

For Ages
8-12

Perfectly LOGICAL!

CHALLENGING FUN **BRAIN TEASERS**
AND **LOGIC PUZZLES** FOR SMART KIDS



JENN LARSON

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INTRODUCTION

Ever since I was little, I've enjoyed solving puzzles and brain teasers. I love the satisfaction you get when you start with a blank puzzle, ready to be solved, and end up with a completed crossword puzzle or a tough Sudoku! Now, as a teacher for more than 20 years, logic puzzles and brain teasers still capture my attention. They're a great way for kids to exercise their brains while having fun!

In fact, logic puzzles and brain teasers provide so many benefits:

- Improve problem-solving skills
- Strengthen visual-spatial reasoning
- Enhance memory and processing speed
- Increase abstract thinking skills
- Improve concentration and attention span
- Lift mood, lower stress and anxiety
- Help develop patience and determination
- Increase self-confidence and provide a sense of accomplishment

In this book, you'll find a wide variety of fun logic puzzles and brain teasers: pattern recognition, analogies, code breakers, logic grid puzzles, crossword puzzles, rebus puzzles, Sudoku and Mathdoku, cryptograms, matchstick puzzles, and odd one out.

Each type of puzzle or brain teaser targets a slightly different set of reasoning skills, helping the problem solver become a well-rounded logical thinker! Some puzzles focus on images and patterns, some puzzles focus on math concepts, while other puzzles focus on vocabulary and connections between words. Regardless of the type, it's my hope that these puzzles will not only exercise the brain, but provide lots of fun for the problem solver!

Each chapter consists of nine puzzles that start out simple but become more challenging as the chapter moves along. The last puzzle in each chapter is called a Brain Bender. This is the most challenging puzzle and may have additional hints included.

The answers to the puzzles can be found at the back of the book. Keep in mind that for some of the more creative puzzles it is impossible to list every alternative answer. If the problem solver thinks outside of the box, he/she may think of additional answers that are equally correct and should be accepted.

There are a number of ways to use this book. Problem solvers can work chapter to chapter from start to end without stopping! Some kids may want to do all the simpler puzzles from each chapter first, saving the medium and more difficult puzzles for later. Another alternative is to skip around and complete any puzzle. There really is no right or wrong way to use the book! The most important thing is for kids to have fun, while using logical reasoning.

HOW TO USE THIS BOOK: FOR PARENTS AND TEACHERS

Logical thinking weighs important facts and ideas in a sequential way to create conclusions. This type of thinking is a critical component of math reasoning but is helpful in all areas. The good news is that logical thinking is not static and may be improved with practice! Using logic puzzles and brain teasers helps learners think sequentially and develop and test hypotheses to improve their logical thinking skills. Each chapter provides different learning experiences and may be used in a number of ways. In the classroom, the puzzles may be used for early finishers, enrichment, and literacy or math centers. Parents or homeschool teachers may also use the puzzles for enrichment, as part of a language or math curriculum, or for travel. The best part of these logic puzzles and brain teasers is that they provide beneficial brain exercise in a fun way that doesn't feel like work!

CHAPTER 1: PATTERNS AT PLAY (Pattern Recognition)

This chapter includes patterns using shapes, numbers, and matrices. The ability to recognize patterns and extend them is important not only for mathematical thinking, but also for music, art, science, and literature. Identifying patterns is beneficial as it activates both sides of the brain. This type of puzzle encourages problem solvers to understand the relationships between objects and test hypotheses to make generalizations.

CHAPTER 2: FOLLOW THAT ANALOGY (Analogies)

A variety of analogy types are presented in this chapter, from words to shapes and math analogies. By analyzing language and numerical relationships, problem solvers build connections between old and new learning. This careful analysis of how things are related is a learning strategy that extends to all subjects. An added benefit of practicing analogies is that they often appear on many assessments and ability tests.

CHAPTER 3: MISSION CODE BREAKERS (Shapes and Pictures)

This chapter is filled with different code breakers that help with deductive reasoning practice. These brain teasers require the problem solver to organize information that may seem unrelated, and to form and test hypotheses. Knowledge of language, vocabulary, and spelling also plays a part in the successful completion of the puzzles.

CHAPTER 4: SIMPLY LOGICAL (Logic Grid Puzzles)

The logic puzzles in this chapter range from a single grid to multiple grids. This type of mental exercise activates the vertical thinking, analytical left side of the brain. Learning to use a step-by-step method is a beneficial strategy. Although logic puzzles may seem more like a mental exercise than a mathematical one, these puzzles demonstrate both functions and relations, which are key mathematical concepts.

CHAPTER 5: CROSSWORDS TO CONSIDER (Crossword Puzzles)

This chapter offers a variety of crossword puzzles with high-interest topics. Crossword puzzles provide valuable spelling practice and allow learners to differentiate between similar words. This type of puzzle helps students learn and reinforce vocabulary words, increasing their knowledge of language. Besides concrete language skills, crossword puzzles promote higher-level thinking strategies like making inferences and drawing conclusions.

CHAPTER 6: WHIMSICAL WORDS (Rebus Puzzles)

The rebus puzzles in this chapter use word position, symbols, and numbers to represent common phrases. Students combine visual clues with their knowledge of word patterns and language to decipher a puzzle's meaning. While the puzzles exercise both sides of the brain, they are particularly good at encouraging lateral thinking, which is thinking creatively or outside of the box.

CHAPTER 7: MINDFUL MATH (Sudoku and Mathdoku)

This chapter has Sudoku and Mathdoku puzzles which ask learners to identify number patterns and use critical thinking in order to solve the puzzles successfully. Using decision-making skills as well as logical deductions are an integral part of these types of games. Since problem solvers must play close attention to details, Sudoku and Mathdoku also result in improved concentration.

