practicing critical thinking in a test-taking format by teaching a four step process for successful multiple choice questions in two test areas: reading skills and math skills. Additional test taking strategies and common mistakes are reviewed.

☼ Skill Sharpeners: Critical Thinking (PreK-6)
Engage children in critical thinking through creative, analytical and evaluative tasks using this colorful series. Theme-centered activities including reading, art projects and hands-on activities where children solve, compose, analyze, measure, identify, create, synthesize, etc. The Answer Key includes student page reductions. Nonreproducible. Approx. 144 pgs, pb. ~ Ruth

068223 Grade PreK 068222 Grade K
068216 Grade 1 068217 Grade 2
068218 Grade 3 068219 Grade 4
068220 Grade 5 068221 Grade 6

Word Problems of the Day (K-2)
Word problems are a fun way to build logic and comprehension skills. These particular problems focus on language rather than math. Children have to pay close attention to the wording and details to solve the problems. Introduce a problem a day as a warm up activity. Because these are made for young students, the vocabulary and situations are relatable and familiar, built around a family named the Wordly’s. There is a performance assessment after every 7 problems, and 77 total problems (not counting the testing opportunities.) Here is a problem from the middle of the book called Pajama Drawer. First is the word problem, “The youngest Wordly boy’s dresser holds his pajamas, pants, & shirts. The dresser has 3 drawers. Each type of clothing is in a separate drawer. The middle drawer holds his shirts. His pants are in the bottom drawer. In which drawer are his pajamas? Then you talk about it. “Are his pants & pajamas in the same drawer? (no) How many drawers are there? (3) How many different types of clothing are there? (3) The next step is called picture it: (materials: paper & pencil) Draw 3 drawers. Draw to show where the shirts are. Draw where the pants are. Draw where his pajamas are. And finally, the solution: The pajamas are in the top drawer. The performance assessments have the same format, the students are just doing it without any help from you. In the back is a page index where you can look up a certain skill such as time, money, shape, sequence, etc. The problems are short and sweet, as a warm up should be, but are enough to get your little learners thinking critically and actively. Spiral bound, sc. 6.5"x8.5" 90 pgs. ~ Sara

057948 15.95 14.35
Gotta Think (2-6)

At first glance, thumbing through this book, your impression might be “Isn’t this a bit retro?” Pages are hand-lettered and illustrations are hand-drawn. The activities seem rather bunched together. However, if you look closer, you’ll notice that each seemingly simple exercise requires a challenging bit of thinking. Four to six themed activities are grouped together on a page. Some examples of the themes are: garage sale, on the table, star bright, and automobiles. Activities are delightfully varied, requiring students to write, draw, make lists, analyze, and exercise their critical thinking skills. For added fun, the tops of the pages challenge students to write their names based upon the pages’ themes (that’s 50 different ways to write your name!). Answers are on the left-hand facing page and right-hand activity pages are reproducible (for families or classrooms). 109 pgs, pb ~ Janice

IDEAS TO GO

This book was created to save your time. Worksheets can be effective, but they have become so overused that they now have a bad rap! Here is a series of 50 two-page reproducible enrichment activities you can use. The pages are fun with things like picture puns, crazy poems, abstractions, drawing challenges and more, all specifically created to get kids to THINK! When I was teaching, I would copy this sort of thing to the back of a quiz for the early finishers to do. They loved it! There really are some good thinking skills here. You could also use them as a morning warm-up or bell-ringer. Answers are in the back. 111pp, sc. ~ Sara

Play By The Rules (2-6)

How do you teach a child to follow directions? Practice. Practice. Practice. In this case, 50 creative practice activities that will save you (the teacher/parent) loads of time. While following directions may be more of a life skill, than a book-learned skill, these activities build critical listening (aka active listening.) The pages are pretty much scripted for you. Let the kids know they have to listen to play; students cannot ask you to repeat yourself over and over. You may need some basic props (such as crackers or paperclips) and an occasional simple worksheet, but the students will only need a pencil (maybe crayons), paper, scissors and a ruler. Tell them they can only react once you have read the entire direction. No jumping in too soon! The activities really look fun to me! I would have loved this as a student. It would work in small groups as well as classrooms (the target audience.) You can also adapt this for 1 or 2 students. Sometimes they will be at their desk with paper, other times the activities are more physical. Either way, the kids will be on the edge of their seats awaiting your directions! sc, 110pp. ~ Sara

Think-A-Minutes (2-6)

Make the most of every minute! These books contain an assortment of activities (verbal and figural) from various Critical Thinking Books & Software publications. The activities, ideal for warm-ups or extra credit, are short and do not require additional instruction. For instance, you can logically explain the following situation, “A car traveled for nearly a mile with a flat tire, yet the driver was unaware of it. How can that be?” In case you’re wondering, the solution to this riddle is located in the back of Book 1, Level B. Improve analysis and reasoning skills by solving puzzles, predicting patterns, completing analogies, and breaking secret codes. Approximately 40 activities per book, ~ Anh

Each of 30-page book holds thirty worksheets, all covering the same topic through a different engaging activity. While sharpening critical thinking skills, these exercises will also naturally improve children’s reading, writing, reasoning, and test scores. No preparation is required and the answers are in the back of the book, so these activities are ready when you are. ~ Steph

CRITICAL THINKING SKILLS SERIES (3-6)

This series focuses on many of the individual skills wrapped up in the general term “critical thinking” (while also appearing to be just plain fun!). Each 30-page book holds thirty worksheets, all covering the same topic through a different engaging activity. While sharpening critical thinking skills, these exercises will also naturally improve children’s reading, writing, reasoning, and test scores. No preparation is required and the answers are in the back of the book, so these activities are ready when you are.

MiniLUK System (K-3)

This truly unique learning tool has been around for many years. It is designed for learning through play and is flexible for individual learning ability. It’s great logic development for younger children. The main part of this program is the controller with 12 numbered tiles. The controller is a hinged, high quality plastic case, red bottom and transparent top, divided into 12 sections which fit the 12 tiles. The Starter Pack includes the controller and tiles, “My First MiniLUK” workbook, a skills chart, and a parent guide to help you use your new system to its fullest potential.

The MiniLUK workbook is placed under the transparent panel of the case; students then place the correct number tile in the proper location. If tiles are placed correctly, children will see the symmetric pattern on the back of the tiles which matches the pattern in the book. There are 12 questions on each exercise page to be completed before the pattern can be checked. Books come in a variety of topics which can be purchased separately, and “My First MiniLUK Workbook,” which accompanies the Starter Pack, includes exercises from basic to a more challenging level. The first exercises in this book are 2 sets of 12 continued...
pictures of spirals in 6 different colors, with the spiral going in two different directions. Students are then asked to match the spirals from the two different sets, placing the number tile of the matching spiral in the correct tile square. The exercises in this book provide practice in visual perception, concentration, critical thinking, knowledge reinforcement, math, and geometry. Added benefits of using the tiles are strengthening of fine motor skills and eye-hand coordination.

Brain Challenger workbooks are for students ages 5-7 and Advance is for ages 6-8 and provides advanced exercises in visual perception ability, general learning, higher thinking skills, and spatial relationships.

I know how much fun this system can be, because we used it at our house 20 years ago. It is still in great shape today, and my twenty-something children still haul it out when they come home. In preparation for writing this description I worked through some of the exercises, and found myself wishing that they made one of these for adults. ~ Donna

![Image](image_url)

The Starter Pack includes the controller with tiles, workbook, parent/teacher guide, skills chart, and free access to online resources. The workbook provides practice in a variety of skill areas, the parent guide offers suggestions for different types of play and the objective of the product, and the skill chart rates the books in this series and skill development. Online resources include templates so you can design your own BambinoLUK exercises.

Workbooks each contain 11 full-color exercises, and instructions for use are found in the front. Transportation, farm animals, and zoo animals are just a few of the themes used as children practice matching, recognizing parts and wholes, and more.

The Primary set is a series of 3 workbooks to be used with the BambinoLUK controller for children 2 and up or even for children with special needs. This series progresses in difficulty and works on development at the most basic level. Book 1 begins by using only part of the tiles, the controller, and the BambinoLUK concept. Book 2 introduces exercises using colors, simple shapes and outlines, solids, and other visual discrimination. Book 3 provides basic level exercises using more detailed pictures, with the child matching small and large, color and black/white, patterns, and different views.

This product is a lot of fun for children and takes a unique approach to learning. If you’re having trouble visualizing it, you can play with a virtual sample of the BambinoLUK at beyond123.com/bam/b-play.html. ~ Donna

**EACH BELOW (except noted) .12.00 10.45**

037539 Beginning Math 10.45
037564 Critical Thinking 10.45
037580 Controller Only A 10.45
037703 Concentration 10.45
037894 Theme-Based Learning: Animals 10.45
038101 Visual Perception 2 10.45
038790 Early Learning – Starter Set 25.00 19.95
038114 Primary Set 18.00 14.95

**FORMAL LOGIC PROGRAMS**

**FUNDAMENTALS OF THINKING WELL FROM CANON PRESS**

**Introductory Logic - 5th Ed. (7-AD)**

Every person should have a course in logic at some point. It is important for children to be prepared to argue logically, defend their positions, and spot fallacies. The only thing more frustrating than knowing your opponent is wrong is to have to combat a well-constructed, logical argument when you are unable. There is no real “defense” against sound logic and thinking. Many logic books are written at too high a level for younger students to comprehend. Canon Press says this course is written for “primary and secondary students.” Cathy Duffy, however, says “the content is beyond typical high-school-level material.” I have looked through this book and found it simpler to use and understand than the course I had in high school. I would hope that my 12 year olds could handle it without much difficulty. It is a complete and fairly rigorous course, and is from a Christian perspective. The course builds from basic to more complex, giving students the tools they need, with good examples along the way. Exercises teach logical statements, truth and validity, universals and particulars, categorized relationships, syllogism, logical fallacy, symbolic logic, and much more. The newest version of the course includes 36 lessons (with 39 consumable exercises). Definitions of important terms, key points, and caution signs regarding common errors are set apart in the margins of the text. The book begins with a section on defining terms, which lays the foundation for the lessons that follow. The book has a new cover, perfect binding, and has perforated exercise pages for easy removal. The Teacher’s Edition includes daily lesson schedules; answers to all exercises, review exercises, quizzes and tests; the entire content of the Student Text; and detailed daily lesson plans. The DVD Set includes lessons from Jim Nance from Logos School, who introduces 20 lessons that coordinate with the textbook. Jim has taught logic for years and co-authored the book, so his instruction is helpful. The Homeschool Package contains the Student Text, Teacher Edition, Test & Quiz Packet, and DVD Set. Make Introductory Logic one of their required courses and arm them for battle! 014613 Student Text . . . . . . 29.00 21.75
036612 Test & Quiz Packet . . . . . . 10.00 8.45
037541 Teacher Edition . . . . . . 32.00 23.75
INTR Set of 3 above . . . . . . 71.00 51.95
036592 DVD Set . . . . . . 75.00 55.95
INLRPK Set of all 4 . . . . . . 146.00 105.95
035335 1001 Questions . . . . . . 20.00 16.25
A supplement that provides 1001 questions (about 26 per chapter) for Introductory Logic. The questions are divided by lesson and numbered for quick reference. Answers are provided. Spiral-bound.

**Intermediate Logic (8-AD)**

This book is a logical progression from *Introductory Logic*. Refined in the classroom, this text covers propositional logic, proofs, truth trees, digital logic, and so much more. When added to *Introductory Logic*, these books would constitute a full, one-year course in logic. Like the first book, this one has been expanded, corrected, and redesigned (it now has 40 consumable lessons). The format is the same as *Introductory Logic*, with perforated exercise pages. The Teacher Edition is recommended. The DVD Set includes lessons from Jim Nance who walks you through each of the 40 lessons from the textbook. DVD set also includes practice tests. Jim has taught logic for years and co-authored the book, so his instruction is helpful. The Homeschool Package contains the Student Text, Teacher Edition, Test & Quiz Packet, and DVD Set. 014592 Student Text . . . . . . 29.00 21.75
036562 Test & Quiz Packet . . . . . . 10.00 8.45
037554 Teacher Edition . . . . . . 32.00 23.75
INTMDL Set of 3 above . . . . . . 71.00 51.95
036127 DVD Set . . . . . . 75.00 55.95
INMLRP Set of all 4 . . . . . . 146.00 105.95

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See page vi for key to Consumer Product Safety Improvement Act warning labels.
can be presented in the form of a public debate

Arts of Argument (7-12)

Socrates is the "go to" person when it comes to fallacies (occurrence of bad or incorrect reasoning) and his perspective on the three basic categories—fallacies of irrelevance (points that don't relate to the issue), of presumption (assumptions that are not justified or necessary), and of clarity (language that confuses and muddies)—is sought via time-travel. Several examples of each are provided plus the student has the opportunity to identify fallacies in cleverly fabricated magazine advertisements. Fallacies are printed on the inside covers of the Student Text for easy reference. Both Student and TE (each about 230 pages, pg, pb) have appendices that include a play and a short story that illustrate fallacies as well as a Glossary and Bibliography. TE includes reproducible chapter, unit, and final exams (with answer key). DVDs include 28 sessions (one for each fallacy) in which three teachers and 4 students present, define, discuss and explain the fallacy. As in the text, the DVDs emphasize a practical application to the student's life through advertisements, political speeches, and various moral/ethical debates.

