GeniusKite

Thinking skills for kids in the age of AI

Kids' Thinking Puzzles and Activities in the Age of AI

Fun Puzzles That Build Thinking Skills

Ages 17-18
Grade
12













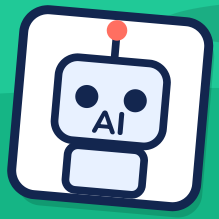

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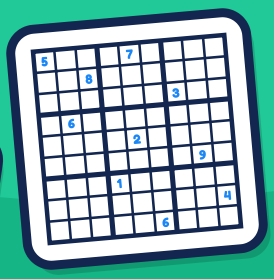


146 Logic, Probability, Cipher & AI Reasoning Puzzles

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents and Teachers



This book was written for students in **Grade 12** (about ages 17-18). Every puzzle is pitched at this one grade, and the difficulty climbs within each section from Warm-up to Challenge.

The puzzles practice careful reasoning: deduction, number sense, patterns, spatial thinking, language, and checking claims. The AI sections ask students to do what good thinkers do with any confident-sounding answer: test it step by step, look for the source, and explain what went wrong.

Nothing here requires a screen. A pencil, an eraser and some patience are enough.

Tips for using this book

- Let your student choose the section. Variety keeps things fresh.
- Encourage a quick estimate or guess before solving, then a check afterward.
- Use the answer key to discuss reasoning, not only to mark right or wrong.
- Short, regular sessions work well; ten or fifteen minutes is plenty.
- Celebrate effort on Challenge puzzles; getting stuck is part of the process.

Have fun thinking together!
The GeniusKite.com Team

Master Logic Grids

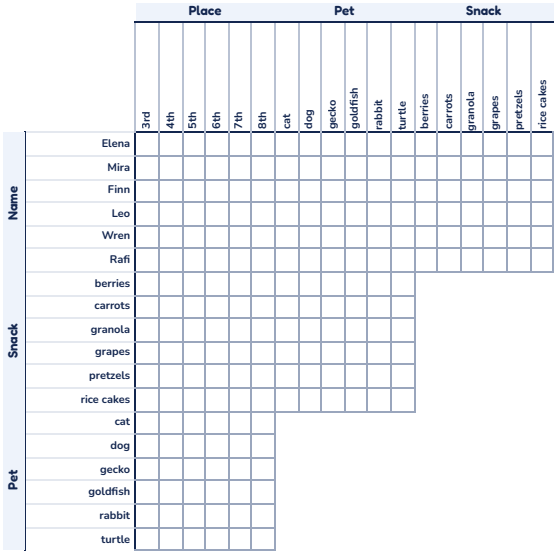
Name: _____ **Warm-up** ★ ☆ ☆

Use the clues to find who goes with what. Mark ✕ for no and ○ for yes in the grid.

#2 Chess Ladder

Club members finished a chess ladder. Each player has a different place, pet and snack.

1. The player who packed grapes does not have a gecko.
2. Wren did not finish 4th.
3. The player who packed berries finished behind the player who packed pretzels.
4. Rafi finished one place right behind the player with the goldfish.
5. Leo has a dog.
6. Leo finished behind Elena.
7. Finn does not have a goldfish.
8. The player who packed grapes finished ahead of the player with the cat.
9. Wren either has a turtle or has a goldfish.
10. The player with the gecko finished ahead of Leo.
11. Elena did not pack grapes.
12. The player with the dog finished ahead of the player with the rabbit.
13. The player who finished 3rd did not pack grapes.
14. The player who packed granola finished behind the player who packed carrots.
15. The player who packed rice cakes finished behind the player who packed berries.
16. The player with the gecko did not pack carrots.
17. The player with the rabbit either packed berries or packed pretzels.
18. The player with the cat finished ahead of Leo.



Name	Place	Pet	Snack
Elena			
Mira			
Finn			
Leo			
Wren			
Rafi			

Kite's tip: Each time you find a YES, X out the rest of its row and column in that block.