CHAPTER 8: CURIOUS CRYPTOGRAMS (Cryptograms)

The cryptograms in this chapter are kid-friendly but still challenging! Cryptograms are word puzzles with spaces for letters. Problem solvers have to decipher the code to figure out which letter matches which number using analytical thinking. This type of game activates the left side of the brain since knowledge of language and word patterns is required in order to complete the puzzles.

CHAPTER 9: MIND YOUR MATCHSTICKS (Matchstick Puzzles)

In this chapter, problem solvers must move matchsticks (or toothpicks, cotton swabs, or pieces of paper) to create new shapes or to correctly solve math problems. The puzzles are a good way to exercise different parts of the brain using careful observation, visual-spatial imagery, and abstract thinking. They also require trial and error and persistence to find solutions.

CHAPTER 10: ODD BIRDS (Odd One Out)

Odd one out puzzles present several different objects or groups of objects and ask which one does not belong. These visual discrimination puzzles encourage deductive reasoning. Problem solvers practice recognizing the common attributes of objects, creating rules for that information, and then generating a conclusion based on observations. The puzzles help improve visual perception skills used every day.

CHAPTER 1

PATTERNS AT PLAY

Whether it's a honeycomb, the bricks on a building, or rows of corn, you've probably noticed patterns in the world around you.

This chapter is all about patterns, and you'll find a variety of pattern puzzles to solve. Some have shapes, some have numbers, while others are on a matrix. As the chapter moves along, the puzzles will get more challenging!



SHAPE MYSTERIES

NAME: _____

Look at each pattern below. Which two shapes come next?



SHAPE FACT:

THE BERMUDA TRIANGLE IS AN AREA OF THE ATLANTIC OCEAN WHERE PLANES AND BOATS HAVE MYSTERIOUSLY DISAPPEARED! THE AREA COVERS 500,000 SQUARE MILES AND IS LOCATED BETWEEN FLORIDA, PUERTO RICO, AND BERMUDA.

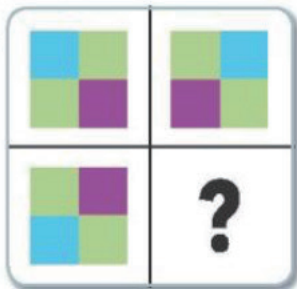


MATRIX MAGIC

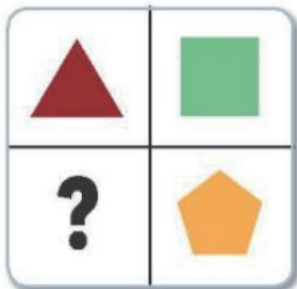
NAME: _____

A matrix is a grid with rows and columns. Look at the pattern in the matrix. Find the square that would best complete the matrix. Circle it.

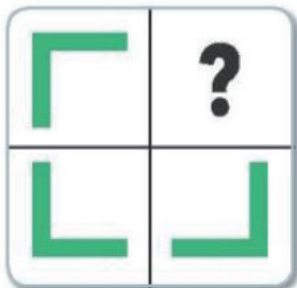
1.



2.



3.



MAGICIAN FACT:

HARRY HOUDINI WAS ONE OF THE MOST FAMOUS MAGICIANS OF ALL TIME! ONE OF HIS MOST POPULAR TRICKS WAS FIRST SEEN IN NEW YORK CITY IN 1918. IT WAS CALLED THE VANISHING ELEPHANT!



BUZZING ABOUT NUMBERS



NAME: _____

Look at each pattern below. Which two numbers come next?

1.

5	10	15	20	25	30	35	40		
---	----	----	----	----	----	----	----	--	--

2.

1	2	2	3	3	3	4	4		
---	---	---	---	---	---	---	---	--	--

3.

90	9	80	8	70	7	60	6		
----	---	----	---	----	---	----	---	--	--

4.

11	22	33	44	55	66	77	88		
----	----	----	----	----	----	----	----	--	--

5.

1	2	4	8	16	32	64	128		
---	---	---	---	----	----	----	-----	--	--

6.

3	4	6	9	13	18	24	31		
---	---	---	---	----	----	----	----	--	--

COPYCAT PATTERNS

NAME: _____

Look at the patterns made on the dots. Copy each pattern.



BIG CAT FACT:

WHAT'S AN EASY WAY TO TELL THE DIFFERENCE BETWEEN CHEETAHS AND LEOPARDS? CHEETAHS ARE COVERED IN LOTS OF SINGLE BLACK SPOTS, WHILE LEOPARDS HAVE SPOTS THAT ARE GROUPED TOGETHER CALLED ROSETTES!



