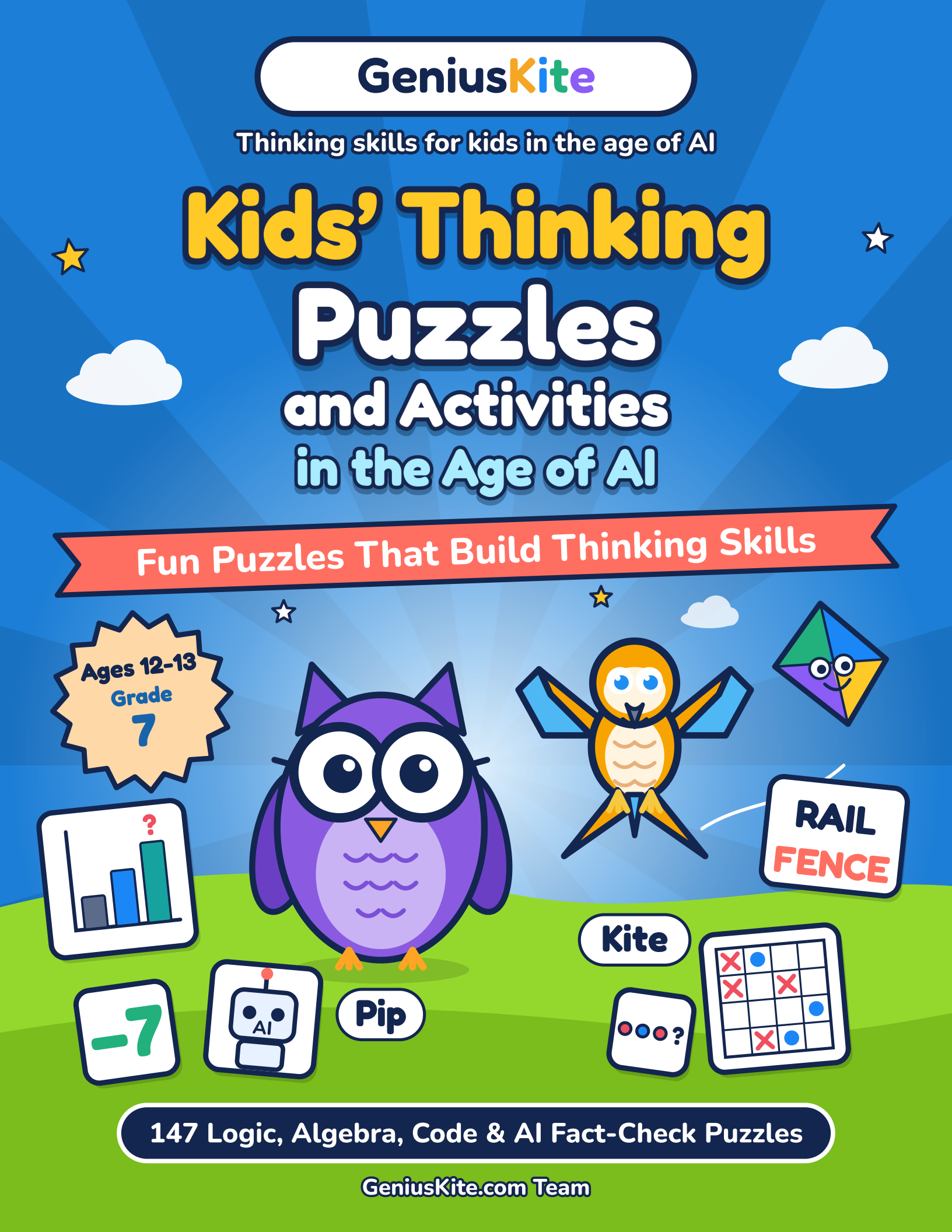
GeniusKite

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



147 Logic, Algebra, Code & AI Fact-Check Puzzles

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents and Teachers



This book was written for students in **Grade 7** (about ages 12-13). 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

Order & Deduction Grids

Name: _____ **Warm-up** ★ ☆ ☆

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

#2 Maker Fair

Friends showed projects at the Maker Fair. Each maker has a different project, color and time.

1. Kofi either wore a orange jacket or wore a white jacket.
2. The maker who built the robot arm arrived at 4:00.
3. The maker who built the weather station arrived earlier than the maker in the white jacket.
4. The maker in the green jacket did not build the weather station.
5. Lila either built the circuit game or built the robot arm.
6. Lila did not build the robot arm.
7. Diego did not build the water filter.
8. The maker in the white jacket arrived earlier than the maker in the black jacket.
9. The maker in the black jacket arrived earlier than the maker who built the circuit game.
10. Diego arrived earlier than Gus.

		Project				Color				Time			
		circuit game	robot arm	water filter	weather station	black	green	orange	white	3:30	3:45	4:00	4:15
Name	Kofi												
	Lila												
	Gus												
	Diego												
Time	3:30												
	3:45												
	4:00												
	4:15												
Color	black												
	green												
	orange												
	white												

Name	Project	Color	Time
Kofi			
Lila			
Gus			
Diego			

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