Art of Argument Builder (8-12)

When you want to learn how to build an argument from the ground up it makes sense to study the master, Aristotle. His "common topics,"—definitions, testimony, comparison, relationship, and circumstance—are introduced and examined as well as the fallacies associated with each. The student is given lots of opportunity to analyze examples and apply what is being learned to building an official "argument." The question of school uniforms runs through each chapter and the student works toward building an effective argument (either for or against) which can be presented in the form of a public debate as a final course project. Both Student and TE include Endnotes, Glossary, and Bibliography. 185 pages, pb

Discovery of Deduction (8-12)

The "let's get down to formal logic" book in the series, looking at reasoning in the abstract and focusing primarily on deductive reasoning. Through Socratic dialogue, definitional distinctions, and a sort of discussion/response format, the student is led through the study which includes a history of logic, propositions and their relationships, categorical syllogisms, and ends with terms and definitions. Appendices include Venn diagrams of syllogisms as well as an essay on handling religious, moral, and ethical disputes. Both Student and TE include Endnotes and Glossary, and Bibliography

LOGIC FROM MEMORIA PRESS (7-AD)

Traditional Logic (7-12)

An introductory and systematic course in formal logic that presents the concepts and methodology in a clear, concise, and organized way. If the course presentation and layout is a reflection of a very logical mind, and Martin Cothran wrote and laid out the course, then Martin Cothran has a very logical mind. While this may or may not be true, it is, nonetheless, a valid argument. Written specifically for the home school environment, and for use by a teacher with no previous experience in formal logic, it seems a good candidate for a self-instructional course (provided you can see and hear the author himself teach the course. Video lectures are available for Books I and II. Organized chapter by chapter, the videos let you see and hear the author himself teach the course. A great supplement for the student who tends to read and re-read the same page, but just doesn't "get it" until somebody else explains it.

Students who complete this course will have a college level understanding of traditional logic. As far as a comparison of this course to Introductory Logic and Intermediate Logic, I would just say that the approach is different, but the content overlaps (as you would expect). I would suggest that you look them both over to see which is the better fit for you.

LOGIC - CLASSICAL ACADEMIC PRESS (7-12)

Laced with humor and practical applications, Classical Academic Press strives to make logic accessible. And succeeds, too! The series has more background material than other logic books plus lots of "modern" examples. Making great use of dialogues and cartoons, there are some practice exercises but the emphasis is more on the "meat" of the text rather than on doing exercises. This sets them apart from other logic courses and makes them the perfect choice for students who want or need background information more than practice. This series is user-friendly and requires very little prep on the teacher’s part although teacher-student interaction is necessary to maximize the learning. Art of Argument would be the starting place for a Jr. High student followed by Argument Builder and/or Discovery of Deduction, which can stand alone or be used together.

Each Student Text is designed to be worked in with the student thinking through and writing out responses to the material being presented. Teacher Editions are predominantly full-text answer keys but often include teacher's notes (a list of suggestions and recommendations for teaching the course) as well as ideas for supplementing and enriching the study. ~ Janice
Material Logic (9-AD)
According to author Martin Cothran, material logic is largely ignored in this day and age, sometimes even by classical educators. Formal logic, or logic which is largely concerned with the structure of an argument, is the primary form of logic students are now exposed to. However, this has not always been the case. Material logic, or the study of the content of an argument, was for many years a natural part of the language-centered Trivium. The author is attempting to re-establish the importance of material logic with this series (although only one book is available at this time, another is planned for the future). It is designed to follow up Memoria’s Traditional Logic books or as an introductory logic course for high schoolers. Material Logic takes a systematic approach to the subject, studying the three basic divisions of material logic: the ten modes of being, the five predicables, and the three modes of knowledge. The modes of being, or the ten categories of being, are the ten ways in which something can be described to “be.” The five predicables are the five ways you can say something about a thing. The modes of knowledge include definition, division, and argumentation. Material Logic contains 15 chapters/lessons, each with several pages of text and a handful of exercises to help the student thoroughly understand what was covered. Lesson 1 gives an outline of traditional logic, Lesson 2 teaches simple apprehension, and Lesson 3 covers comprehension and extension, before the three divisions are covered in more depth. Lessons 4-6 cover the ten categories, Lessons 7 and 8 cover the five predicables, and Lessons 9-13 cover “the expression of comprehension”. Lessons 14 and 15 cover division and an analysis of “Idols of the Mind” by Sir Francis Bacon. Several appendices are included for extra teaching help. The textual portions of the lessons have wide margins to mark in, and the exercises are divided by day, with about 4-5 days worth of exercises for each chapter. A corresponding answer key contains answers to each of the daily exercises. The student text and answer key are available separately or as a set. – Don
016874 Book 1 ..........................29.95 25.95
001685 Book 1 Answer Key ....1.95 1.85
MILGTX Set (text & key) .......31.90 26.60
052967 Instructional DVDs ......45.00 38.95
MILGST Complete Set ........76.90 63.95
Includes text, key and DVDs.

LOGIC - SUPPLEMENTAL

DANDY LION LOGIC (K-7)
Logic and thinking skills books abound. The problem is selecting good ones from among the different publishers - almost every workbook publisher has a line of them. Ideally, you gather them all together, look at them side by side, and pick the best. I’ve looked at several review copies this year, but have only scratched the surface of what’s available. Here, I’ve relied on Cathy Duffy’s choice as described in the Christian Home Educators Curriculum Manual Elementary. She’s a reviewer whose opinion I’ve come to respect and whose assessments I generally agree with.

Lollipop Logic (K-2)
These books practice seven different thinking skills (sequencing, relationships, analogies, deductive reasoning, patterns, making inferences, and analysis) presented in a format designed for the pre-reader. You may even be able to use this book for preschool children. Visual clues introduce and reinforce higher-level thinking. Each book contains 52 one-page lessons, with 5 or 6 answers per activity. Reproducible.

EACH BOOK ..........................14.95 10.95
000419 Book 1 ..........................050537 Book 3
028519 Book 2

Primarily Logic (2-4)
Covers analogies, relationships, deductive reasoning, problem solving, and organizing information. Lots of variety and interesting activities.

000420 ..................................14.95 10.95

Blast Off with Logic (3-7)
A series of three reproducible books designed to develop logic skills in a sequential, developmental fashion. The three books increase in levels of difficulty. The first introduces relationships, analogies, sequencing, “all” and “no” statements, syllogisms, if-then statements, deduction, and inferring. The next progresses in these skills at a deeper level, includes logical reasoning, and introduces logical notation. The final book builds on the foundation of the first two books, and adds logic diagrams and logical fallacies. You should really start your student(s) at the beginning of this series to get the most benefit from it, but they can progress through it as able.

EACH BOOK ..........................14.95 10.95
000416 Logic Countdown (3-4)
000417 Logic LiftOff (4-6)
000418 Orbiting with Logic (5-7)

Smarty Pants Puzzles Level 1 (3-12)
Do you know the difference between deductive and inductive logic? Deductive means that your student must draw a conclusion based on what they know to be true, false or unknown. Inductive reasoning requires your student to determine, based on the evidence, what they know with certainty to be true or false as well as what could be true or false. They also have to determine when they simply do not have enough evidence to draw a conclusion. This sounds quite serious, doesn’t it? It’s sooooom much fun! The Critical Thinking Company has a way of making fun challenges for kids in their workbooks. Here is a sample: (1) Every morning Carol feeds her dog Jakes at 7am. (2) By 7:10am, Jakes is done eating and wants to go outside to play. (3) Jakes spend exactly one half-hour outside before Carol lets him back in the house. (4) Twenty minutes later Carol leaves for school. There is a photo of a dog digging a hole near a fence and the caption reads, “Jakes enjoying his favorite activity.” An information box reads: “Assume all the statements and facts in the puzzle are true. Write whether each sentence is True/False/Unknown. Then write the sentence number(s) and/or check the box that provides the best evidence for each T/F answer.” There are then 5 statements that students have to make decisions about given the information they have. This is building their debate and reasoning skills. Think of how helpful this would be when it comes to writing an essay later on! You could use this in a co-op or classroom and have kids in teams defending their answers. Interesting discussions are sure to follow in any dynamic! Answers are in the back.

043425 ..................................20.00 15.50

FALLACY DETECTIVE (5-AD)
Fallacy Detective (Workbook Ed.) (7-AD) Recently updated, the workbook edition provides students space to record responses to lesson exercises. Learn how to recognize bad reasoning and spot errors in others’ logic, and your own. The focus is on practical logic such as fallacies you might encounter in a newspaper. Learn to identify red herrings, circular reasoning, statistical fallacies, and propaganda. Each lesson presents several examples of poor reasoning (often illustrated by cartoons) and then provides a lengthy exercise set. Includes answer key and teaching tips for homeschoolers/private schools at authors’ website. Reproducible. Not reproducible.

046013 ..................................25.00 18.95

See page vi for key to Consumer Product Safety Improvement Act warning labels.

Daily BrainStarters (5-6)
A varied collection of 100 logic puzzles that really make you think! Puzzles are divided by level of difficulty (easy, medium, and difficult) and are designed to help students develop everyday problem solving skills. Includes brain teasers, deductive reasoning exercises, math puzzles, lateral thinking questions, story problems, Sudoku, and secret codes. Reproducible. Answers included. – Enh
045046 ..................................9.95 7.95

Daily Warm-Ups: Logic (5-8)
For those spare minutes in your school day, try incorporating these short logic activities. While some may require just a minute or two of thinking, others may keep your students busy for closer to five or ten minutes. Either way, their minds will be stretched instead of sitting idle. Each logic problem is written on its own page of the half-size book, so you can easily make copies of the warm-ups for multiple students or simply write the problems on a whiteboard where everyone can see it. Answers are included in the back of the book.

034325 ..................................20.00 15.50

The Great Chocolate Caper (5-8)
This resource combines two of my favorite things, chocolate and a good mystery! The premise is that a brand new chocolate recipe from a famous chocolate factory has been stolen. As you examine the evidence, your goal is to narrow down the suspects and ultimately determine the thief. Along the way, you’ll learn logic skills such as making valid assumptions, differentiating between valid conclusions and dangerous generalizations, using syllogisms to reach valid conclusions, recognizing false premises, solving matrix logic puzzles, and more. Contains 9 detailed lesson plans which include student pages and practice puzzles. 81 pgs. – Anh
037993 ..................................16.95 12.25
Logic in 100 Minutes Workshop (5-AD)

For such a useful study, logic can be a bit intimidating. This pair of workshops by two homeschool graduates goes a long way toward making the topic more understandable. A single DVD covers both Part I – Learning to Think Logically and Part II – Using Your Thinking Toolbox. The DVD also includes PDF files for the workshop handouts. Originally given to a roomful of students, Hans and Nathaniel Bluedorn together present both workshops (each about 50 minutes).

With a wry touch of humor and some audience interaction they examine several different types of fallacies in Part I and ways to strengthen and train yourself to think logically in Part II. Watching a workshop video is never the same as being there in person; perhaps the biggest loss is the absence of the illustrative cartoons that were obviously a part of the original workshop. Dilbert, Calvin & Hobbes, and Far Side do not allow their cartoons to be used in video presentations and I found myself regretting that fact. Still, if you’re wanting an introduction to the whole subject of logic, this is a good way to start.

\[ 038555 \times \frac{15.00}{12.95} = \]

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The Amazing Dr. Ransom’s Bestiary of Adorable Fallacies (9-AD)

Adorable fallacies? I suspect that is new terminology for logic-minded readers. But it is a term I appreciate. Personally, I find that trying to exert reason into a discussion filled with fallacy leads to great frustration. Combining a working knowledge of the fallacy with a light-hearted perspective and animal theme, authors Doug and N.D. Wilson provide a vital resource for anyone wanting to apply logic into their everyday discussions.

The authors divide 50 informal fallacies into four “kingdoms.” Kingdom I: Fallacies of Distractions includes Ad Hominem, Genetic Fallacy, Special Pleading, Straw Man, Red Herring and others; Kingdom II: Fallacies of Ambiguity includes Equivocation (Definitional Ambiguity), Division (Whole to Part Fallacy), Loaded (or Complex) Question and others; Kingdom III: Fallacies of Form includes Petitio Principii (Circular Reasoning), Denying the Antecedent, Fallacy of Compromise (Argument to Moderation), Naturalistic fallacy (I’m-Ought fallacy), Slippery Slope and others; Kingdom IV: Millennial Fallacies include Milquetoastery (appeal to consequences), Ad Imprimem (‘there ought to be a law’), Hyperlogism and others.

Chapters conclude with discussion questions and exercises. In the back of the book is a brief answer key along with a one semester or one year reading schedule. The publisher, Canon Press, offers free quizzes/tests (and answers). We have these available for download on our website. Also available are 50 double sided flashcards aligned to the fallacies in the text. Black and white illustration and fallacy name are one side with the fallacy example on the flip side. Cardstock flashcards measure 3.4” x 5.5”.

Worth mentioning, there is edginess to this resource not found in similar resources. Presumably, this is to provide more real-life application. Many examples would be considered contrary to Christian beliefs including drugs, abortion, smoking pot, and one instance where the Bible is referenced as a “dusty holy book” 320 pgs., sc. ~ Deanne

\[ 064802 \text{ Book} \times \frac{20.00}{14.95} = \]

\[ 065462 \text{ Flashcards} \times \frac{12.00}{9.75} = \]

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**SPECIFIC LOGIC SKILL ACTIVITIES**

**Analogies**

**Analogies for Critical Thinking (1-6)**

These grade specific books have been designed to improve skills in vocabulary development, reading comprehension, reasoning, and standardized test taking through a variety of activities: multiple choice and short answer questions, analyzing analogies and writing analogies. The analogies cover a variety of curriculum areas including math, science, social studies and language arts. Answer keys are found in the back of the book as well as a standardized test format answer sheet. Perforated pages, reproducible for individual classroom ~ Deanne

\[ \frac{049749 \text{ Grade} 1-2}{7.95} \times \frac{049475 \text{ Grade} 5}{6.95} = \]

\[ \frac{049745 \text{ Grade} 3}{9.99} \times \frac{049478 \text{ Grade} 6}{6.95} = \]

\[ \frac{049476 \text{ Grade} 4}{6.95} \times \frac{049747}{6.95} = \]

**Unlocking Analogies (2-8)**

These slim workbooks offer plenty of practice with analogies in order to help students build their critical thinking skills as well as enhance their vocabulary development. Each book features several different categories of analogies – similarities, part to whole, user to object, synonyms, antonyms, homophones, location, etc. An assessment is included at the beginning which can be used before and after the workbook is completed in order to see the student’s progress, and reviews are sprinkled throughout the book to practice all of the types of analogies learned thus far. The worksheets are perforated, and answers are included. 48 pgs. ~ Melissa

\[ \frac{022218 \text{ Grades} 2-3}{7.99} \times \frac{022220 \text{ Grades} 6-8}{7.99} = \]

\[ \frac{042478 \text{ Grades} 2-3}{5.95} \times \frac{042479 \text{ Grades} 4-5}{5.95} = \]

\[ \frac{042480 \text{ Middle School} (6-8)}{5.95} \]

**DANDY LION**

**Analogies for Beginners (1-3)**

Understanding analogies is important in all subject areas and facets of life. A major section on most standardized tests, it’s also a skill essential to communication. This beginning book relies on both pictorial and verbal exercises to introduce analogical thinking to younger students.

\[ 000415 \times \frac{14.95}{10.95} = \]

**Advancing Through Analogies (5-8)**

Next in sequence, this book presents a challenging array of investigations into the similarities between two things, building vocabulary and critical thinking skills. All are word analogies.

\[ 000421 \times \frac{14.95}{10.95} = \]

**Unlocking Analogies (2-8)**

These slim workbooks offer plenty of practice with analogies in order to help students build their critical thinking skills as well as enhance their vocabulary development. Each book features several different categories of analogies – similarities, part to whole, user to object, synonyms, antonyms, homophones, location, etc. An assessment is included at the beginning which can be used before and after the workbook is completed in order to see the student’s progress, and reviews are sprinkled throughout the book to practice all of the types of analogies learned thus far. The worksheets are perforated, and answers are included. 48 pgs. ~ Melissa

**Educators Publishing Service**

**Primary Analogies (K-3)**

Even children without reading skills can cultivate their ability to identify and describe analogous relationships with this program. Beginning with picture-to-picture analogies for the non-reader, then progressing to ones using letters and numbers, then simple words, children learn to solve and create analogies in five categories: descriptive, comparative, categorical, serial, and causal. Few analogy programs are available for this age range, especially one this focused and systematic. The ability to perceive and understand relationships and make connections between objects and events is a higher-level thinking skill that can help improve understanding and long-term memory. Comparing one thing to another, or seeing how one thing is like another is one way to help make sense of the world around us. Although children at this age will probably just consider these exercises fun, we know they are creating pathways for learning that will facilitate their comprehension of concepts and events in both school and life.