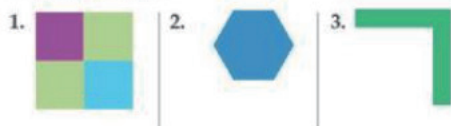
ANSWERS

PATTERNS AT PLAY

2 Shape Mysteries



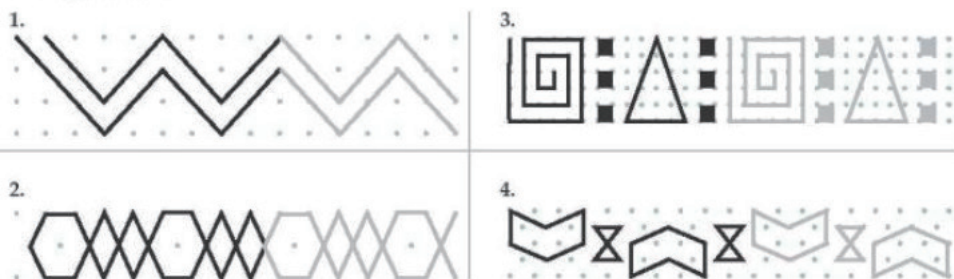
3 Matrix Magic



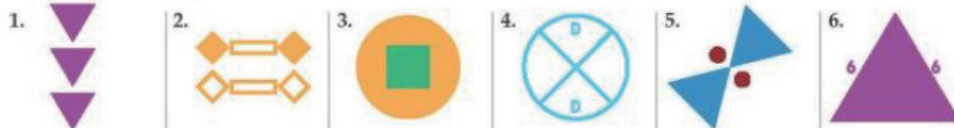
4 Buzzing About Numbers

1. 45	50
2. 4	4
3. 50	5
4. 99	110
5. 256	512
6. 39	48

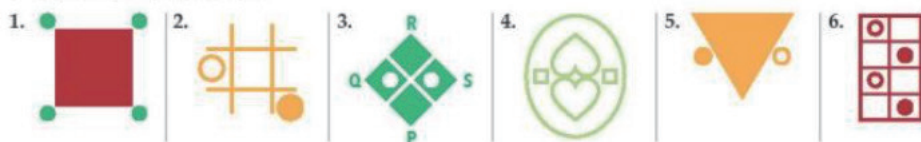
5 Copycat Patterns



6 Picture-Changing Patterns



7 Spot the Metamorphosis!



ANSWERS

PATTERNS AT PLAY CONT'D

8 Marvelous Matrices

1.



2.



3.



9 It's Matrix Time!

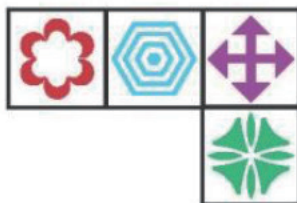
1.



2.



10 Brain Bender



FOLLOW THAT ANALOGY

12 Shape Up Analogies

1.



2.



3.



4.



5.



6.



7.



8.



13 Sports Analogies

1. baseball
2. heavy
3. umpire
4. one
5. wheels
6. court
7. zero
8. soccer/hockey
9. water
10. small/little
11. pool
12. long

14 Yummy Analogies

1.



2.



3.



4.



5.



6.



7.



8.



ANSWERS

FOLLOW THAT ANALOGY CONT'D

15 Animal Analogies

- kitten
- scales
- dog
- pack
- slow
- elephant
- nest
- jump/hop
- lungs
- spotted
- fly
- desert
- slither
- tiny/small
- sly

16 Fractions and Letters Fun!

1. L



3. II



5. KI

7. M
M
M

17 Analogies at Work!

1.



2.



3.



4.



5.



6.



7.



8.



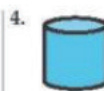
18 Mad About Math Analogies

- divide
- whole
- midnight
- 8
- 10
- length
- 100
- 360°
- 144
- 8
- 9
- 3D
- triangles
- 3, 5, 7, 9
- 6

19 Analogies in the Mix!

1. porcupine/
hedgehog/
echidna

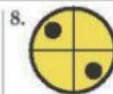
3. yard



5.

6. tornado/
hurricane

7. 1 gallon



20 Brain Bender

- C. snake : fangs
- A. tedious : monotonous
- C. furtive : tiptoe
- B. salmon : fish
- A. fascinating : boring
- C. Paris : Eiffel Tower
- B. content : ecstatic
- C. writer : author
- A. ebb : tide
- B. stars : sailors

ANSWERS

MISSION CODE BREAKERS

22 Morse Code Masterpieces

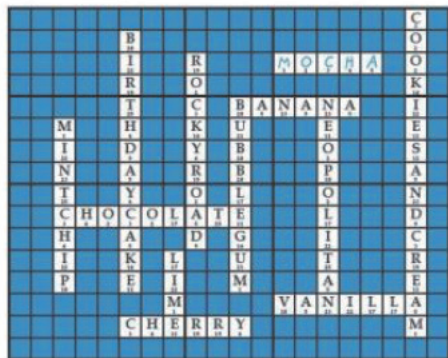
1. Mona Lisa

2. The Scream

3. Red Balloon

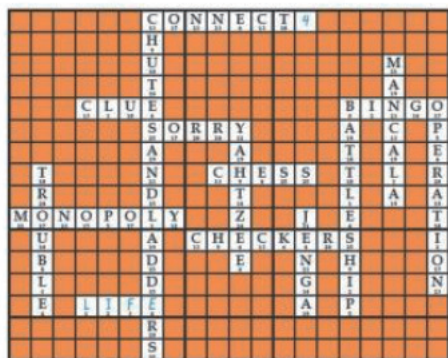
4. Composition VIII

23 I Scream, You Scream



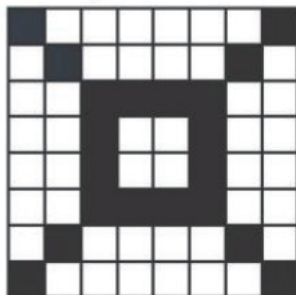
1	2	3	4	5	6	7	8	9	10	11	12	13
M	O	C	H	A	Y	Z	W	D	P	E	S	F
14	15	16	17	18	19	20	21	22	23	24	25	26
K	Q	G	L	V	R	B	U	I	N	X	T	J

