GeniusKite

Thinking skills for kids in the age of AI

Kids' AI Thinking Puzzles and Activities in the Age of AI

Screen-Free AI Literacy That Feels Like Play

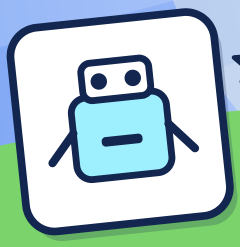
Ages 7-9
Grades 2-3















Pip

Kite





Fact-Check · Logic · Codes · Brain Games · Catch the AI Mistake

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents



Welcome to **GeniusKite Kids' AI Thinking Puzzles and Activities**. This screen-free AI literacy workbook is written for children in grades 2 and 3 (ages 7 to 9).

Kids practice fact-checking habits with true-or-false pages, "how do we know?" prompts, claim-spotting, logic puzzles, codes and brain games. Every section moves from a **Warm-up** to **Level up** to a **Challenge** where leveled.

On the **Catch the AI Mistake** pages, Bolt the robot shares confident "facts," and some are wrong. Children check each claim, fix mistakes and practice a useful habit: *check the answer, even when it sounds sure.* No chatbot login is needed — just a pencil.

This book is for practice and curiosity. It is not a test, not therapy and not a promise about grades or IQ. It simply builds careful checking skills for the age of AI.

Tips for using this book

- Try one Catch the AI Mistake page, then talk about a real claim you heard today.
- Ask "How do we know?" after a puzzle — the habit matters more than speed.
- Sit beside younger solvers; older kids can self-check with the Answer Key.
- Celebrate kind fixes, not "gotchas." Checking is a friendly skill.
- A few pages after school or on a weekend work well.

Have fun together!
The GeniusKite.com Team

FACT · WARM-UP

True or False?



Name: _____ **Warm-up** ☆ ☆ ☆

Mark T or F. Be ready to say why.

Activity 9 **Check Each Claim**

a. **Dogs are a kind of animal.** ○ T ○ F

b. **The moon is made of cheese.** ○ T ○ F

c. **Water freezes at 32°F (0°C).** ○ T ○ F

d. **A bicycle has three wheels.** ○ T ○ F



Pip's tip: If you are unsure, ask: how could we check?