**The Fallacy Detective (5-AD)**

Sequel to The Fallacy Detective, this is by the same authors. While the first book focuses on recognizing bad reasoning, this book offers thirty-five lessons for strengthening your reasoning skills. The chapters provide you with tools for thinking, tools for opposing viewpoints, and tools for science. Within these chapters, you’ll find lessons on when not to argue, finding the premises and conclusion, determining primary or secondary sources, circumstantial evidence, keen observation, brainstorming, analyzing data, and much more. This book is formatted much like The Fallacy Detective, with plenty of clear examples throughout the lessons and lengthy exercises following each lesson. Answers included, 234 pgs. ~ Melissa

\[ 019773 \times \frac{25.00}{18.95} = \]

**See page vi for key to Consumer Product Safety Improvement Act warning labels.**
Logic

3.90
10.50
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11.80
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18x61
000556 Book 1 000558 Book 3

EACH BOOK includes 20 multiple choice questions
Vocabulary Groups in the books. Each quiz
Separate quiz booklets are also available, which
100 words, alphabetized and defined, that rep
three is a reference section presenting groups of
These are the actual practice questions. Part
Part, Symbol, and General Association.
Practices 27 analogies: the 19 from Book C
(minus Homonyms) plus Worker-Product, Action-Meaning, New-Old, Mythological,
Scientific, Literary, Historical, Sound

CRITICAL THINKING PRESS

Think Analogies (3-AD)
Understanding analogies benefits students both in
sharpening reasoning skills and taking assessment
tests. These workbooks provide students practice
with a variety of analogies. The lessons contain
several examples, along with exercises for prac-
tice. These lessons look at analogies in a number of
different ways, including classifying word pairs,
classifying analogies, comparative analogies, syn-
onym and antonym analogies, descriptive analogo-
cies, completing analogies, and writing your own
analogies. An analogies game and answers are
included in both levels. - Rachel S.
013918 Level A (3-5) . 11.99
013919 Level B (6+) 11.99

Deductive Reasoning
Mind Benders (PK-AD)
Deductive reasoning at its finest. Mind Benders
books help students (and adults) learn and prac-
tice deductive reasoning as they are presented
with clues to unravel and organize in order to
reach logical conclusions. Becoming proficient
in deductive reasoning will not only improve
standardized test scores, but will help sharpen
reasoning ability in all curriculum areas and in
real life situations. As a child, I particularly
enjoyed working these clue-and-grid type prob-
lems and consumed puzzle books full of them
just for fun. I never gave a thought to their
educational value. But perhaps it’s no coincidence
that I ended up a computer systems consultant...

Anyone doing Mind Benders for the first time
should begin in the Verbal or Book 3 level to
learn the deductive reasoning process before
trying the more challenging levels. The original
books were leveled A1-C3, and are out of print.
The newer versions are of the original titles
contained in one book. Where the original lev-
els had 14 puzzles per book, most of the new
versions include about 5-26. Surprisingly, the
new books are about the same size (and simil-
lar price!), perhaps because they have condensed
each puzzle onto one page where originally
the clues were on one page and the grid on the
other. Puzzles spiral slightly within each level
and solutions are included in the books. For each
new level below, we have noted the old versions
included in parentheses.

Although Mind Benders Verbal is considered
the introductory book in the Mind Benders series,
Critical Thinking also provides two Beginner
Levels (Books 1 and 2) which introduce deduc-
tive thinking in the format of the grid puzzle.
While the Verbal includes questions like “skip
likes cake better than pie. He likes ice cream
better than cake. What conclusion follows from
this?” that guide the student to use their deduc-
tive reasoning skills, no clue and grid puzzles
are included in this book. Instead, Verbal con-
tains 100 brief exercises that introduce younger
students to the critical thinking process. Books
1 and 2 each feature an instructional page at the
beginning that demonstrates how to use a grid
card, and the grid puzzles that follow utilize
pictures and simple words wherever possible so
beginning readers aren’t more frustrated by the
pictures and simple words wherever possible so

Level:
Student
Teacher
Book A (3-4) 025461 025462
Practices 6 kinds of analogies: Adult-Young,
Object-Description, Male-Female, Synonym,
Object-Location, and Antonym.

Book B (5-6) 025463 025464
Practices 14 kinds of analogies: the 6 from Book A plus Homonym, Part-Whole, Worker-
Tool, Worker-Place, Grammar, Degree,
Cause and Effect, and Sequence.

Book C (6-12) 009070 009071
Practices 19 kinds of analogies: the 14 from Book B plus Object-Use, Geographical, Part-
Part, Symbol, and General Association.

Book D (6-12) 009042 009043
Practices 27 analogies: the 19 from Book C
(minus Homonyms) plus Worker-Product, Action-Meaning, New-Old, Mythological,
Scientific, Literary, Historical, Sound

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Logic Safari Books (2-6)
These deductive reasoning books from Dandy Lion require the student to use the clues to figure out who does what in each scenario. For example, Tom, Tim and Timmy are celebrating their birthdays. Your challenge is to figure out the clues so that you can determine who celebrates by going to the skating rink, which one takes his birthday to the golf course, and who goes to the pizza parlor. Grids are given to help you easily analyze the clues and figure out the correct solution. There are 29 lessons with answers included. Books 2 and 3 progress in difficulty. ~ Genevieve
EACH BOOK ............... 12.95 9.95
013920 Book 1 (2-3) 013922 Book 3 (5-6) 013921 Book 2 (3-4)

Balance Benders (2-12)
This series of books by Critical Thinking Co., combines the creative fun of logic puzzles with basic pre-algebra skills to prepare students for future success in algebra. In each puzzle, students work to keep the scales “balanced” by working through the mostly pictorial representations of algebraic concepts. For example, given a balanced scale with a square on one side and a circle on the other, the following must always be true: circle equals square, 1 square & 1 circle equals 2 circles, and 2 circles equals 2 squares. Don’t worry if these associations don’t come to mind right off the bat. Each book includes a set of “Balance Tips” that provide quick review of basic algebraic concepts necessary to solve each and every one of the puzzles in the book. These algebra tips include the following: the symmetric property of equality and inequality, cumulative & associative properties of equality and inequality, addition & subtraction properties of equality and inequality, multiplication & division properties of equality and inequality, distributive property, transitive property of equality and inequality, and more. Reproducible, solutions included, 46 perforated pages. ~ Enh
EACH BOOK ............... 9.99
001285 Beginning (2-6) 001299 Book 1 (4-12) 001353 Book 2 (6-12) 001377 Book 3 (8-12)

Crypto Mind Benders (3-12)
Are you a huge fan of solving secret codes? These activity books practice deductive and mathematical reasoning skills as you use the mathematical clues provided to establish which numbers and letters correspond to one another. Use this key you’ve deduced to decode the famous quote or classic joke. Each book contains 30 activity pages as well as detailed solutions. ~ Anh
EACH BOOK ............... 10.99
026698 Famous Quotations 026699 Jokes

Perplexors (3-12)
Perplexors, like Mind Benders, are full of deductive thinking puzzles to solve. However, Perplexors has discarded the grid format and has listed each problem in columnar format with each possibility listed under each subject, allowing the student to cross off the ones that don’t work out, and leave them with the information that they need in easily accessible format. Each page features the problem, the column setup, and a series of clues to use to solve the puzzle. Each book features 48 deductive thinking puzzles, all age-appropriate to its suggested grade levels. Each book progresses in complexity, adding more categories and more people or objects from about three to four subjects and two to four categories in the basic level, to five or more subjects and up to nine categories in the expert level. Compared to Mind Benders, these start out at a more advanced level, so a bit of explanation about the process of elimination and deductive reasoning might be necessary for some children. Each book begins with an example puzzle and a clearly written explanation of how to solve it. A challenging deductive reasoning problem is enjoyable for most kids - and gives other parts of the brain a chance to get exercised during the school day. Additional challenges are available in the More Perplexors books; these follow the same format as the original Perplexors but provide different puzzles. Answers included. - less
EACH BOOK ............... 12.95
Basic Level (3-4) 029668 014567
Level A (4-5) 029670 014579
Level B (5-6) 029671 014581
Level C (6-7) 029672 014589
Level D (7-9) 029673 014591
Expert Level (9-12) 029669 014570

STEM Perplexors (3-9)
Mathematical computations plus deductive reasoning is a logical necessity! This newest workbook series helps children practice addition and subtraction facts while simultaneously practicing the process of elimination and drawing conclusions (vital to standardized test success). Each book begins with a story with the target number and additional helpful information. After reading the story, children see a grid that lists all the number choices and are given clues to aid in solving the puzzle. Using logic and number reasoning, children eliminate number choices until only one remains. Sample puzzle and answer keys included. Reproducible up to 100 copies. 56pgs, sc. ~ Deanne
EACH BOOK ............... 12.95
068386 Basic Level (3-4) 068387 Level B (5-6) 068388 Level C (6-7) 068389 Level D (7+)
068390 FAMOUS QUOTATIONS 068391 JOKES

Grid Perplexors (3-AD)
How’s this for a perplexing puzzle? In “Mice Ahoy,” three mice decide to test their sea legs. Each mouse boards a different ship, and each voyage lasts a different number of days. Afterwards, the mice decide that they are not cut out for sailing because of various ailments. Using the information provided in the story along with some additional clues, can you determine which mouse boarded what ship, for how long, and why he quit sailing? A grid is provided for you to organize, track, and eliminate possibilities until you are left with the correct solution. Each book is packed with 50 logic puzzles. What an entertaining way to sharpen your deductive reasoning skills! ~ Anh
EACH BOOK ............... 12.95
037162 Basic (3+) 003512 Level C (5-6) 003490 Level A (3-4) 003517 Level D (7+) 003496 Level B (4-5) 037185 Expert (7+)

Red Herring Mysteries (4-12)
Get your children thinking “out of the box” with these books of sparkier situations from the Critical Thinking Company. A seemingly strange or incongruous scenario is set in a brief story. Students must then make inferences, use deduction, develop lines of reasoning, think creatively, and look beyond the obvious to figure out a solution or reason that makes sense. Students ask teachers/parents yes or no questions about the story to try and figure out exactly what happened. The books progress in difficulty (both between and within books) and are self-contained with usage tips, reproducible graphic organizers, stories, and solutions all in one neat little book. Students keep track of their clues until they are finally able to come up with the correct solution. This series provides a great way to show students how to solve mysteries or problems through critical questioning. Books about 70 pages, pb.
EACH BOOK ............... 14.99
001775 Lvl 1 (4-6) 001796 Lvl 2 (7-12)

Logic Games for Wannabe Lawyers (7-AD)
Logic is often an underrated skill, and isn’t just for lawyers. Problem solving is an important skill for everyone, and this book’s puzzles will help hone that skill. There are 12 different logic tests and within each test are four logic games. Read the short paragraph in each game and sort the facts in order to answer the questions logically. The tricky thing about these quandaries is that there can be more than one correct answer. Following the puzzle, there will be 5 or 6 questions with a list of possibilities – this will help you sort out the correct option to logically solve your puzzle. Answers are found in the back of the book. Intended for fun, but learning to think logically can improve your test-taking skills. 127 pages, pb. ~ Donna
062254 ............... 7.95 5.95

See page vi for key to Consumer Product Safety Improvement Act warning labels.
**Solving Riddles**

Dr. DooRiddles (PK-7)

Here’s one for you. I’m educational for sure. I improve vocabulary and reasoning. But I’m fun as well, and I promote grins and laughing. What am I? Dr. DooRiddles, of course! These rhyming riddles provide students with essential skills for good reading and thinking. Students carefully look for clues in each riddle, mentally connecting clues to figure out what is being described. Each book contains 120-160 riddles and, thankfully, the answers. ~ Rachel S.