25 Fun and Games



1	2	3	4	5	6	7	8	9	10	11	12	13
L	I	F	E	P	K	W	B	H	U	J	Y	C
14	15	16	17	18	19	20	21	22	23	24	25	26
G	D	X	O	T	A	R	M	V	N	Z	S	Q

24 Binary Code Pictures



26 Pigpen

1. DOLPHINS
2. WARTHOGS
3. JET ENGINE
4. DENMARK

27 Outer Space



1. 7 4 8
2. 3 2 9
3. 5 6 1
4. 8 3 7

1. C. SA
2. A. LY
3. A. HD
4. C. FJ
5. D. LRS

1	2	3	4	5	6	7	8	9	10	11	12	13
S	L	O	T	H	K	A	Y	F	W	N	D	J
14	15	16	17	18	19	20	21	22	23	24	25	26
E	U	P	B	Z	I	R	X	M	V	C	Q	G

32 Alien Landing

ding	azera	wolf	zibzy	var
8	O	X	X	X
9	X	X	X	O
10	X	X	O	X
11	X	O	X	X

	AZURA	MOLP	JELLY	VAR
PANGKAT	X	X	O	X
JELLY BEANS	X	O	X	X
PICKLES	X	X	X	O
CORN DOGS	O	X	X	X

name	HOT DOGS	CHIPS	FRUIT	DRINKS
MICHAEL	X	O	X	X
MARIELA	X	X	O	X
JORDAN	O	X	X	X
RYAN	X	X	X	O

	EXTRACTION	CAMOUFLAG	GRAB AND RUN	TOPICS
ANTONIA	X	X	X	O
ANTONIO	X	O	X	X
ANTONETTE	X	X	O	X
ANTONELLO	O	X	X	X

ANSWERS

SIMPLY LOGICAL CONT'D

34 At the Donut Shop

	WHOLE WHEAT	NEWFAT WHEAT	ORANGE JUICE	BUT COCOA	GLAZED FROST	JELLY FILLED	MAPLE RAB	APPLE FROSTER
JACKSON	X	X	O	X	X	O	X	X
MIA	X	O	X	X	X	X	O	X
ANDREW	O	X	X	X	O	X	X	X
LEE	X	X	X	O	X	X	X	O
GLAZED FROST	O	X	X	X				
JELLY FILLED	X	X	O	X				
MAPLE RAB	X	O	X	X				
APPLE FROSTER	X	X	X	O				

35 Pirate Treasure

	GLASS TREASURE	MAP CAPTAIN	SHARP KNIFE	JELLY TREASURE	GOLD	NEWER	JEWELL	GOLD COIN
MARIA	X	X	O	X	X	O	X	X
WILLIAM	X	O	X	X	O	X	X	X
EMILY	O	X	X	X	X	X	O	X
CHARLES	X	X	X	O	X	X	X	O
WILL	X	O	X	X				
DAVID	X	X	O	X				
JENNIFER	O	X	X	X				
GOLD COIN	X	X	X	O				

36 Puppy Love

	PUP	BEAR	POHOLE	COCKER SPANIEL	BORDER COLLIE	PRINCE	CHOW DOG	TERRIER BALL	SQUIRREL PIZZA	BEAR
DADY	X	O	X	X	X	X	O	X	X	X
MICKEY	X	X	X	X	O	X	X	O	X	X
SADIE	O	X	X	X	X	X	X	X	X	O
OLIVER	X	X	X	O	X	O	X	X	X	X
LOLA	X	X	O	X	X	X	X	X	O	X
FRANKIE	X	X	X	O	X					
CHOW DOG	X	O	X	X	X					
TERRIER BALL	X	X	X	X	O					
SQUIRREL PIZZA	X	X	O	X	X					
BEAR	O	X	X	X	X					

37 Museum Day

	BLACK	GRAY	GREEN	PURPLE	RED	MURRAY	TRICK POOL	INSECTS	SHARK REIN	AFRICAN SHELLS
MIC	X	O	X	X	X	O	X	X	X	X
CLAIRE	X	X	O	X	X	X	X	X	O	X
EMILY	O	X	X	X	X	X	X	X	X	O
NOEL	X	X	X	X	O	X	O	X	X	X
AUDEN	X	X	X	O	X	X	X	O	X	X
MURRAY	X	O	X	X	X					
TRICK POOL	X	X	X	X	O					
INSECTS	X	X	X	O	X					
SHARK REIN	X	X	O	X	X					
AFRICAN SHELLS	O	X	X	X	X					

38 At the Carnival

	LOVE DONUT	COTTON CANDY	FUNNEL CAKE	BUT PRINCE	SHARK REIN	BEAR	PRINCE	SHARK REIN	SHARK REIN	SHARK REIN
MARIA	O	X	X	X	X	X	X	X	O	X
JANET	X	X	X	O	X	X	O	X	X	X
LOLA	X	O	X	X	X	X	X	X	X	O
MARIA	X	X	O	X	X	O	X	X	X	X
JANET	X	X	X	X	O	X	X	O	X	X
BEAR	X	X	O	X	X					
PRINCE	X	X	X	O	X					
SHARK REIN	X	X	X	X	O					
SHARK REIN	X	X	X	X	X					
SHARK REIN	X	O	X	X	X					

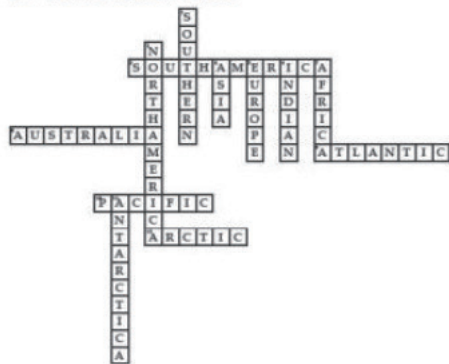
39 Tropical Fish

	\$2.00	\$4.00	\$6.00	\$8.00	\$10.00	ANGELFISH	SHARK REIN	SHARK REIN	SHARK REIN	SHARK REIN
JANET	X	X	O	X	X	X	X	X	O	X
MARIA	X	O	X	X	X	X	O	X	X	X
DAVID	X	X	X	O	X	O	X	X	X	X
LOLA	X	X	X	X	O	X	X	O	X	X
SHARK	O	X	X	X	X	X	X	X	X	O
ANGELFISH	X	X	X	O	X					
SHARK REIN	X	O	X	X	X					
SHARK	X	X	X	X	O					
SHARK	X	X	O	X	X					
SHARK	O	X	X	X	X					

