GeniusKite

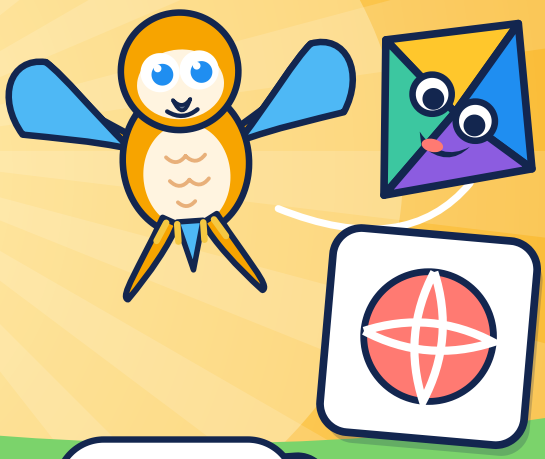
Thinking skills for kids in the age of AI

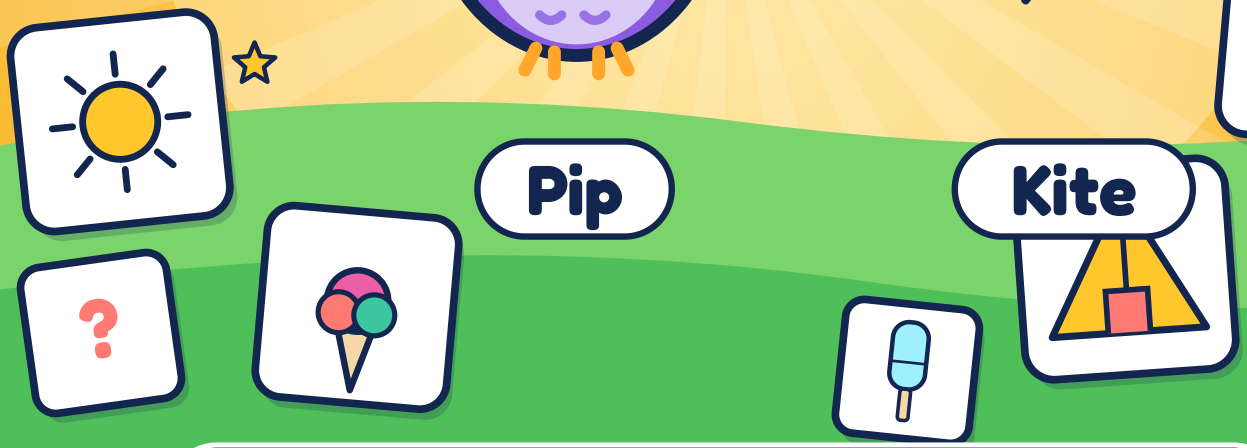
Kids' Summer Thinking Puzzles and Activities in the Age of AI

Screen-Free Summer Learning That Feels Like Play

Ages 7-9
Grades 2-3







Mazes · Logic · Codes · Brain Games · Catch the AI Mistake

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents



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

Inside you will find summer mazes, pool and beach logic, camp puzzles, word games, secret codes, keep-sharp math and brain games. Every section moves from a **Warm-up** to **Level up** to a **Challenge**.

Children today hear confident answers from AI helpers. On the **Catch the AI Mistake** pages, Bolt the robot shares summer "facts," and some are wrong. Kids check each claim, fix the mistakes and practice a useful habit: *check the answer, even when it sounds sure.*

This book is for practice and fun over the break. It is not a test and it does not replace outdoor play — it just keeps thinking skills warm between school years.

Tips for using this book

- Try a few pages in the morning or during quiet afternoon time.
- One or two pages at a stretch works well after swimming or camp.
- Rainy-day pages are perfect for porch or couch time.
- Check answers together from the Answer Key near the back.
- Talk about real summer plans after a puzzle page — picnic, pool, park or trip.

Have fun together!
The GeniusKite.com Team

Beach Bag Sort



Name: _____ **Warm-up** ☆ ☆ ☆

What goes in the beach bag?

Activity 15 **In or Out?**

Circle YES if it belongs in a beach bag. Circle NO if it does not.

a. **swimsuit** ○ YES ○ NO

b. **towel** ○ YES ○ NO

c. **snow shovel** ○ YES ○ NO

d. **sunscreen** ○ YES ○ NO

e. **leaf blower** ○ YES ○ NO

f. **flip-flops** ○ YES ○ NO

g. **goggles** ○ YES ○ NO

h. **fireplace log** ○ YES ○ NO

i. **snack** ○ YES ○ NO

j. **sofa** ○ YES ○ NO



Kite's tip: Ask: Would I need this at the pool or shore?