**EACH BOOK.** 9.99

- 016244 Bk A1 (PK-2) 016245 Bk B1 (4-7)
- 031767 Bk A2 (PK-2) 031769 Bk B2 (4-7)
- 031768 Bk A3 (2-3)

**Visual Discrimination & Patterns**

**How Would That Look?** (1-6)

Designed to develop visual discernment, creative thinking skills and problem solving, this easy to use book contains 105 stand-alone activities for elementary and younger middle school students. The activities are designed to take 5-10 minutes each and include suggested solutions for additional guidance. One example states: “A father and his young son went walking in the snow. They left tracks that you can see from above. How would that look?” Children would draw what they believe this would appear from above-while thinking through the facets of shoe size, stride and the idea of walking together. A suggested solution is shown. What a neat, user-friendly resource for developing critical thinking skills! 41 pgs, pb. ~ Deanne

054459 ........................ 13.00 11.50

**Improving Visual Memory** (3-6)

Have you ever played the game where someone has a tray full of objects and then takes one away and you have to remember what it was? This book is like that, only with engaging line-drawn pictures concocting different scenes - maybe a teacher and a classroom of students, a downtown area, a playground, a picnic, or a storefront. Students receive 3 minutes in which to study the picture, then they must flip it over and try to answer all 10 questions on back. Skills include deriving meaning from pictures and signs and recalling specific details. Each book contains 22 reproducible activities on perforated pages, answers included. ~ Megan

009581 Book 1 (3-4) ........................... 7.99 6.50

- 009593 Book 2 (5-6) ........................... 7.99 6.50

- 009604 2-Book Set ............................ 15.98 12.50

**Logic Links Puzzle Box** (3-AD)

They’re the Logic Link Puzzles kids love but a more game-like form! This set includes 166 puzzles at various levels and 32 small plastic colored game chips. Each puzzle is presented on a 5” x 5” puzzle card and uses a series of clues to instruct a player where to place chips to solve the puzzle, requiring deductive reasoning and determination. The cards are double-sided, with a puzzle on both sides, and while outlines show where to place the game chips, instructions tell where to put specific colors (i.e. the green chip is adjacent to the yellow chip, the red chip touches only yellow chips, the topmost chip touches the blue chip, etc.). Beginner puzzles form a single row of chips and usually have two clues; intermediate puzzles form a rectangle and require 4-6 clues; advanced puzzles form a square of three rows and usually have 7-8 clues; and expert puzzles form a circle of chips, with 5-8 clues. Cards are color-coded by difficulty and the game is stored in a cardboard box. ▲ CHOKING HAZARD (1); Not <3yrs.

017152 ............................... 12.95

**SPECIFIC LOGIC PUZZLE ACTIVITIES**

**Code Cracking**

- **Codes & Ciphers: Clever Devices for Coding & Decoding** (9-AD)

This challenging and entertainingly unique resource enables young people to make six different paper models of devices used by spies and governments worldwide to send and receive secret messages. Complete step-by-step assembly instructions are provided for each functional coding and decoding device, as well as specific information about why and how codes and ciphers work. Model builders are also given a series of secret operations to perform that help demonstrate exactly how these devices can be used to eavesdrop on the operations of foreign powers, or to securely send information to friendly agents. This collection of models to cut out and make includes five types of cipher machine and one typical naval code book. 32 pgs, pb. ~ Mike

065952 ............................... 12.99 11.95

**Deduction Puzzles**

**Logic Puzzles to Bend Your Brain** (3-AD)

If you can’t get enough of deductive reasoning puzzles like Mindbenders, check out the logic puzzles in this collection. This book contains 64 logic puzzles, most of them grid-and-clue problems. The story problems covered in the puzzles are fun and varied and include topics such as school, sports, animals, ice cream, parties, and books. The back of the book contains a handy puzzles/skills chart index so you can select puzzles according to specific skills being practiced. Some examples of skills that you can develop while doing the puzzles are averaging, fractions, comparing data, more than/less than, graphs/charts, measurements, sorting, miles per hour, and more. Solutions included. 96 pgs, pb. ~ Lisa

047901 ............................... 6.95 5.50

**Puzzle Baron’s Logic Puzzles** (5-AD)

The Puzzle Barron comes to combat with books packed full of logic challenges that progress in difficulty. Start out with 300 Kids’ Puzzles to get your feet wet on 28 different styles (such as acrostics, Suduko, cryptograms, clueless words and word searches). The Big Book lays down the gauntlet with 400 more of the same type. Most challenging in this series is the Logic Puzzles Volumes 1-3 (200 each) and the Fiendish Logic Puzzles (100). These in-depth puzzles, ordered by difficulty and solve length, contain 4 components: a back-story, clues, a grid and answer key. Use the provided grid to keep track of all the true and false statements and solve the puzzles. Each Baron’s book includes solving tips and answers in the back. Books range from 215-348 pgs, pb. ~ Ruth

- 066643 Kids’ Puzzles (5-7) ................................... 12.95 9.50
- 046160 Fiendish Logic (7-AD) .................................. 16.95 11.95
- 036803 Logic Vol 1 (7-AD) ................................... 14.95 10.95
- 066644 Logic Vol 2 (7-AD) ................................... 14.95 10.95
- 066603 Logic Vol 3 (7-AD) ................................... 14.95 10.95
- 066602 Big Book (7-AD) ........................................ 18.95 13.25

**Puzzle Files of Larry Logic** (6-AD)

Similar to Grid Perplexors but with a crime-solving setting, this book holds 60 cases for you to solve. Humorous and fun scenarios are presented and you sort through the facts to solve the crime. Each puzzle has different variations on the grid – number of squares, pattern, etc. The crime stories take place in Enigamaville where Lieutenant Larry Logic works to solve them. Each story or crime is followed by five logic puzzles that need to be solved in order to solve a sixth puzzle. The solutions to the final puzzles in each case are then used to solve one final puzzle in the book. There are ten cases to be solved, and if you aren’t sure of your finds, the answers are in the back of the book. Spiral bound, 96 pgs, pb. ~ Donna

062255 ............................... 8.95 6.95

**Mental Floss Extra Strength Logic Puzzles** (9-AD)

067840 ............................... 8.95 6.95

**Montague Island Mysteries and Other Logic Puzzles** (9-AD)

You wait at the dock as a cabin cruiser approaches. Joining six other people (three men and three women) you embark on a journey four miles from the mainland to Montague Island. Your mission is to solve a variety of murder mystery activities which leads you to learn more about the guests, the house, the island and even a secret about the mansion itself. A unique, thought provoking twist on the typical logic book. Solutions included. Spiral bound. 96 pgs. ~ Deanne

067841 ............................... 8.95 6.95

**Distraction: Game of Memory and Hilarious Diversion** (3-AD)

How good is your memory? In this game, you’ll be challenged to recall a string of numbers. The 54 number cards are distributed among players, who take turns playing the top card from their stack face-up into a stack in the middle. Each player must recite all the numbers below in order. To spice things up a bit, sometimes a “Draw a Distraction Card” comes up in which they must answer some arbitrary question, or follow some command...and then remember all the numbers in the stack! The 50 Distraction Cards contain 100 distractions like “What would you name a pet rhinoceros?” or “Try to wiggle your numbers in the stack!” The 50 Distraction Cards

051022 ............................... 12.99 10.95

**Brain-Sharpening Memory Puzzles** (5-AD)

067839 ............................... 9.95 7.75
There are a lot of Sudoku books on the market; however, this one is geared towards children from ages 8-13. It contains 48 puzzles with interesting illustrations for hours of fun. No math skills are needed, just reasoning and logic. The first 24 puzzles use the numbers 1-4, and the remaining 24 puzzles use the numbers 1-9. The instructions are at the front of the book to get you started, and the solutions are at the back. 64 pgs, pb. - Stephanie A.

021537 .......................... 3.95  3.50

Sudoku Puzzles for Kids (3-8)

This is a great book of Sudoku puzzles for kids. Included are 55 puzzles that have 6x6 grids instead of the traditional 9x9. These smaller grids are perfect for beginners, since kids only have to fill in numbers 1-6 (instead of 1-9). After these beginning puzzles, 22 standard 9x9 sudokus are provided, for a total of 77 puzzles in the entire book. This is a great way to introduce kids to these popular puzzles. Answers are included in the back of the book. 96 pgs, pb.

041709 .......................... 6.95  5.50

☼Brain Aerobics Wordoku (5-AD)

Just like Sudoku, but with letters! Frank Longo is known for his awesome puzzles and now he has applied his skills to building and finding words. Using 9 different letters in a 9 x 9 grid, align the letters so there isn’t a duplicate letter in any row or column. When the puzzle is finished there will be a nine-letter word in one of the columns or rows. Puzzles progress in difficulty, so put on your thinking caps and get started! 144 puzzles in book 1 and 137 puzzles in book 2 and solutions are in the back of the books. ~ Donna

EACH BOOK .......................... 6.95  5.50

067837 Book 1  067838 Book 2

Whodunits / Mini-Mysteries

One-Minute Mysteries and Brain Teasers (2-AD)

Could you figure out how a stopped clock wouldn’t give the time of the robbery which caused the clock to stop? Or how someone could find the owner of a wallet with illegible identification? If so, you’ve come to the right books. Inside are dozens of sleuthing cases to solve, from crimes to natural mysteries. Each case gives a brief synopsis (hence the name “One-Minute”) and a humorous, if inaccurate, illustration. If you need help solving it, simply refer to the clues in the back of the book; don’t worry, they won’t give away the answer too easily. According to the author, these puzzlers are best solved by teams of amateur detectives, but feel free to give them a try by yourself.

052741 Good, Clean  .................. 10.99  7.95

052740 Mind-Boggling  .................. 10.99  7.95

Awesome Book of One-Minute Mysteries and Brain Teasers (5-AD)

Think outside the box and sharpen your creative thinking skills! This book contains 100 fun puzzles for you to solve. Each puzzle consists of a short one-paragraph mystery. For example, puzzle #58, “Dietary Restrictions”, reads: “Even though Carrie is hungry and loves the taste of her meal, she doesn’t finish it. She isn’t in a hurry and isn’t on a diet, so what is going on?” To help you along, a “clues” section in the back of the book lists three to five clues for each mystery. The clues for puzzle #58 are: “Carrie wants to eat more of her meal. She has no health-related reason for not finishing her meal. She isn’t retraining because of present company. She doesn’t plan on saving the leftovers. Carrie wants something even more than the rest of her meal.” Have you figured out the answer? “Carrie wants to save room for dessert!” Of course, these puzzles can be worked on as a solo endeavor, but families might enjoy working in teams to tackle the toughies. Humorous cartoons accompany the puzzles, and solutions are provided if you get stuck. From Christian publisher Harvest House. 174 pgs, pb. ~ Lisa

032216 .......................... 10.99  7.95

Two-Minute Mysteries (4-AD)

No Sherlock Holmes here. Meet Dr. Haledjian, a famous detective who catches unnoticed details and can see through any witness’s tale to determine the truth and bring the real criminals to justice. Each of the seventy-nine cases only takes a minute or two to read; but trying to solve the case can take a few minutes of investigation as you think through all the details described to Dr. Haledjian. Even after a few minutes, you might reach a conclusion as to “whodunit,” but you might have to check to see if your detective skills are on the mark. Lucky for you, Dr. Haledjian has solved the case in a matter of seconds, and his accurate conclusion is printed upside-down so you can easily check to see if you were right. Trust me, these cases aren’t so easy! I’ve tried my hand at several of them and they are pretty tricky. These cases are a great way to work on reading comprehension, critical thinking, and deductive reasoning. Are you ready to match wits with a professional detective? Time to find out if you are a modern day Sherlock or Watson! 158 pgs, pb. ~ elise

034045 .......................... 6.99  5.25

Five-Minute Crimebusters (7-AD)

Contentious cows, prom date dilemmas, rob- beries, assorted murder cases and more can be solved in 5 minutes using powers of deduction and analysis of amateur logician Thomas P. Stanwick! Each case is 2-4 pages in length and contains all the details necessary to solve the crime: eye witness accounts, time sequences, and observation skills. But pay close attention to the details; some seemingly unimportant details are necessary to crack the case! Solutions included. 96 pgs, pb. ~ Deanne

067844 .......................... 6.95  5.50

Five-Minute Mysteries (8-AD)

This popular book for armchair detectives serves up enough devious mysteries to keep your brain spinning for days! It features 40 mysteries, each one of that? I knew that!” 96 pgs. ~ Jess

025644 .......................... 6.95  5.50

Crime Scene Whodunits (5-AD)

Are you smarter than the criminals in this mystery book? If so, you should have no trouble helping Dr. Quicksolve as he names suspects, accuses murderers, finds murder weapons, and disproves wild stories. You have to be quick - and an attentive reader - to catch these clues! 42 short mysteries are included here, (with solutions, in case you get stuck). Some are more difficult to solve than others, but don’t give up! Otherwise, you’ll look at the solution, smack your head and wonder “why didn’t I think of that? I knew that!” 96 pgs. ~ Jess

031466 .......................... 6.95  5.50

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Great Book of Whodunit Puzzles (5-10)
Can your youngster figure out who broke the window in the school gym? And, while he’s at it, solve the other 42 puzzles given here! Wide-ranging thinking skills are tapped in resolving various mini-mysteries. Braineaters and logic problems mix with deductive reasoning to give your child an intriguing and challenging mental workout.

