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 13-14
Grade
8



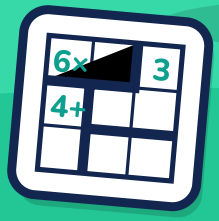






QJX
???

Kite



Pip

a^2+b^2

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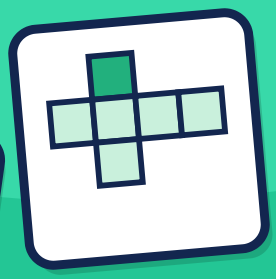

154 Logic, Chance, Cipher & AI Fact-Check Puzzles

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents and Teachers



This book was written for students in **Grade 8** (about ages 13-14). 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

Logic Grids

Name: _____ **Warm-up** ★ ☆ ☆

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

#2 Game Night Tables

Players shared tables at a family game night. Each player has a different time and game.

1. Kofi either played chess or played mancala.
2. The player who arrived at 3:45 did not play cribbage.
3. Carmen either played checkers or played mancala.
4. The player who played go did not arrive at 4:15.
5. Kofi arrived exactly 15 minutes after Carmen.
6. Omar arrived earlier than the player who played cribbage.
7. The player who played checkers arrived earlier than Carmen.
8. The player who played checkers either arrived at 3:30 or arrived at 4:30.
9. Carmen did not arrive at 4:15.
10. Eden arrived exactly 15 minutes after Omar.

		Time					Game				
		3:30	3:45	4:00	4:15	4:30	checkers	chess	cribbage	go	mancala
Name	Eden										
	Omar										
	Carmen										
	Kofi										
	Cyrus										
Game	checkers										
	chess										
	cribbage										
	go										
	mancala										

Name	Time	Game
Eden		
Omar		
Carmen		
Kofi		
Cyrus		

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