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 14-18
Grades 9-12







KEY
VIGENÈRE





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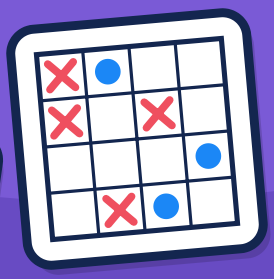


107 Logic, Probability, Code & AI Fact-Check Puzzles

GeniusKite Team

SECTION 1 · WARM-UP

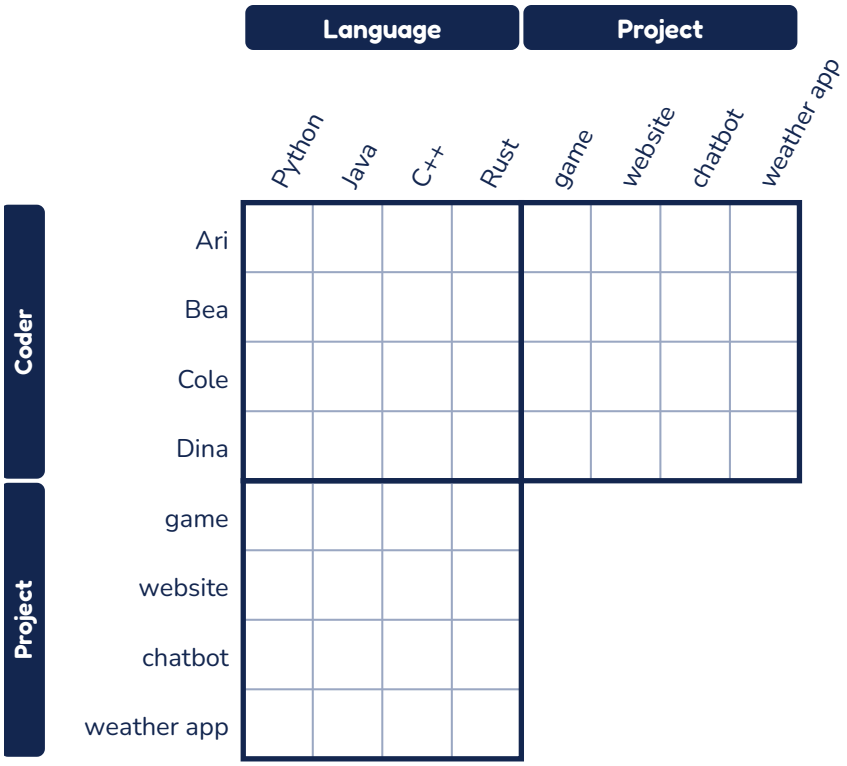
Logic Grids

Name _____ Date _____ Time taken _____

#1 Coding Club

Warm-up ◆◇◇

Four members of the coding club each use a different language for a different project. Each coder matches exactly one item in every category. Mark ✗ for "no" and ● for "yes" in the grid.



Clues

1. Dina codes in Python.
2. Cole codes in Rust.
3. Of Cole and Bea, one is building the chatbot and the other is building the game.
4. Of the coder who uses C++ and the coder who uses Python, one is building the weather app and the other is building the website.
5. Of the coder who uses Python and the coder who uses Rust, one is building the chatbot and the other is building the weather app.

Final answer

Coder	Language	Project
Ari		
Bea		
Cole		
Dina		

SECTION 3 · CHALLENGE

Knights, Knaves & Deduction



Name _____ Date _____ Time taken _____

#30 Fork in the Road

Core ♦♦◇

Two doors: one leads out, one doesn't. Two guards stand there. One always tells the truth and one always lies, but you don't know which is which. You may ask **one** guard **one** yes-or-which question.

Write a question that lets you find the way out for sure, and say what you would do with the answer.

#31 Lion and Unicorn

Challenge ♦♦♦

The Lion lies on Mondays, Tuesdays and Wednesdays and tells the truth on the other days. The Unicorn lies on Thursdays, Fridays and Saturdays and tells the truth on the other days. One day they both say:

> "Yesterday was one of my lying days."

Today is _____