043139 .................. 7.95 5.95

Whodunits: Armchair Detective Book of Whodunits (9-AD)
Tap your inner detective with these 50 tales of intrigue. Unlike our other Whodunits, the mysteries in this book are divided into two levels. In the first level, the vignettes are shorter (3-5 pages) and straightforward, with one clue provided for mystery solving support. Once comfortable with these, tackle the second level mysteries. Longer scenarios, complicated events, and less clear evidence culminate to provide a greater challenge to your deduction skills. Additional clues are available at this level, but use selectively. There may be a few red herrings to test your tenacity. Worth mentioning, one person noted use of profanity on pg. 56. A quick spot check did not reveal others, but be aware, there may be others. Includes comprehensive solutions. 304 pgs. ~ Deanne
067251 .................. 9.95 7.50

Word Puzzles

Sit & Solve Puzzles (3-AD)
EACH BOOK ............... 5.95 4.75
062806 Word Rodeo
062807 Word Winder

Jumble Series (4-AD)
EACH BOOK ............... 9.95 8.50
068299 Jumble Explorer:
068300 Jumble Kingdom
068301 Lunar Jumble

VARIETY PUZZLE ACTIVITIES

Puzzle Activity Books

Brainy Book for Boys (K-2)
Blust boredom and give your little guys something to challenge their growing brains! Colorful workbooks include puzzles, mazes, word searchers, crosswords, doodles & riddles. It can be so helpful for a homeschool parent to have something to occupy the younger children while you work with other kiddos. This would make a nice summer workbook too! Volume 2 book is the same level of difficulty, just more puzzles! Great for traveling! 165 puzzle pages with answers in the back. ~ Sara
EACH BOOK ............... 9.99 7.50
061287 Boys Vol. 1 061288 Boys Vol. 2

Brainiest, Insaniest Ultimate Puzzle Book (K-AD)
A collection of puzzles to test every corner of your brain! Picture puzzles, mazes, riddles, logic and sequence puzzles, wordplay, and more make up the 250+ puzzles in this full-color collection. Cartoon-like illustrations, clear instructions, detailed solutions and a book-wide scavenger hunt will keep you figuring right to the very end.
043280 .................... 12.95 9.95

Activity Puzzle Books (1-5)
These Usborne activity books are filled with colorful puzzles that are “healthy” for the brain. There is a huge variety of logic puzzles that will keep children entertained while boosting critical thinking and problem-solving skills. This is a fun way to teach kids to “think outside the box” as they work to solve each puzzle. The pages are high quality, and the small size is handy to tuck in a purse or bag and take on the road. Answers included.
EACH BOOK ............... 5.99 5.39
067510 100 Logic Puzzles
067511 Over 50 Brain Games
067512 Over 80 Brain Puzzles
067513 Over 80 Picture Puzzles
068944 99 Math Puzzles

Brain Benders (7-12)
This series of books will keep your brain engaged for hours. The Brain Benders series provides a good variety of puzzles for a broad appeal - crosswords, logic puzzles, word games, Sudoku, and good variety of other number and word puzzles. 200 puzzles in each book (answers in the back) and each book is more challenging than the previous. If you are going to work through the series, the suggested order is Eggheds, Einsteins, Geniuses, and Masterminds. These books aren’t just for high school students, they are for anyone, child or adult, who love to be challenged.
EACH BOOK ............... 14.95 10.95
066054 for Egghedds
066055 for Einsteins
066056 for Geniuses
066057 for Masterminds

7 Little Words for Kids (2-6)
Find the 7 words to match the 7 clues in this fun activity book for kids. Each page has 20 letter combinations, or “letter blocks” such as “saw” or “yer.” Your job is to find the word that matches the clue by using these letter combinations. Each combination can only be used once. The number in parentheses behind each clue represents the number of letters in each word. For example, one clue is “Mark Twain’s hero Tom (6)”. This engaging activity book provides entertainment while increasing spelling and vocabulary skills. Solutions are included in the back. Non-reproducible. 100 pgs. ~ Gina
062886 .................... 5.99 4.75

Logic Cards (1-AD)
These little decks can provide good practice in the area of informal logic – just pick up a deck and flip through the cards, solving each puzzle. Decks measure 2.25”x3.5” and contain 53 cards with a variety of puzzles and different levels of play. The challenges consist entirely of analytical thinking and revolve around identifying patterns & sequences. The puzzles are straightforward at first, requiring only basic pattern recognition to solve—but as the difficulty increases, sequences become much harder to identify. Choose your color-coded difficulty level from 1-5 (except the Kids Deck which only has three); green is the easiest and black the hardest. A sheet with rules and answers is also included. The Kids Deck is for grades 1 and up, while Blue, Yellow, and

Matchstick Decks are for grades 5 and up. Grab a deck for family gatherings, parties or dinner conversation or play solo. A solutions app is available through the App Store and Google Play just in case you lose your answer sheet. ~ Donna
EACH DECK ............... 5.95 5.50
028080 Kids (1-7)
The Kids Deck is the only deck with just three levels. Intended to be used with young children, many of the puzzles require visual discrimination with pictures, patterns, and sequencing. There are only three symbol clues in this deck and they are not found often – find the element or object that doesn’t belong in the pattern, find the missing element, and which answer is correct.
023229 Blue
The Blue Deck features cards with a symbol (clue) in the upper right corner that categorize the puzzle – find the element that doesn’t belong in the pattern, find the missing element, move 2 sticks, remove 3 sticks, create, 3 equal squares, and a correct equation. This deck includes a variety of number puzzles and matchstick puzzles.
023253 Yellow
The Yellow Deck has number, pattern, and matchstick puzzles, and some cards have the symbol clues for the same type of puzzles that are found in the blue deck. Similar puzzles to the blue deck, but none of the puzzles are identical.
026280 Matchsticks
The Matchstick Deck is made up solely of matchstick puzzles at five levels of play. There are symbol clues for eight different types of puzzles – move this many sticks, add this many sticks, remove this many sticks, create, a correct equation, a correct answer, this many equal (or non-equal) figures.

Puzzle IQ Tests

What’s Your IQ? (4-AD)
What’s Your IQ? It’s always fun to take those little online tests to see how intelligent you are, but have you ever thought about working to raise your IQ? This book includes exercises to help you rate and improve your intelligence. There are 60 problems to warm up the brain; then there are 4 tests with 40 questions each. The fifth test is a whopping 80 questions, which will not only test your IQ but your durability and stamina to stay with it for that many questions. A table at the back of the book will help you find your IQ rating based on your test scores. Don’t just wonder about your IQ, find out what it is. 48 pgs, pb. ~ Donna
062256 .................... 4.95 4.25

See page vi for key to Consumer Product Safety Improvement Act warning labels.
**PUZZLES & BRAINTEASERS**

**Construction Puzzle Games**

**Mental Blox 360 3-D Building Game (K-AD)**
This fun challenge game improves spatial visualization and critical thinking skills. The 3-D plastic pieces range in shape from traditional forms (cube and half circle) to zigzags and arrows. Select a card from one of three difficulty levels. The left side of the card shows the puzzle pieces to use; the right side shows how the built structure should look from some perspective (overhead, from the side, etc.). Game includes 15 puzzle pieces from 1.5” to 4.5” wide and 40 double-sided cards. For 1 or more players. Directions are in English, French, German, and Spanish.

064393 ........................ 29.99  23.50

**Architect Blocks Logic Games (K-AD)**
If you’ve provided the plans, can you build the structure? Each of these games challenges players to take a structure represented on a page, and recreate it using a certain number of Architect blocks. The games are a series, increasing in difficulty as each set nudges the player to strengthen their visual/spatial skills a bit more. Each game set includes a spiral-bound book of model structures to build and a set of 18 sturdy plastic Architect blocks. The books feature 50-60+ models to recreate; each challenge includes a simple illustration of the structure to build, a difficulty rating, and a list of blocks the player must use. Because the same set of blocks is used in every set, puzzle books are also available separately, so you can easily add on to one complete set.

In Equilibrio, players are challenged to create upright, 3-D structures with the blocks. The book depicts simple two-dimensional illustrations of the structure, and it’s up to the player to determine the correct placement of the blocks and ensure that their structure can stand independently. Architecto takes the building challenges another step by offering simple 3-D illustrations of structures for players to recreate. In many of these puzzles, the number and shape of blocks used to create different parts of the structure is fairly ambiguous, so building these is a challenge! The most advanced puzzle set is Cliko. This puzzle book also provides 3-D challenges, but players must use two-dimensional illustrations from a “straight on” perspective to build the 3-D structure. This is a puzzle series that will grow with a child’s development — and stretch any adult’s spatial skills too!

**EACH GAME .................. 34.95  24.95**
**EACH BOOK ONLY ............ 19.95  16.75**

**KEVA Brain Builders (2-AD)**
Use KEVA® planks to build 3-D models! This little set includes 20 pine KEVA® planks and 30 puzzle cards. Each card shows a colorful 2-dimensional diagram of an object, illustrated from different vantage points (i.e. front, side, and top views). Your challenge is to use the planks to recreate the model in 3-dimensional form. This can be tricky, since the diagrams are technical and the objects hard to recognize until you’ve finished building the 3-D versions. Three levels of difficulty. Contents store in a small black zippered case.

▲CHOKING HAZARD (1). Not <3yrs.
037191 ........................ 14.95

**Hand-Held Puzzles & Brain teasers**

**Ball of Whacks (9-AD)**
This diverse puzzle is made up of 30 identical, magnetic pyramid pieces that can be rearranged again and again into endless creations. It claims to stimulate brain activity by encouraging the puzzler to work with both their hands and their eyes to create beautiful geometric shapes. A 96-page illustrated guidebook provides activities and tips. A unique toy or desktop mind refresher.

**EACH PUZZLE ................. 35.00  24.95**
039542 Original Red
057628 All Blue
012182 Six Color

A six-color (red, blue, green, yellow, white, and black) Ball of Whacks. Includes two pyramid-shaped pieces not included in the original.

**Cubix Tube (3-AD)**
A cross between a Rubik’s® Cube and labyrinth, this puzzle will provide hours of puzzling. The puzzle is red, blue, and yellow and twists and turns within a maze-like track that twists and turns in all directions. There are dozens of barriers to overcome, each numbered along the track. Start the small steel ball at #1 and get ready to twist and rotate the sphere to try and complete the puzzle! Follow the numbered path, and keep trying! It’ll take more than one attempt to complete this challenge, and there seem to be many dead ends. Almost every angle, side, and rotation will be needed to move the little ball to the end... maybe if you rotate it, you can make it—oops! It fell off! It’s fun to play it on your own or race against a friend with another Perplexus. I must warn you, however: it’s completely addicting. You’ll never want to let go of it once you start. There are now three different Perplexus puzzles: the 6.5” diameter Rookie with 75 barriers, the Original with 100 barriers and a 7.5” diameter size, and the Epic, measuring 8.5” in diameter with 125 barriers and a more mature gray and blue color scheme.

▲CHOKING HAZARD (1, 4). Not <3yrs.
006891 Perplexus Original . . . 19.99  19.75
008563 Perplexus Epic ........ 24.95
008593 Perplexus Rookie ........ 15.95
048084 World’s Smallest Perplexus (3-AD) .... . . 9.99  8.75

This tiny version of the original Perplexus will fit in the palm of your hand, measuring 4” in diameter. This is a full working version of the puzzle with one metallic ball, a 360° orbital track, and 3 paths. Take it wherever you go and have a ball!!

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Money Maze Bank (3-AD)
Get rewarded for solving the maze! This fun green gift box is a great way to make them work for it. Don’t worry though; the solution is included to help you get it open. There is a slot on top for the easy insertion of cash, coins, or checks, but the inside of the maze is approximately 2.5”x2.5”x3” to accommodate other small gifts. 4.75” x 3.75” x 3.75” ~ Laura
▲CHOKING HAZARD (1). Not <3yrs. 019477 ............... 5.99 4.95

Rubik’s 3x3 Cube (3-AD)
The Rubik’s Cube of the 70s has undergone a makeover and is now more durable than ever. Colors are part of the Tough Tiles – no more stickers that can’t hold up to the rigorous play of trying to solve the puzzle! This is the same in every other way to its predecessor. A stand is included, so you can proudly display your solved puzzle.
012989 3x3 Cube ............ 12.95 9.95
068066 4x4 Cube ............ 25.95 18.95
068067 5x5 Cube ............ 32.95 23.95

Rubik’s Key Ring (3-AD)
This tinier version of the original Rubik’s cube measures only 1.125” and is a working version of the classic puzzle – great for on-the-go fun!
012994 ............... 8.95 7.95

World’s Smallest Rubik’s Cube (3-AD)
This tiny little version of the popular Rubik’s Cube measures only .9” cubed, with 3x3x3 working rows in white, yellow, red, orange, green and blue. Colors are painted on (not stickers), so it can be taken anywhere in your pocket without fear of rubbing off the colors. I’ve never seen a Rubik’s Cube this tiny! ▲CHOKING HAZARD (1). Not <3yrs. 048133 ............... 6.99 6.25

Wire Puzzles (8+)
These classic wire puzzles look simple, but they may take you a while to solve! Set includes 12 wire puzzles in a storage tray. If you get stuck, don’t worry, there are clues on the packaging to help you out. Put your mind to the test! – Laura ▲CHOKING HAZARD (1). Not <3yrs. 011614 ............... 6.99 5.95

Great Minds Gift Set (3-AD)
Do you remember those little metal and wooden puzzles from when you were a child? You know, the ones that you had to get the metal pieces apart or put the wooden pieces together to make a specific shape. These sets include those puzzles of old with a little bit of information about the person after which the puzzle is named. The set of eight includes Napoleon’s Cannon Balls, Cassini’s Rings, Drake’s Bowl, Jefferson’s Nails, Khufu’s Pyramid, Tesla’s Coil, Van Gogh’s Box, and Mozart’s Bass Clef. The puzzles measure from about 1.75” to 2” inches and are a mix of both wooden and metal puzzles. ▲CHOKING HAZARD (1). Not <3yrs. 035038 Set of 8 ............ 24.99

Scramble Squares Puzzles (PK-AD)
These colorful puzzles will be a test for everyone, regardless of age. Kids will love the bright pictures, and adults will love the challenge. Each puzzle consists of nine large squares which form a picture when arranged correctly. But an individual piece has only half of a design on each side, which needs to be matched up to the side of another square to complete the puzzle. That seems simple enough for the first few squares, but when you’re left with only one piece that doesn’t match up right, it takes lots of thinking and rearranging until you get all nine squares pieced together right. You’ll need plenty of determination! - Melissa

Each Puzzle ............... 12.99
049106 Ancient Egypt 009761 Frogs
024809 Angels 004862 Horses
016869 Bald Eagles 005194 Ladybugs
004859 Butterflies 010873 Pirate
003397 Cardinals 013745 Planets
009760 Cats 004867 Puppies
015141 Dragonflies 008740 Snowflakes
009908 Forest Animals
010868 American Native Flowers
054868 Black Capped Chickadees
008781 Hot Air Balloons
004863 North American Birds
024810 Carousel Ponies
009099 Snakes of North America
015176 United States Armed Services

Tantrix Discovery (2-AD)
This fun puzzle will keep any player busy for hours. The puzzle consists of ten sturdy, six-sided tiles in a black mesh bag. The tiles are numbered from one to ten and display red, blue, and yellow lines. The purpose of the puzzle is to complete a circular or loop by connecting the lines on the tiles. You begin with three tiles, make a circle connecting lines of the same color on the tiles, then try to do it with one more, and so on. Puzzlers add one tile at a time until finally creating a loop using all ten tiles. With less than ten tiles, only one color of loop is possible to create, but with all ten tiles, each color has its own solution. If you’re looking for something to challenge, (and believe me, it’s harder than it sounds!) you can play with two sets of tiles for more complex loops.
▲CHOKING HAZARD (1). Not <3yrs. 016966 ............... 6.00 5.65

Tantrix Match (3-AD)
Can you solve the puzzles? This set contains 13 visually appealing, hexagonal plastic tiles that fit into a wood grid. Also included are 12 design cards in increasing levels of difficulty. The tiles themselves are about the size of poker chips, with beveled edges, and green, red and yellow lines on them. Some lines are straight, while others are curved. Using the design cards as guidance, your challenge is to fill in the blank spaces using all 13 tiles. It’s harder than it seems! Red lines must meet other red lines, green goes with green, and yellow to yellow. These tiles can be used to make freestyle designs, too. This game is intended for one player, but it can be easily adapted for pairs or small groups. ~Sara
005580 ............... 14.99 10.50

Matching Puzzles

Matching Puzzles: Pictures

See page vi for key to Consumer Product Safety Improvement Act warning labels.