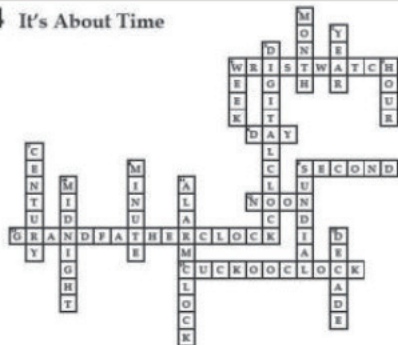
40 Brain Bender

[illegible]

42 Where in the World?



44 It's About Time



43 Coral Reef



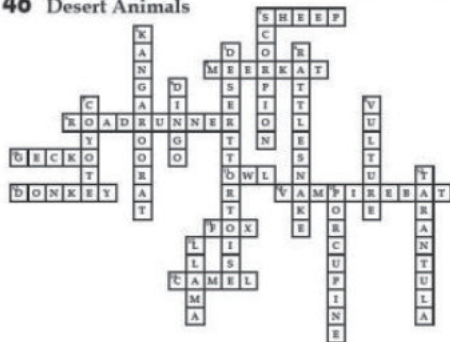
45 Fruity Fun



ANSWERS

CROSSWORDS TO CONSIDER CONT'D

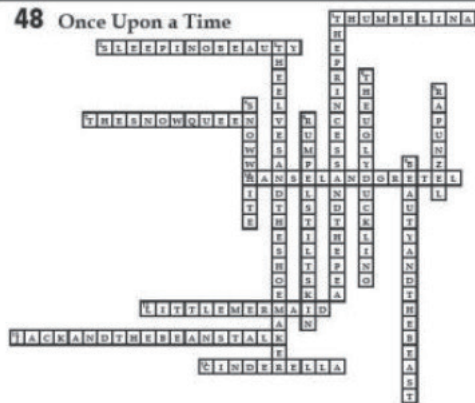
46 Desert Animals



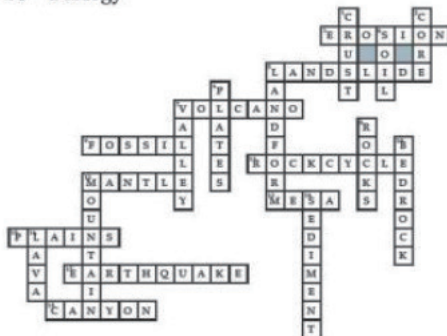
47 What's the Weather?



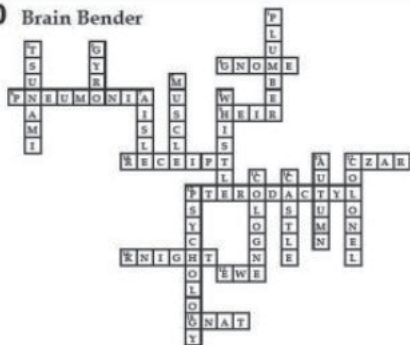
48 Once Upon a Time



49 Geology



50 Brain Bender



ANSWERS

WHIMSICAL WORDS

52 Dee-lish

1. pig in a blanket
2. cookies and milk
3. scrambled eggs
4. orange marmalade
5. banana split
6. pumpkin pie

53 It's a Zoo in Here!

1. little fish in a big pond
2. monkey around
3. the top dog
4. nine lives
5. a fat cat
6. a red herring (A clue meant to distract you)

54 Back to Nature

1. once in a blue moon
2. a line in the sand
3. up in the air
4. a storm in a teacup
5. a half moon
6. second nature

55 Let's Go!

1. big wheel
2. crossroads
3. broken down
4. two-way street
5. putting the cart before the horse
6. four-wheeler

56 Human Body

1. splitting hairs
2. tongue in cheek
3. thumbs up
4. head over heels
5. right under your nose
6. five senses

57 Cool School!

1. learn by heart
2. pass with flying colors
3. count noses
4. reading books back to back
5. one-on-one help
6. left brain and right brain

58 Idioms

1. once bitten twice shy
2. double-cross
3. two peas in a pod
4. six of one, half a dozen of the other
5. the last straw
6. between life and death

59 Get to Work

1. all in a day's work
2. keep your head above water
3. a balance of power
4. work around the clock
5. think outside the box
6. split decisions

60 Brain Bender

- | | | | | |
|---------------------|---------------------------|---------------------|-----------------------|-------------------------|
| 1. cut corners | 3. a gray area | 5. lickety split | 7. two left feet | 9. hot under the collar |
| 2. down to the wire | 4. a bull in a china shop | 6. turn upside down | 8. walking in circles | |

