

Mind Challenge Game Sets!

Visit us on the web at
www.k5kaplan.com



1-800-334-2014

**This complete
problem-solving program is
fun & flexible,
and will increase the
logic & problem solving skills
of students at
all levels!**



The ThinkFun Game Club Sandwich Format

Introduction

(The Nutritious Top Slice of Bread)
Introduce the specific strategy and skill for the day and get players ready to play games!

Play Games

(The Yummy Sandwich Filling, Lots of Delicious Variety)
6 different ThinkFun games to play, with 4 challenge levels.

Reflection Time

(The Nutritious Bottom Slice of Bread)
Group discussions about problem solving & other reflection topics. A lively and fun way to end your Game Club session!

	Skills				
	Sequential Reasoning	Spatial Reasoning	Critical Thinking	Creative Thinking	Finding Multiple Solutions
Rush Hour®	x		x		
Cover Your Tracks™		x	x	x	x
Hot Spot™	x		x	x	x
Square by Square®		x	x		x
TipOver®	x		x		
Brick by Brick®		x	x	x	

The following game sets include complete program tools (see back for more details) and **4** of each of the games listed (unless otherwise noted), all packed neatly in a travel-friendly cardboard suitcase. All Mind Challenge sets have enough materials for 24 students to play simultaneously. The Rush Hour Extravaganza includes enough for 16 players at 4 stations.

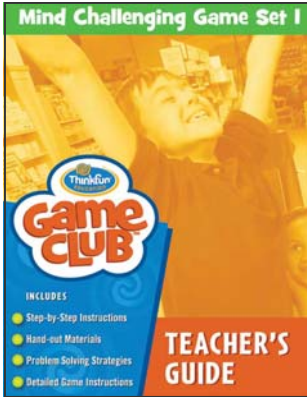
Item #	Grade Levels	Description	Games Included	Price
59-25464	Grades 3-8	Mind Challenge-Set 1	Cover Your Tracks™, Tipover®, Hot Spot™, Square by Square®, Brick by Brick®, Rush Hour®	\$359.95
59-25465	Grades 3-8	Mind Challenge-Set 2	Shape by Shape®, Pete's Pike™, River Crossing®, Hoppers®, Sudoku 5x5™, Treasure Quest™	\$359.95
59-25466	Grades K-2	Jr. Mind Challenge-Set 1	River Crossing Jr.®, Sudoku 4x4™, Rush Hour® Jr., Toot & Otto®*, Zingo®*, What's Gnu?™*	\$224.95
59-25467	Grades 1-8	Rush Hour Extravaganza	Safari Rush Hour®, Rush Hour® Jr., Railroad Rush Hour®, Traffic Jam Rush Hour® PLUS Group activities!	\$319.95

*Toot & Otto® = Qty 2, Zingo® = Qty 1, What's Gnu™ = Qty 1

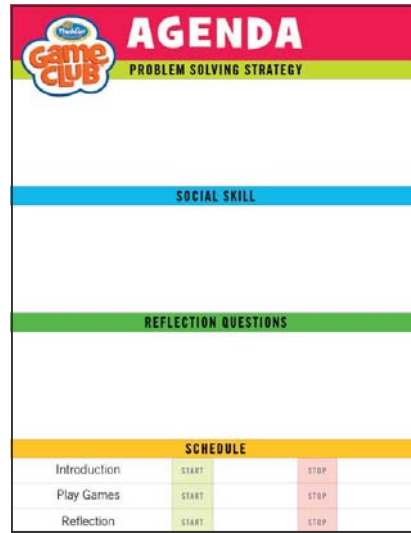
The Classroom Resource Kit is ideal for integrated classroom use. Kit includes program tools and **1** each of games listed.

59-25468	Grades 3-8	Classroom Resource Kit	Subtrax®, River Crossing®, Hoppers®, Tipover®, Brick by Brick®, Raging Rapids®, Shape by Shape®, Square by Square®, Railroad Rush Hour®, Rush Hour®, Safari Rush Hour®, Sudoku 5x5™	\$219.95
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Complete Program Tools!



- Complete Teacher's Guide**
- o Game Club Scope and Sequence
 - o Definitions of Thinking Vocabulary words
 - o "Looks Like/Sounds Like" Charts
 - o Higher Order Thinking Skills Matrix
 - o Step by Step "How To Run A Game Club" Checklist
 - o Room Setup Diagram
 - o Detailed "How to Play" Game Instructions
 - o Teacher Scripts



- Dry Erase Agenda Poster**
- o Use this to highlight the thinking vocabulary and behavior of the Day

- Individual Game Tracking Charts**
- o Players track their progress through each game's numbered challenges.



- Social Skills Poster**
- o Underscores appropriate game behavior

Problem-Solving Poster

- o Identifies 7 specific problem-solving strategies



Double Sided Tent Card

- o How to Play Game Instructions on one side
- o Clean Up Instructions on other side



ThinkFun™ Games

- o Nylon Game Bags to make storage a breeze
- o Handy ringed challenge cards ensure nothing gets misplaced or out of order.
- o Easy to learn, fun to play
- o Beginner to Expert challenge system for differentiated learning
- o Engage all types of learners, the entire range of weak to strong, at- risk, ESL, gifted, attention deficit, Non-verbal, non-reader, twice Exceptional...

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