Fine Art Puzzle Blox (5-AD)
Solve puzzles while recreating fine works of art! Puzzle contains 130 small plastic cubes that you fit together to form an art reproduction. What makes this super challenging, though, is each cube represents a piece of not one, but six different puzzles. To solve a particular puzzle, you will need to flip and rotate each cube to select the side with the correct artwork. It’s harder than it looks! Includes six picture cards for reference and a plastic display case. Finished puzzle measures 5” x 6.4”. ▲CHOKING HAZARD (1). Not <3yrs. 035193 ............... 28.00 20.95

Picture Completion Puzzles

MightyMind / SuperMind Games (PK-3)
This wonderful game builds thinking skills, starting out easy and progressing to harder puzzles so younger kids can develop skills as they go to solve increasingly challenging puzzles. The basic MightyMind game contains a tray with 32 colorful plastic design tiles and 30 sturdy puzzle boards. The puzzles are numbered so you can easily spot their correct order. While the first puzzles consist of spaces to match single shapes to, the puzzles reach a point where they have just an outline, requiring children to experiment with different pieces until they find the correct combination in order to solve the puzzle. Children can work their way through the puzzles without help, all the while building puzzle-working skill and interest. MightyMind has received several awards, among them the Parent’s Choice Honor award. A magnetic version of MightyMind is also available, which includes magnetic shapes and is packaged in a tin. Great for the road!
SuperMind is a sequel for children who have successfully completed the MightyMind puzzles. It is available separately, in a magnetic version. Extra Design Tiles are available, 32 colored tiles in each set, so more than one child can play at once. These are also great for use without pattern cards to create freeform designs.
▲CHOKING HAZARD (1). Not <3yrs. 008163 Mighty Mind ............ 19.95
065130 Zoo Adv. Design Bks. .9.85 8.95
016766 Design Tiles only ............ 8.95
034188 Magnetic Play Tray Set ............ 9.95
Includes metal play tray sized to fit the puzzle cards and 32 peel-and-stick magnets for the design tiles. Great for travel!
016751 Magnetic MightyMind 24.95
027418 Magnetic SuperMind 24.95

Kids have to problem-solve to make the magnetic shapes fit on a card creating a fanciful sea creature. There are 26 images on 13 cards (7” x 9.5”) to work through and you use the metal lid as your magnetic base. The shapes and magnets come separately, as you are encouraged to first use the pieces without the adhesive magnets. A solutions card is included. Each card has an outlined space for the pieces and is decorated with whimsical sea creatures all around - very inviting! The whole set comes in a storage tin. Tin is about 8” x 10” x 1.5”.
049341 Magnetic Challenger Sea Explorer ............ 24.95
007539 Magnetic SuperMind ............ 24.95
TANGRAM PUZZLES & GAMES

Tangram Race Geometric Puzzle (1-AD)

This classic tangram game offers a fun challenge for one or two players. There are 30 cards with a beginning level on one side and an advanced level on the other side. The beginner level has color-coded designs while the advanced level will only include the outline of the design. In the two-player game, each player will take 1 tangram set consisting of 7 pieces (2 large triangles, 1 medium sized triangle, 2 small triangles, 1 square, and 1 parallelogram). The first player to complete the design wins the card and the first player collecting 10 cards wins the game. Solutions to the advanced level are on the back of the cards (beginner level). For individual play, choose a level of difficulty and try to master all the designs as fast as you can! Game includes 14 color-coded pieces printed with non-toxic inks and made of 90% recycled paper. ~ Gina

018324  ......................................................... 9.99  8.95

Tangrams - 330 Puzzles (3-AD)

A selection of the best Oriental and American tangram problems. Range in difficulty from easy to almost frustrating. Solutions (thankfully) are included.

010885  ......................................................... 8.95  7.50

Shape by Shape (K-AD)

Here's a new variation of an old puzzle you've probably tried before - tangrams. Though much like tangrams, Shape by Shape has twice the number of pieces, in two different bright colors, and in a few new shapes, too. Also, they are a lot thicker than regular tangrams for easy handling. The puzzles require you to use one color to build a tangram-like puzzle in the square plastic tray, and then use the other color to fill in the rest of the space. Each of the 60 full-colored cards have the solutions displayed on the back, and they store neatly in a drawer in the base of the tray. This unique but familiar puzzle will be a challenge for all - less

005126  ......................................................... 14.99  12.95

Tangrams Animals (1-AD)

Take tangrams on the road! A magnetic Tangram set is included along with 48 puzzles (12 each of 4 different levels-starter, junior, expert, and master). In each puzzle, the player is given an animal silhouette that they must replicate using all the pieces. The challenge cards are spiral bound within a hardcover that snaps shut and also includes a magnetic playing surface for secure play on the go. ~ Laura

018359  ......................................................... 9.99  8.95

Tangrams Braniac (2-AD)

Yet another fun installment in the ever-popular realm of tangrams. This game plays like other tangrams, utilizing 27 double-sided challenge cards (with solutions) and tangrams pieces. However, you can play with a friend this time, since there are 2 full 7-piece tangos sets! Challenge your buddy in a race, work together to put together a 14 piece puzzle, or play a solitary version.

015395  ......................................................... 9.99  8.95

Tangrams Paradox Game (5-AD)

Try a twist on the Tangrams Game with this travel edition, Tangos Paradox. A magnetic set of Tangrams is included along with 24 puzzles (6 each of 4 different levels – starter, junior, expert, and master). In each puzzle, the player is given two similar looking images and has to figure out the configuration using all of the Tangram tiles for each. The challenge cards are spiral bound within a hardcover that also includes a magnetic board for a playing surface and storage of your Tangrams. Snaps shut for convenient travel.

038870  ......................................................... 9.99  8.95

Tangrams Animals People Puzzles (K-AD)

The Tangrams game everyone loves is now available on-the-go. This set delivers all the fun of traditional Tangrams in a compact, magnetic form. The wire-bound puzzle booklet measures 6.5" x 6.5" and snaps shut to store the seven magnetic tangram pieces provided. 24 puzzles are given in the book, and players solve the puzzles on the magnetic play surface included. Using the magnetic piece pieces, players fashion a variety of pictures. The magnetic force is strong enough to keep pieces from falling off the board as children move them around. Colorful, interactive, and easy to take anywhere, this puzzle book will be a hit on the road or at home. ~ Rachel

013798  ......................................................... 9.99  8.75

Amaze (3-AD)

If you like doing mazes, you will love Amaze! You get 16 different mazes on one game board. Choose one of the maze challenges from the back of the board or the instruction book. Each one is numbered, and the higher the number the more difficult the maze. There are four red indicators on the left side and you match those with the maze you have chosen. Then, take the attached stylus and put it at the start position and begin tracing it through the maze. If you come to a red bar that blocks your path, you can slide it over with the stylus, but you can’t jump over it. Beware, a red bar moved may create a dead end elsewhere. If you do get stuck, you may reset the indicators in setup positions and go back and start over again. If needed, solutions are in the back of the instruction booklet. This would be a great travel game too. ~ Phyllis

027822  ......................................................... 9.99  8.75

Balancing Ball Tracks (Ages 18 mos+)

A wonderful multi-use toy. The 16, 2 ¾” x 2 ¼” puzzle pieces combine to form a track for the 2” diameter ball. The track pieces provide straight, curved or branched options. These can moved around within the base or removed and placed on any flat surface for lots of different path-building options. A removable knob on the bottom of the 10.5” x 9” square base allows the base to tilt back and forth for an added challenge. From Plan Toys, these sustainable toys are chemical-free, kiln-dried pieces made from no longer producing rubber trees using water-based, organic dyes and non-formaldehyde glue.

022547 (B) ................................................... 40.00  36.00

Fifteen Puzzle (3-AD)

I could spend hours playing with this without getting bored! The Fifteen Puzzle is a beautiful stainless steel sliding-tile puzzle. Enameled number tiles (from 1 to 15) are arranged in rows and columns of four on a 2.5 by 2.5 inch square frame. The empty space allows you to easily slide the tiles around on the puzzle. Unlike plastic versions, these tiles won’t fall off! The premise of the game is simple. On a piece of paper, arrange the numbers 1 through 15 in any pattern in a four by four array. Then, see if you can reproduce the arrangement on the puzzle. To get you started, 30 puzzle challenges are included. Trillions of combinations are possible. The puzzle comes with its own travel case and provides fun for all ages! ~ Anh

019463 ......................................................... 9.99  8.75
**Logic & Puzzle Games**

**Deductive Reasoning Games**

Colorku Solid Wood Puzzle (3-AD)
Sudoku puzzles have exploded in popularity in recent years, and this product allows you to enjoy the logical puzzles with colors instead of numbers. Instead of using numbers, Colorku uses nine differently colored wooden marbles on a large wooden board. The high-quality wood board measures 13.5” x 13.5” and is divided into nine rows, nine columns, and nine 3” x 3” squares. It has 81 wood marbles in 9 vibrant colors. The board and marbles are covered with a plastic tray that holds the balls on the board when storing, and flips over to serve as a ball holder while playing. The board comes with 100 different puzzle cards in four difficulty levels and tells players where to place the first few marbles. The solution to each puzzle is achieved when the player ends up having one and only one of every color ball in each of the nine rows, columns, and 3 x 3 squares. Solutions are included. There’s even a color conversion card that shows you how to alter a Colorku puzzle from any book or newspaper and solve it using your Colorku board. Think the 100 puzzle cards that come with the game won't be enough? The Expansion Packs, which offer additional puzzle cards at a variety of levels, are just what you need to keep you stocked with puzzles. Each pack offers 100 puzzles with solutions. The durable wooden game and fun yet challenging puzzles will be enjoyed by new and old Sudoku fans alike. ~ Rachel

**Anti-Virus Mutant Game (2-AD)**
This handheld and portable spatial perception game requires the player to strategize how to move game pieces around in order to remove the red “virus” piece from the board. The 60 problems described in the instruction book each have only one solution (which is also diagrammed in the instruction booklet).

**Archelino (PK-AD)**
A logic game with a Noah’s Ark theme! Each animal wants its own place on the ark—your challenge is to fulfill those tricky requests. For example, the kangaroo wants to sit next to the lion, but that’s the spot where the panda wants to sit to chat with the zebra. Oh, and the giraffe doesn’t want to sit in the back. This game includes a simple, slotted wooden ark, 7 painted wooden figures (Noah, giraffe, kangaroo, lion, hippo, panda, and zebra), and a ringed card deck with 60 challenges. The front side of each illustrated card presents a challenge to complete with visual clues (no reading; some with numbers) that show where certain animals want to sit. Try to solve the puzzle by arranging the animals in an order (and facing the directions) that makes all the animals happy. Challenges progress through four levels of difficulty; solutions are on the reverse side of each card. For one or more players.

**Back Spin (3-AD) (Ages 8+)**
For a fun “spin” on the Rubik’s cube concept, rotate and flip this double-sided disc in an attempt to move the marbles back to their color-coded slots on one side while being careful not to reverse what you’ve done on the other side. Take this self-contained puzzle with you to give your brain—and your patience—a workout anywhere.

**Mastermind for Kids Game (1-AD)**
It’s the classic game of Mastermind, but reworked for a younger crowd. Where the older version uses pegs and a pegboard, this version is jungle-themed. The six colored pegs have been replaced by six jungle animals (each with a different color); the game board is the jungle floor with the storage tray/code shield shaped like a rocky outcropping. As it is fitting for its age range, the code is now only three colors long, not four. Other than that, it works just like the original. One player, the codemaker, creates a code, and the other player, the codebreaker, tries to duplicate it on the board. The codemaker has white and red creature pieces which they place alongside the code, red indicating that the color and placement of the piece is correct, white indicating that the color is right, but the placement is not. Always thrilling, games are quick and scoring is simple—perfect for kids. ~ Mark

**LogiC**
Balance Beans Seesaw Logic Game (K-AD)
Balance Beans are brightly colored, cute little “bean guys” that will help your youngster learn how to visually balance numbers on the seesaw. Place the red bean guys on the seesaw in the pattern shown on the challenge card. Then use the yellow, blue, and orange bean guys to balance the seesaw. Don’t move the red beans, just place the other beans strategically around them. There are 40 challenge cards in the set that range from easy to super hard – a great introduction to balancing equations. It’s an elementary algebra concept – made fun!