MINDFUL MATH

62 Sudoku: Llama

4	2	3	1
3	1	2	4
1	3	4	2
2	4	1	3

1	2	4	3
3	4	2	1
4	3	1	2
2	1	3	4

2	1	4	3
4	3	1	2
1	2	3	4
3	4	2	1

4	3	2	1
1	2	3	4
2	4	1	3
3	1	4	2

63 Mathdoku: Yo-Yo

2	3	4	1
4	1	3	2
3	2	1	4
1	4	2	3

2	4	1	3
4	3	2	1
1	2	3	4
3	1	4	2

2	4	3	1
1	2	4	3
4	3	1	2
3	1	2	4

1	2	4	3
2	1	3	4
4	3	2	1
3	4	1	2

ANSWERS

MINDFUL MATH CONT'D

64 Sudoku: Panda and Baby

6	1	5	4	3	2
3	4	2	5	6	1
2	6	1	3	4	5
5	3	4	2	1	6
1	2	3	6	5	4
4	5	6	1	2	3

3	2	1	4
4	1	3	2
1	4	2	3
2	3	4	1

65 Mathdoku: Spinning Tops

4	2	5	1	6	3
1	6	5	4	2	3
2	4	1	6	3	5
3	5	2	4	1	6
6	3	4	2	5	1
5	1	6	3	2	4

2	4	1	3
4	1	3	2
3	2	4	1
1	3	2	4

66 Sudoku: Giraffe

1	8	3	2	4	7	6	5
6	4	7	5	1	8	3	2
2	6	4	3	7	1	5	8
5	1	8	7	2	6	4	3
4	7	5	1	8	3	2	6
3	2	6	8	5	4	7	1
7	5	1	6	3	2	8	4
8	3	2	4	6	5	1	7

67 Mathdoku: Boomerang

4	8	3	2	6	7	1	5
2	6	1	7	5	4	8	3
7	3	8	1	2	5	4	6
6	2	5	3	8	1	7	4
8	1	2	4	3	6	5	7
1	5	7	6	4	2	3	8
3	4	6	5	7	8	2	1
5	7	4	8	1	3	6	2

68 Sudoku: Kangaroo

4	3	9	1	8	5	2	6	7
8	1	2	6	9	7	4	3	5
6	7	5	3	2	4	1	8	9
1	9	3	2	5	8	6	7	4
5	2	4	9	7	6	8	1	3
7	6	8	4	1	3	5	9	2
2	5	1	8	3	9	7	4	6
3	4	7	5	6	1	9	2	8
9	8	6	7	4	2	3	5	1

69 Mathdoku: Robot

3	9	2	4	7	5	8	6	1
4	8	1	6	5	2	9	3	7
7	3	6	5	2	9	1	4	8
8	7	3	2	4	1	6	5	9
9	2	8	1	3	6	4	7	5
1	6	5	8	9	4	7	2	3
2	1	4	3	8	7	5	9	6
6	5	7	9	1	3	2	8	4
5	4	9	7	6	8	3	1	2

70 Brain Bender

3	7	5	9	2	4	1	8	6
6	4	8	1	3	5	9	2	7
2	1	9	6	7	8	4	5	3
1	5	6	2	9	3	7	4	8
4	8	3	5	1	7	2	6	9
9	2	7	4	8	6	3	1	5
8	3	4	7	6	2	5	9	1
5	6	1	3	4	9	8	7	2
7	9	2	8	5	1	6	3	4

CURI_US CRYPT_GRAMS

72 Basketball Facts

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	1	14	20	8	2	15	9	21	16	3	10	22	17	11	23	4	18	12	24	5	19	25	13	6	26

BASKETBALL WAS INVENTED
1 7 12 3 8 24 1 7 10 10 25 7 12 21 17 19 8 17 24 8 20

DURING WINTER AS AN
20 5 18 21 17 15 25 21 17 24 8 18 7 12 7 17

INDOOR GAME
21 17 20 11 11 18 15 7 22 8

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
5	8	6	16	4	12	7	23	3	10	14	21	13	13	25	2	15	1	19	9	24	17	26	18	20	22

PEACH BASKETS WERE USED
3 4 5 6 23 8 5 19 14 4 9 19 26 4 1 4 24 19 4 18

AS THE FIRST BASKETBALL
5 19 9 23 4 12 3 1 19 9 8 5 19 14 4 9 8 5 21 21

HOOPS
23 25 25 7 19

ANSWERS

CURI-US CRYPT-GRAMS CONT'D

73 Aesop's Fables

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
10	16	24	2	9	17	23	1	8	11	3	19	12	4	25	22	13	21	14	5	20	7	15	26	6	19

DON'T COUNT YOUR

CHICKENS UNTIL

THEY'RE HATCHED.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	8	6	17	25	5	21	9	18	10	13	20	3	11	26	19	12	2	13	14	23	22	1	24	16	4

WHATEVER YOU DO,

DO WITH ALL YOUR

MIGHT.

74 Castles

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
6	15	1	24	7	23	14	2	22	8	13	21	3	9	12	18	20	4	5	11	10	25	16	17	19	26

THE FIRST CASTLES WERE

BUILT OF WOOD, BUT LATER

THEY USED STONE.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
2	6	12	18	5	4	11	17	10	19	13	8	16	20	1	25	15	21	3	7	22	26	23	24	9	14

CASTLES WERE OFTEN BUILT

ON THE TOP OF A HILL.

75 Dolphins

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
4	12	3	5	2	26	10	14	6	13	16	8	19	9	7	15	20	21	1	22	25	11	17	24	18	23

A DOLPHIN EATS ABOUT

THIRTY POUNDS OF FISH

EACH DAY.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
9	16	10	3	1	25	17	2	8	24	12	11	16	21	4	22	23	15	5	14	6	20	7	26	13	19

DOLPHINS ARE SOCIAL

ANIMALS, SO THEY LIVE AND

HUNT IN GROUPS.

76 Eiffel Tower

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	6	20	5	19	1	21	8	9	14	22	2	13	26	3	23	18	12	4	11	17	25	10	24	16	15

MORE THAN SEVEN MILLION

PEOPLE VISIT THIS FAMOUS

MONUMENT EACH YEAR.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
3	4	6	9	17	5	11	18	10	19	7	20	16	21	2	15	22	25	1	26	23	8	12	24	13	14

IT TOOK THREE HUNDRED

WORKERS ABOUT TWO YEARS

TO BUILD THE EIFFEL TOWER.

