GeniusKite

Thinking skills for kids in the age of AI

Kids' Travel Puzzles and Activities in the Age of AI

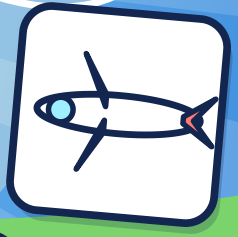
Screen-Free Fun for the Road, Plane or Waiting Room

Ages 7-9
Grades 2-3











Pip

Kite









Mazes · Packing Logic · Codes · Road Trips · Catch the AI Mistake

GeniusKite.com Team

FOR GROWN-UPS

A Note for Parents



Welcome to **GeniusKite Kids' Travel Puzzles and Activities**. This book is a screen-free companion for car rides, flights, trains and waiting rooms. It is written for children in grades 2 and 3 (ages 7 to 9).

Inside you will find road-trip mazes, packing logic, license-plate puzzles, airport games, word searches, secret codes, scavenger hunts and brain games. Every section moves from a **Warm-up** to **Level up** to a **Challenge**.

Children today hear confident answers from AI helpers. On the **Catch the AI Mistake** pages, Bolt the robot shares travel "facts," and some are wrong. Kids check each claim, fix the mistakes and practice a useful habit: *check the answer, even when it sounds sure.*

This book is for practice and fun on the go. It is not a test and it does not replace outdoor exploring — it just makes the ride more interesting.

Tips for using this book

- Keep a pencil (and a spare) in the seat pocket or backpack.
- One or two pages at a stretch works well on a moving vehicle.
- Scavenger-hunt pages can be reused on different trips — photocopy or reprint if you like.
- Check answers together from the Answer Key near the back.
- Talk about real maps and signs you see on the trip after a puzzle page.

Have fun together!
The GeniusKite.com Team

PLATES · WARM-UP

Plate Talk



Name: _____ **Warm-up** ☆ ☆ ☆

License plates often hide words and phrases. Crack each one.

Activity 9 **Decode the Plates**

Read each plate like a puzzle. Write what it means.

FUN2GO ____	C U L8R ____
GR8TRIP ____	B THERE ____
2FAST4U ____	ILUVNY ____



Kite's tip: Say the plate out loud. Numbers often stand for words that sound the same.