CHOKING HAZARD (1). Not <3 yrs.
015387 ........................... 29.99 26.95

Butterflies: 48 puzzles in 1 (1-AD)
I used to love the little plastic sliding puzzles when I was younger. This logic puzzle is a huge improvement from the puzzles of years ago! Featuring a variety of butterflies, this game comes with 48 challenges, ranging from easy to from expert. First, set up the puzzle pieces according to the specific diagram. Then slide and manipulate the puzzle to create completely symmetrical butterflies. Your finished product will be an artwork of beautiful, colorful butterflies. Stored in a sturdy compact case, this game would be easy to take on the road and a fun way to pass time. A fully illustrated set of instructions is included with solutions for each challenge. ~ Gina

CHOKING HAZARD (1). Not <3 yrs.
015606 ........................... 29.99 23.95

Camelot Jr. Game (PK)
Camelot Jr. puts kids in control of an unbuilt wooden castle—on one side of the castle is a knight, and on the other a princess. The goal in each scenario is to reunite the pair using several solutions for each challenge. ~ Megan

062252 ........................... 14.99 13.50

Castle Logix (PK-AD)
Want to work on logical thinking with your preschooler? Consider this IQ-building product from Smart Games. The object is to arrange the 7 wooden block-like pieces into the same structure shown in the color booklet. 48 challenges are included, in four difficulty levels: starter, junior, expert, and master. Correct solutions are provided on the back of each challenge. Great for developing a young child’s spatial reasoning abilities.

039181 ........................... 27.99 25.15

Chocolate Fix Sweet Logic Game (3-AD)
The tray holds nine pieces of chocolate. Each customer wants a different arrangement of chocolates, but the instructions on where to place each piece are incomplete. The challenge card tells you where to place the first few, but after that you have to figure out where the rest of the pieces go by using the standard placement rules for shapes and colors. There are 40 challenge cards in four difficulty levels, from beginner to expert. It is a single player game, but solutions are included if you’re stumped... or if the lifelike chocolate pieces are distracting you!

043665 ........................... 19.99 16.95

Circuit Maze - Electric Current Logic Game (3-AD)
Combine logic and science for a fun, electrifying lesson in circuitry. Sixteen tokens snap into place in different combinations to complete the circuit and light the beacon. Challenge cards get you started by showing where to place your starter token, and then you figure out where to place the other tokens needed to complete the pattern (circuit). Three AAA batteries (not included) are placed in the battery receptacle, which is also your start token. The start and finish tokens are wired together and are the power supply for your circuit. You are to use only the tokens seen on the challenge card. There are 60 challenge cards divided into four levels — beginner, intermediate, advanced and expert. Light up your logical thinking with this twist on the Rush Hour game.

CHOKING HAZARD (1). Not <3 yrs.
015607 ........................... 19.99 15.95

Code Master Board Game (3-AD)
Programming isn’t just for the computer in this game! The idea is to program your way through each puzzle, using a specific combination of movements. Included in the game is an avatar, a portal, various move tokens (actions your avatar can take such as jumping, sliding, or running), power crystals, and enemy tokens, along with a map book and guide book. The map book contains puzzles of increasing difficulty with color-coded paths, which indicate which movement you need to go down the path, numbered spaces for power crystals, your avatar, and the portal. The guide book is your program: you place movement tokens on the various slots available in that puzzle, and then run the program by moving your avatar based on what tokens you placed in the guide book. The goal is to program your avatar to collect all gems, fight enemies, and navigate your way to the portal. Once you have a successful program, you can move on to the next level! But be warned: though the early levels are simple, there’s only one solution to each puzzle. Later puzzles feature loops, one-way paths, and non-linear programming logic in the guidebook. While the main goal is to demonstrate how computer programs think, the game is also great for developing planning, sequential logic, and problem-solving skills. Code Master is a single-player game, but can easily be passed around level-by-level for some family fun!

015607 ........................... 19.99 15.95

Crankity Puzzle (6-AD)
Put your brain in gear as you get this puzzle spinning! Using the puzzle card as your guide, position the starting gear (with handle) and ending gear on the game board. Connect the starting and ending gear by using all the gears listed get them to spin! Gears range in size and color, making connections challenging! 40 different puzzle cards (answers on back), ranging from easy to extra hard, will keep you thinking. The gear storage bag and compact puzzle card holder (that doubles as the game board) make this an awesome on-the-go thinking game! Game board measures 5.75" x 7". 1 player – Logan

CHOKING HAZARD (1). Not <3 yrs.
069672 ........................... 19.99 15.95

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Gravity Maze (3-AD)

Marble run meets logic challenge in this unique puzzle! The game includes 9 colored towers, 1 target piece, grid'd game board, 3 marbles, and 60 total challenge cards in 4 different difficulty levels. The challenge cards show you where to place your initial towers and target piece and then shows you which other towers you will need to complete the challenge. Your job is to figure out where to place the additional towers so that the marble will roll through the maze to the target piece. You're never too old for marble funs! ▲CHOKING HAZARD (1). Not <3yrs

039467 .......................... 29.99 23.95

Hide & Seek Safari Game (1-AD)

Use the magnetic tile pieces to help some animals hide while others remain in the open. The game board is made up of four separated sections of animals, each including elephants, zebras, rhinos, lions, and gazelles. Each challenge requires players to allow only a certain number of each animal to be revealed; this is accomplished using the 4 included safari tiles. These tiles have square openings in various spots, allowing animals to be seen underneath the cutouts. Rotate and place all four tiles over the four sections until you find the combination that results in "seeking" the correct total of each creature! Includes 48 challenges with a range of difficulties; game board serves as storage case.

016144 .......................... 21.99 19.75

IQ PUZZLE GAMES (1-AD)

IQ Blox Compact Travel Game (1-AD)

Logic puzzles are a great way to pass time while developing critical thinking skills. Inside the sturdy case is seven colorful game pieces, four barriers, and a game book with 120 challenges of various levels of difficulty. Pick a puzzle, set up the barriers, then add the rest of the pieces until the entire board is covered. A simple concept that requires a decent amount of thinking. ▲CHOKING HAZARD (1). Not <3yrs

038705 .......................... 9.99 8.95

IQ-Candy Compact Travel Game (2-AD)

This is one of those perfect little games for a child to play in the car or while waiting for their lesson time with Mom or Dad. The seven colorful pieces look like hard candy stuck together in different configurations (not in a roll, side by side!) and have oval openings in the center in different orientations. The frame has little pegs that are placed at different angles, and the book of 60 puzzles of 5 levels of difficulty challenges you to fit combinations of pieces correctly within the frame. It is really fun! The frame has a clear lid that fits snugly, making it contained and portable. ~ Sara

▲CHOKING HAZARD (1). Not <3yrs

038738 .......................... 14.99 13.50

IQ-Link Game (3-AD)

This compact puzzle is perfect for on the go! Open the container to find ten multicolor pieces that are an arrangement of different colored cubes. Choose one of the 120 puzzles and try to place all the pieces so that the entire board is covered, and the right arrangement of colored cubes are visible through the container’s top. It’s a little trickier than it looks, but a lot of fun. – Laura ▲CHOKING HAZARD (1). Not <3yrs

039085 .......................... 9.99 8.95

IQ-Puzzler Pro Game (1-AD)

Bust into a new dimension of IQ puzzle solving! This new addition features 120 new 2D and 3D challenges. The top of the game board features two separate grids, one for 2D puzzles and another for 3D pyramid puzzles, while the bottom serves as an entirely different 2D grid.

023183 .......................... 9.99 8.95

IQ Steps Game (3-AD)

The object of the game is to fit all of the puzzle pieces onto the grid in the correct order. There are only 8 colorful pieces, so this may sound simple. But it’s not! Each uniquely-shaped, plastic playing piece consists of a cluster of several small circles. Some of the pieces have circles partially surrounded on top of other circles, adding to the challenge of finding the right layout. The full-color game booklet includes 120 challenges (easy to expert). Pieces store easily inside the compact plastic game board (with hinged lid) so you can take it on the go. 1+ players.

▲CHOKING HAZARD (1). Not <3yrs

028915 .......................... 9.99 8.95
IQ Twist (2-AD)
There are so many puzzle games around, it’s difficult to find one that stands out from the pack. IQ Twist differs from the rest in several regards – its simplicity, its small size, and its originality. To play, you decide which of the 100 puzzles you want to do, and fit pegs into the board to match that puzzle. Then you try to fit all the twisty pieces onto the board and over the pegs – matching the color of the piece to the peg it fits over, of course. Each puzzle has only one solution, making some of them downright impossible. An excellent travel game. ~ Mark
027746 .......................... 9.99 8.95

IQ-XOXO Game (1-AD)
Show a little love with this brand-new addition to the IQ series! The standard looped shapes of the original have been replaced with affectionate X and O pieces. All pieces are new designs and shaped differently from the originals. Includes 120 new challenges.
023194 .......................... 9.99 8.95

Jumpin’ Puzzle Game (2-AD)
Help foster logical thinking in children with this adorable game. Simply place the mushrooms and rabbit(s) according to the puzzle booklet, and then move the rabbit to one of the brown rabbit holes in the amount of moves noted in the booklet. There’s a catch though: the rabbit cannot move without jumping over an item. For more challenge, add in one or both of the foxes. These pieces slide around the board instead, often providing the necessary item the rabbit must leap over to reach safety. 60 puzzles to solve and nine pieces. ~ Laura
▲CHOKING HAZARD (1). Not <3yrs.
039113 .......................... 14.99 13.50

Kaleidoscope Color Mixing Logic Game (3-AD)
072118 .......................... 9.99 8.75

Kanoodle (3-AD)
These Tetris-like puzzles feature several different shapes or “noodles” composed of beads stuck together with thin connecting plastic. The puzzle boards are regions of dents in which you will configure your shapes. The object of the game is to fit all of the noodles on the Kanoodle board, (the picture for each challenge starts you out by showing you the correct placement for some of the pieces). Each setup has hundreds of possible combinations but just one solution. It can get quite frustrating when you end up with one bead off the board and one open spot, but the more you try the closer (or farther) you can get. Once you master the 2D setup, you can play 3D Kanoodle with the same key concept but one challenging twist - use all of the pieces to make a pyramid. Kanoodle has twelve 3-5 bead shapes, a rectangular shaped game area, and 101 puzzles. Kanoodle Jr. is intended for PK-3 and includes 6 puzzle pieces, 72-page puzzle book with 60 colorful puzzles, and is packaged in a tray that snaps shut for storage and travel. Kanoodle Genius is composed of seven 5-bead shapes, features an irregularly shaped play area, and offers 195 advanced puzzles. Kanoodle Extreme features a new sliding tray game board and over 300 new 2-D, 3-D, and sliding 2-D puzzles.
▲CHOKING HAZARD (1). Not <3yrs.
031880  Kanoodle ............... 12.99 9.95
060743  Kanoodle Jr. (PK-3) ... 14.99 11.75
037178  Kanoodle Extreme .... 14.99 11.75
030611  Kanoodle Genius ....... 12.99 9.95

Kanoodle Head-to-Head (2-AD)
The fun of Kanoodle – now versus an opponent! Choose one of the 80 challenges, then race to match the card. If you’re the first one to solve it, press the Kanoodle button to send your opponent’s pieces flying! This unique version of the classic logic game includes 16 puzzle pieces, 40 double sided challenge cards, and a sturdy puzzle board that serves as storage for the cards and game pieces. ~ Laura
▲CHOKING HAZARD (1). Not <3yrs.
009927 .......................... 21.99 16.95

Laser Maze (3-AD)
Guide the laser through the maze of mirrors with this beam-bending logic game. First, set up the laser and arrange the tokens per the instructions on one of the challenge cards. Your challenge is to arrange the rest of the tokens to reflect the laser through to the goal. A variety of tokens are available, such as beam splitters, mirrors, double-mirrors, and more to get the laser from the start to the checkpoint. The set comes with 11 tokens and 60 challenges across four difficulties. For one player.
024296  Original ............ 29.99 23.95
021548  Junior Version ........ 29.99 23.95

Logic Dots: Dice...Dots... Deduction (3-AD)
Always on the hunt for a good logic game? This one qualifies! Logic Dots offers 36 challenges to be solved by using the clues and placing the color cubes correctly. The almost one-inch color cubes are like dice with a colored circle on each side. The playing board is sturdy and well-made with a 3 by 3 grid of squares in which to place the cubes. Above and below the grid are clear plastic panels that slide into place for convenient storage. Challenges are printed on the cards and progress in difficulty. I worked from the beginning to the end of these challenges, and my powers of deduction feel stronger for it!
▲CHOKING HAZARD (1). Not <3yrs.
027666  ......................... 22.00 16.25

Logic Land (3-AD)
In the fairytale land of Logic Land, there is a castle with 7 rooms. The 7 magnetic characters will go in a room, but where? Use deductive reasoning to follow the clues and solve each puzzle. The clues are all in pictures, telling the player things like “this character is next to, above, or diagonal from this character,” or “this character is in or next to this specific room,” etc. The game is housed in a tin case with the colorful palace on the inside back of the tin. A self-standing puzzle book houses 40 puzzles in varying difficulty levels. Solve them all to be the ruler of Logic Land! Easy to play anywhere; single player. ~ Megan
069553  .......................... 15.00 11.95

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Logic

Use strategy and reasoning to get your space equipment back on the Mothership through the emergency port! This game includes one 4.5" grid of playing board (Landing Grid) that slides open to store 40 challenge cards, 5 Explorer (Helper Bot) pawns, 1 Shuttle pawn, and instruction booklet. The challenge cards range from beginner to expert and include solutions. Select a challenge card and place the explorers on the Landing Grid as shown. Explorers can only move (until blocked) toward another explorer in the same row. The shuttle can move to the emergency port when a path is available. 

Parking Puzzler Game (1-AD)

Using clues and directions from each challenge, players must park all cars in their assigned parking spots. But cars have to follow rules of the road—no double-parking and no parking in the driving lane! Every challenge gives a few clues as to the starting positions of cars, but only after arranging and re-arranging them can you find the one correct solution! Combining deduction, spatial reasoning, and logic skills, this 3D puzzler will require a little knowledge of road rules and a whole lot of thinking. Includes 60 challenges with a range of difficulties; game board serves as storage case.

Penguins on Ice Game (6-AD)

Keep all the penguins aloft in this fun strategy game. Each penguin piece is shaped like a pentomino and has a cute penguin attached, but just like the pieces change shape! Choose a challenge from the guide and pick the pieces with matching shapes, but keep in mind that you might have to slide parts of pieces left or right to get them to fit. This puts a really fun spin on the puzzle. Set includes 5 pieces, blue game board, booklet with 60 different challenges, and an elastic strap to hold everything together when not in use.