ANSWERS

CURI-US CRYPT-GRAMS CONT'D

77 Volcanoes

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	23	14	5	11	26	15	6	10	18	16	1	9	22	24	2	17	21	25	3	19	12	20	8	13	4

ERUPTIONS CAN SEND ASH
11 21 19 7 7 10 24 22 25 14 7 23 25 11 22 7 7 25 4

OVER SEVENTEEN MILES IN
24 13 11 21 25 11 13 11 22 3 11 11 22 9 10 7 11 25 10 22

THE AIR
3 6 11 7 18 21

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
8	16	5	22	4	25	15	3	9	17	19	10	14	18	1	24	11	2	13	21	7	20	6	23	12	26

MOST OF THE WORLD'S BIGGEST
14 7 13 21 1 25 21 3 4 6 7 10 22 13 16 9 15 15 4 13 21

ERUPTIONS HAPPEN IN
4 7 7 24 21 9 1 18 13 7 8 24 24 18 7 18

THE PACIFIC RING OF FIRE
21 3 4 24 8 5 9 25 3 5 7 9 18 15 1 25 25 7 7 4

78 Pizza

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	12	8	21	1	20	22	9	10	13	11	2	26	18	19	3	25	14	4	15	17	5	16	24	23	6

OVER FIVE BILLION PIZZAS
19 5 7 14 20 10 7 1 12 10 7 2 18 19 18 7 10 6 4 7 4

ARE SOLD WORLDWIDE EACH
7 14 7 4 19 7 21 16 19 14 7 21 16 18 21 1 1 7 8 8

YEAR
23 1 7 14

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
4	12	24	6	5	20	7	13	8	19	14	9	18	2	22	1	21	10	15	11	17	23	16	25	26	3

THE MOST POPULAR PIZZA
11 13 5 18 22 15 11 1 22 7 19 7 4 10 1 3 3 3 4

DELIVERY DAYS ARE HALLOWEEN
6 5 7 7 23 5 10 26 6 4 26 15 4 10 5 13 4 9 9 22 16 25 2 7

AND SUPER BOWL SUNDAY
4 7 6 15 17 1 5 10 12 22 16 7 15 17 2 6 4 26

79 Mount Everest

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
5	11	21	2	20	10	19	1	12	18	22	3	9	6	13	17	16	26	4	24	14	7	25	15	8	23

MORE THAN FOUR THOUSAND
9 13 26 26 24 1 5 6 10 13 14 26 24 13 14 4 5 6 7

HAVE SUCCESSFULLY CLIMBED
1 5 7 20 4 14 21 20 4 4 10 14 5 5 8 21 5 22 9 11 20 7

TO THE TOP OF THE MOUNTAIN
14 13 24 1 26 24 13 17 13 10 24 1 26 9 13 14 6 24 5 12 6

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
6	11	7	17	8	16	10	22	1	15	23	2	12	3	18	4	25	19	21	5	24	13	9	20	14	26

FROM THE SUMMIT, YOU CAN
16 19 16 12 5 21 8 24 24 12 11 5 14 18 24 7 6 3

SEE TIBET, INDIA, AND
21 8 8 5 1 11 8 5 1 3 17 1 6 6 3 17

NEPAL
3 8 4 6 7

80 Brain Bender

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
7	5	17	15	1	18	26	6	10	24	25	14	2	22	8	12	23	9	13	16	3	19	11	20	4	21

WASHING MACHINE CAR
11 7 13 6 10 22 26 7 7 17 6 10 22 1 17 7 9

TELEPHONE PAPER WHEEL
16 1 14 1 12 6 6 22 1 12 7 12 1 9 11 6 1 1 14

PRINTING PRESS COMPASS
12 9 10 22 16 10 22 26 12 9 1 13 13 17 8 2 17 7 13 13

LIGHTBULB COMPUTER
14 10 26 6 16 5 3 14 5 17 8 7 12 3 16 1 9

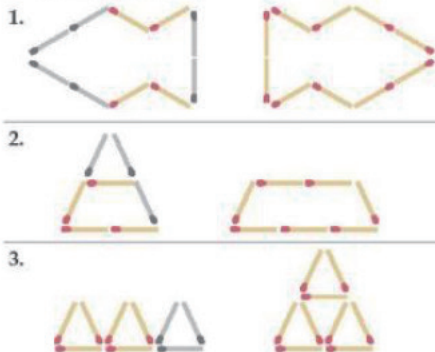
AIRPLANE TELESCOPE
7 10 9 12 14 7 22 1 16 1 14 1 13 17 8 12 1

