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 7-9
Grades 2-3



A=1
B=2

?

7

150 Puzzles: Logic, Codes, Sudoku, Mazes & More

GeniusKite Team

Logic Grids

Name: _____

Warm-up ★☆☆

Read the clues. Use the grid to keep track: X means “no,” ✓ means “yes.” Then write the answers in the chart.

Puzzle 2 **Who Has What?**

Three kids each picked a different snack. Who picked which snack?

1. Leo picked grapes.
2. Sam did not pick pretzels.

Answer chart

Kid	Snack
Leo	
Zoe	
Sam	

	apples	grapes	pretzels
Leo			
Zoe			
Sam			

Pip's tip: Put an X in a box when a clue says “not.” Put a ✓ when you are sure. Each row and column gets exactly one ✓.

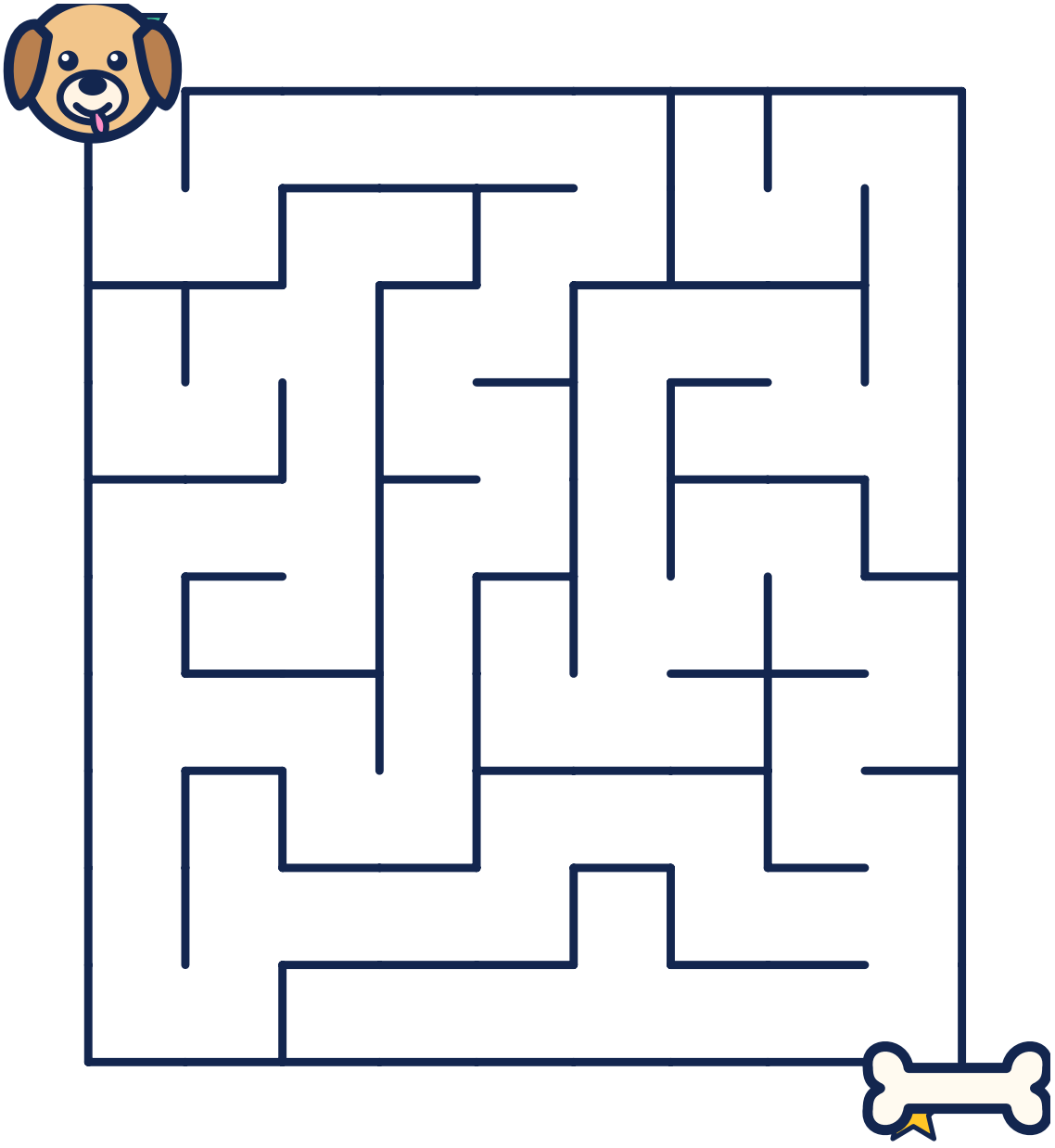
Mazes

Name: _____

Warm-up ★☆☆

Puzzle 44 Maze

Help the dog find its bone.



Pip's tip: Trace with your finger first. If you hit a dead end, go back to the last place you had a choice.