Quadrillion Game (2-AD)

Have you ever heard of a puzzle that doesn't require a puzzle booklet to solve? Well, you have now! This unique puzzler is made up of four separate magnetic grids which can be rotated and snapped together in any combination. The next step is to fit all 12 colorful puzzle pieces on the game board. No matter what configuration you choose for the gameboards, there is at least one way (if not many!) to fit the pieces on and solve the puzzle. Each sturdy magnetic grid also includes blank dots which serve as barriers to puzzle pieces, requiring players to work around them. A booklet with 60 challenges is included to help get you started, but once you're off, feel free to create custom puzzles to solve!

Roadblock Game (7-AD)

A bad guy has stolen a car, and he's getting away! Can you use all the police cars to catch him? Pick a challenge and place the buildings and bad guy according to the guide, then use the pentomino style pieces with attached police cruisers to block him in a way that makes escape impossible. I found this game to be a little tricky at first; not only do the pieces have to fit the open shapes on the board, but the movable cars also have to block the criminal in. Once I got the hang of it though, it was a really fun puzzle to solve! Set includes 4 building pieces, one red stolen car, 6 police car pieces, game board, booklet with 60 challenges as well as an elastic band to keep everything neatly stored.

Rush Hour Traffic Jam Logic Game (1-AD)

Traffic jams have been called a great many things - inconveniences, frustrations, and major aggravations, just to name a few. How about fun? Yes, fun! In this thinking skills puzzle, your goal is to move all the other vehicles from the congested formation to get yours home free. Different puzzle cards are included, along with a multitude of little brightly-colored cars and trucks in a sturdy gray street-like base. This game was the winner of awards from several groups in 1997, including Parents Magazine, Parent's Choice, and Mensa. Four skill levels - beginner, intermediate, advanced, and expert - make it more enjoyable for everyone, regardless of age. Now everyone can know the joy of bumper-to-bumper traffic, while trying your sequential thinking skills - not your patience!

Rush Hour Expansion Packs (3-AD)

Think you've mastered the original Rush Hour game? You might want to further test your skills against one of these all-original sets of puzzles! Each expansion pack features 40 new puzzles, ranging in skill level from intermediate to GrandMaster (where you may have to navigate two cars out of the jam)! A new vehicle is included with each set, but you must have a Rush Hour game to use these expansions.

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Rush Hour Jr. (1-3)
Rush Hour puzzles are wonderful for all ages, but once younger kids get through the beginning cards and a few harder, it can get too difficult for them. The solution to this puzzle? Rush Hour Jr! It has all the fun of the original, with minor changes. For example, their playing piece is an ice-cream truck they guide through the maze of fire trucks, police cars, and other vehicles. The game comes with 40 new junior challenge cards, and a bag to store the game in. A great travel toy. ~ Melissa
▲CHOKING HAZARD (1). Not <3yrs. 005257 ......................... 19.99 16.95

Rush Hour Shift Game (3-AD)
One of the best puzzle games ever made... now for two players! If you’re not excited about that sentence, it’s time to get excited! Rush Hour Shift converts the endlessly-puzzling, mind-boggling fun of Rush Hour into a head-to-head strategy game of offense, defense, wits, and a whole lot of tension. The board is made of three-shifting grids and created according to a game-setup of your choice from the booklet. Trucks and obstacle cars are set up symmetrically, with player’s respective “hero cars” beginning at each end of the board. Four cards are then distributed. “Move” cards allow players to move any combination of vehicles on the board a certain number of spaces, “Shift” cards can be used to slide one of the three grids, and “Move and Shift” cards allow a player to do both! The goal is simply to get your car off the other end of the board before your opponent does—but expect to be blocked at every turn as the ever-shifting board can be used to help one player and hinder the other. Even if it’s not possible to move your car further with a play, you just may be able to wreck your opponent’s strategy! ▲CHOKING HAZARD (1). Not <3yrs. 021560 ......................... 24.99 19.50

Swish Game (3-AD)
Improve your spatial IQ with this fun family game! The game consists of 60 transparent cards, each containing color images of a small round ball and hoop. A Swish is created by layering two or more cards so that every ball fits into a hoop of the same color. Mentally flip, rotate and stack the cards to make as many Swishes as you can. A drawstring storage bag is included. ~ Lisa 049512 ......................... 12.99 10.95

Sleeping Beauty Puzzle Game (PK-1)
071850 ......................... 29.99 26.95

¬Snow White Deluxe Puzzle Game (K-2)
Can you correctly arrange Snow White, the Evil Queen, and all seven dwarves! This adorable “game board” is shaped like the dwarves’ cottage and stands upright. Featuring four windows with shutters and a door, all that open, it comes with 48 puzzles to solve – 24 interior puzzles (worked while looking at the outside of the cottage) and 24 interior puzzles (flip it around so you’re facing inside the cottage.) Using the included puzzle book, you place some figures in their designated spots behind/in front of windows and door, and then you must determine where the remaining figures belong within the constraints of that particular puzzle. But be careful! Some figures can’t be placed in a certain color room, while some figures must always be placed together. Clues are given through a series of simple pictures and clearly explained in the puzzle book. Set includes puzzle board, seven dwarves, Snow White figure, witch/Evil Queen figure, puzzle and solutions booklet, and a beautiful hardcover picture book. Cottage and figures are all bright and well-made plastic pieces. – Laura 067836 ......................... 26.99 24.25

Smart Cookies (1-AD)
Disclaimers: You’re going to have a hard time keeping these playing pieces in the box. They’re almost guaranteed to run off to your children’s play kitchen! Okay, now that we got that out of the way, Smart Cookies is a special edition of the Meta-Forms game by the same manufacturer. Instead of attribute-block-like shapes, the primary-colored shapes in this game are cookies, with textured, lightly browned, soft plastic edges. Along with the nine cookies, you get a 9-square grid, instructions, and a book of challenges. Each challenge tells the player where to place specific cookies on the grid, and they must use logic and the basic rules (not repeating a color or shape in any row) to place the other cookies. We are big fans of this edition; Smart Cookies is sure to jump off the shelf (for play or puzzling) more frequently than the original!
000594 ......................... 24.95 19.95

Solitaire Chess (3-AD)
Condensing the most exciting part of chess into a puzzle game, Solitaire Chess gives you 10 pieces (a king, queen, and two knights, rooks, pawns, and bishops) and 40 challenges. Your goal is to have only one piece left, but there are some rules – you can only move in accordance with traditional chess rules, and you have to capture a piece with every move. Fast-paced and requiring an ample amount of forethought and carefulness, this game would be excellent for chess aficionados or logic puzzle lovers alike. ~ Mark 048325 ......................... 19.99 16.95

Tantrix the Game! (3-AD)
Tantrix the Game! is really a collection of five different games using 56 high-quality Tantrix tiles. Each tile contains three straight or curved lines of different colors. Games entail arranging tiles with matching edges in specific patterns. Each of the games has a unique flavor for varying numbers of players. Play Discovery Puzzles alone or as a group, attempting to complete one of 28 puzzles. (10 hours is the estimate to complete them all.) Tantrix Solitaire is 1-person game using 14 of the tiles. For a quick 10-minute game for up to 6 players, try Tantrix Gobble. Somewhat more challenging is Tantrix Strategy, about 30 minutes for 2 to 4 players. Rainbow Puzzles use only specific tiles for one of five challenges. Our reviewers found the product to be both relaxing and challenging – a game to suit your mood! ~ Bob 014179 ......................... 29.99 22.95

Temple Connection (2-AD)
Connect the temples (they look like little pagodas) by building roads and bridges using the puzzle pieces. 80 challenges, from easy to expert, are in a spiral bound booklet. Place the temples in the appropriate places on the game board, then use the correct road and bridge pieces to create a connecting path from one temple to the other. Honing skills of concentration, spatial reasoning, and problem solving, this game is sure to be a hit! 039118 ......................... 21.99 19.75

Temple Trap Game (2-AD)
Escape the maze of a labyrinth by strategically moving the pieces to reach the exit. Besides figuring out how to move pieces, the game has extra challenges such as not being able to move the piece your peg is on and the exit being on the second floor of the labyrinth. This game is compact and easy to take while on the go. With 60 challenges divided into four ability levels, this game will help develop logical thinking, strategic planning, and spatial perception. 052046 ......................... 14.99 13.50

Three Little Piggies Game (PK-AD)
Encourage critical thinking skills with this logic puzzle that grows with children. The rules are easy: choose your puzzle, orient the game board, and place the little pigs (and big bad wolf with the ‘night puzzles’) to match the pictured challenge. Place the 3 puzzle pieces on the game board so that the houses fit over the pigs, but not the wolf - he must stay outside! 48 puzzles increase in difficulty from Learner to Master. Solutions are provided. Includes hardcover, wordless picture book of the story. ~ Deanne
▲CHOKING HAZARD (1). Not <3yrs. 038893 ......................... 26.99 24.25

See page vi for key to Consumer Product Safety Improvement Act warning labels.
Walls & Warriors Game (8-AD)

The red knights from the opposing kingdom are coming to claim your castle, and it’s up to you to stop them! Choose one of the 80 challenges, place pieces according to the chart, then use the remaining castle wall pieces to wall your men in and theirs out. Set includes three red knights, three blue knights, five wall pieces, game board, and booklet. – Laura

△CHOKING HAZARD (1). Not <3yrs.

023214 ..........................21.99 19.75

WaveBreaker Game (3-AD)

This game takes logic play to a different level with a moving game board. Work your way through the sea of waves that changes as you play. There are 8 double-sided waves on the board. Arrange them as seen on your challenge card; then arrange your boats as well. Shift the waves side to side to make a path for your little red boat to get back to port. The idea is similar to that of Rush Hour. This game includes a 6" x 7" game board with sliding storage below, 8 reversible waves, 9 boats, 40 challenge cards with solutions (beginner, intermediate, advanced, expert), and instructions. A good travel game that will challenge your thinking and logic skills.

(1+ players)

031056 ..........................19.99 16.95

Mulitplier Logic Games

(See our (Not) Just For Fun Section for more Logic & Strategy Games!)

Color Cubed Strategy Game (K-AD)

Cubes go 2-dimensional! Each square-shaped card is divided into four smaller squares of varying colors. The first player selects a card to play in the middle. Then the next player plays a card by matching at least one of the squares to a color on the card already played. The more squares you match, the more points you score. Players continue until all 40 of the 3” cubed cards have been used, and then whoever has the highest score wins. 2-6 players; multiple game options included. Directions are in English, French, German and Spanish.

064391 ..........................12.99 9.95

Geometry Strategy Game (5-AD)

Geometry meets Chess meets Math; that’s the best way to describe this game of intense strategy. Each player begins with 10 geometric shapes, such as Cubes, Cones, Pyramids, etc. These pieces all have different traits associated with them: Volume, Area, and Flat Surfaces. These traits are ranked in order from top to bottom; higher-ranked pieces capture lower-ranked pieces. So while Squares may have the largest volume for their size, Cubes have the largest area, and the Dodecahedron has the most flat surfaces. However, the trait being used changes over the course of the game, meaning that a Cone (which has the most area but fewest flat surfaces) may drop down from Rank 1 (most powerful) to Rank 8 (least powerful) in the blink of an eye! Players also receive two “special” shapes: the Sphere and the Helix. The Helix trumps all other pieces. Players must get their (defenceless!) sphere to the center of the board to win the game. While the variety of pieces offers plenty of strategic options, the tides can turn in an instant! For 2-4 players.

045567 ..........................34.99 29.50

Rational Thinking Game (5-AD)

I had a set of cards similar to these, and I used them to get the day started in my classroom. This is a set of 50 cards, and each has some type of thinking puzzle. There may be a word puzzle, visual puzzle, letter puzzle, or number puzzle. This is something you can play by yourself or in a group. There are 10 rows of 5 cards each, and you can use them to jump start your day or just to exercise your brain. The cards measure 4” x 6”, have a playing card type of finish, and are written in both English and French. One puzzle example is a card that has 6 clouds shown with 6 letters on each cloud. Using one letter from each cloud, spell the names of 6 composers. Another gives a sequence of numbers – 1, 2, 3, 4, 6, 9, 13, 19 – what number comes next? Challenge your brain to think more clearly with these problem-solving puzzles.

027625 ..........................11.99 10.50

Robot Turtles (PK-4)

This is not your average board game. Yes, there are cute playing pieces, obstacles and rules, but everyone plays the game until the end AND learns programming fundamentals along the way! The game is played by 1-4 “Turtle Masters” who are trying to get their turtle to the matching jewel on the grid-like game board. In the most basic game play, the players lay out action cards for their turtle, and the parent (or older sibling) acts as “Turtle Mover” and acts out the turtle’s movement on the game board. As players get comfortable with the game, you can add “unlockables” to the game board – obstacles like ice walls, stone walls and crates. Turtles must work around each of these obstacles in a different way. As players advance, there are options for the ante, like having players lay out all of their action cards in a complete “program,” then moving the turtle across the board all at once and seeing if he ends at the jewel. Created by a computer programmer and dad, this is a unique way to show kids how programming works in a fun and visual way! For 2-5 players. – less

039506 ..........................24.99 19.50

Rubik’s Race Game (2-AD)

Another twist on the Rubik’s Cube, this two-player game is played on a flat playing surface with sliding color tiles. Nine mini cubes are contained in a scramble. Shake the scramble and then race your opponent to duplicate the pattern by sliding your tiles – be the first and you win! You’ll need to assemble the game before use, but from there it’s a race to the finish.

△CHOKING HAZARD (1). Not <3yrs.

065369 ..........................20.00 15.50

Stratos Spheres Game (2-AD)

If you’ve ever played Connect Four, consider this to be a 3-dimensional variant. The goal is to get four in a row of your color across any dimension, including diagonals. Beginning with a rounded gray block with six connections (imagine a six-sided die, where each face has a hole in it), players take turns placing six-sided yellow or blue connectors anywhere on the structure. The game starts out slowly: each player has many choices for connections but few pieces to make rows with. That quickly changes as the three-dimensional structure grows with an ever-increasing number of yellow and blue pieces. Suddenly, players find themselves with potential four-in-a-row connections in places they didn’t expect—but half of your energy has to go into blocking your opponent! This two-player game only lasts a few minutes, but will entice you to play over and over again as it stretches your 3D spatial planning skills to their limits.

015622 ..........................9.99 8.75