AIR CONDITIONING PEN
7 10 9 17 8 22 13 10 16 10 8 22 10 22 26 11 1 22

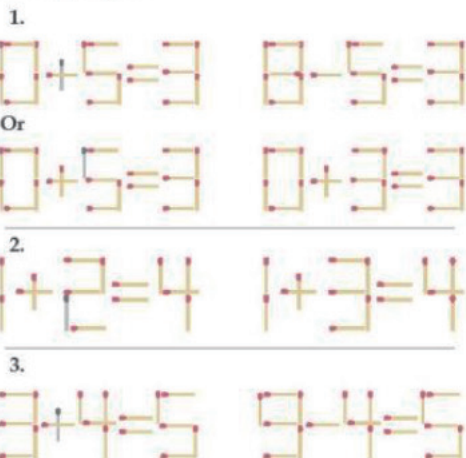
ANSWERS

MIND YOUR MATCHSTICKS

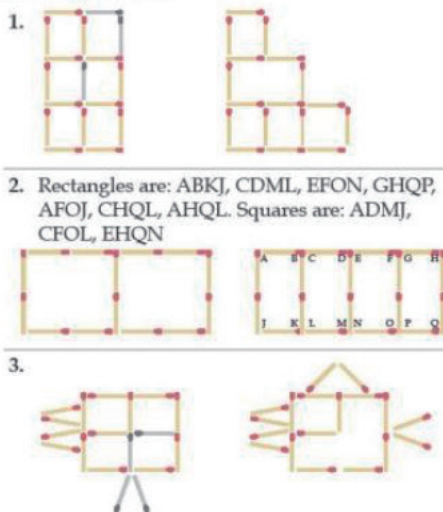
82 Something's Fishy



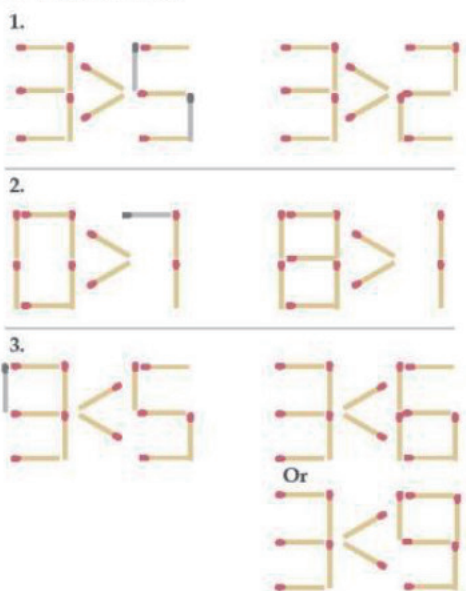
83 Eagle Eyes!



84 A Square Deal



85 Number Sleuth

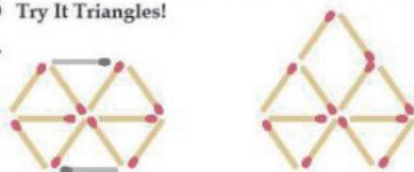


ANSWERS

MIND YOUR MATCHSTICKS CONT'D

86 Try It Triangles!

1.



2.



3.



88 Back to Square One!

1.



2.



3.



87 Whooo Can Solve These?

1.



2.



Or



3.



89 Number Scramble

1.



2.



3.



ANSWERS

MIND YOUR MATCHSTICKS CONT'D

90 Brain Bender

How many squares are there? 50

ODD BIRDS

92 Shaping Up!

1. D



2. C



3. C



4. B



93 A Dozen Differences

1. VYZ

2. 357

3. Crater

4. Dollar

5. .75

6. Thrilled

7. Rake

8. Trumpet

9. 336

10. 543

11. Sand

12. Clarinet

94 Seeing Spots!

1. C



2. E



3. C



4. A



95 Which One Is Different?

1. Robin

2. Fractions

3. 45

4. Crust

5. 5/4

6. Ounce

7. Pizza pan

8. Sculpture

9. 11

10. B

11. Shirt

12. Asia

96 Fair and Square

1. A



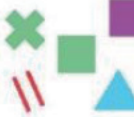
2. C



3. D



4. E



ANSWERS

ODD BIRDS CONT'D

97 Oddballs

- | | | | |
|------------|--------------|-----------|---------------|
| 1. Red fox | 4. Beethoven | 7. Mexico | 10. X |
| 2. Feet | 5. 3/7 | 8. Piano | 11. Badminton |
| 3. 7 | 6. Rain | 9. 3.5 | 12. Mountain |

98 All Lined Up!

1. C



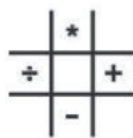
2. D



3. E



4. B



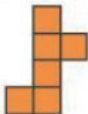
99 Square Pegs

- | | | | |
|-------------------|-------------|------------|-------------------|
| 1. Salamander | 4. Steel | 7. Fern | 10. Forty-fives |
| 2. Trapezoid | 5. Buddhism | 8. Matisse | 11. Tower of Pisa |
| 3. 16 oz. = 2 lb. | 6. Spider | 9. 789 | 12. Neutron star |

100 Brain Bender

First Row

2.



Second Row

- Mint
- Accountant
- Blouse
- Attempt
- Screwdriver

Third Row

2.

B	N	S
&	A	4
V	#	M

Fourth Row

- 11
- Mouse = 15
- 25 dollars
- 26
- 45317

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ABOUT THE AUTHOR

Jenn Larson graduated with a degree in Psychology but fell in love with teaching when she worked as a substitute teacher. She went back to college and earned her teaching credential and a Master's degree in Curriculum and Instruction.

Jenn has taught elementary students for over 20 years. Most of that time has been spent working with second, fourth, and fifth graders. Her philosophy of building strong relationships with students, creating a positive classroom climate, and making learning fun is a guiding influence on everything she does.

In addition to teaching, Jenn is the owner of The Teacher Next Door. She writes blog posts to share teaching activities and ideas with classroom teachers and homeschool parents. She also creates teaching resources on Teachers Pay Teachers that are not only time-saving for teachers, but also provide standards-based activities that students enjoy.

Family is important to Jenn and she has two kids, Erik (an analyst in the video game industry) and Courtney (a college student and future teacher), as well as a daughter-in-law, Colleen (an artist in the video game industry), and a boyfriend, Richard (a retired firefighter). She also has three rescue cats.

Jenn loves movies, spending time in nature (but sleeping in a hotel), snow skiing, and anything slightly daring, like zip lining and rappelling off bridges or into caverns.

To connect with Jenn, you can find her as The Teacher Next Door on Facebook, Instagram, Twitter, Pinterest, and her website (www.The-Teacher-Next-Door.com).





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JENN LARSON has taught elementary students for
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