

# Table of Contents

---

Introduction . . . . . 5  
 General Tips & Notes . . . . . 6

<b>Game #</b>	<b>Skill Area</b>	<b>Level(s)</b>	<b>Game Title . . . . . Page</b>
1	Patterning	1	Beads, Beads, Beads . . . . . 7
2	Comparing & Contrasting	1	Runs and Strikes . . . . . 11
3	Comparing & Contrasting	2	Brainiac . . . . . 14
4	Describing	1	Climb the Mountain! . . . . . 17
5	Describing	1 & 2	What Is It? . . . . . 21
6	Describing	1 & 2	Guess and Match . . . . . 27
7	Sequencing	1	Un-bee-lievable! . . . . . 30
8	Sequencing	1	Go Fish Concentration . . . . . 33
9	Sequencing	2	Collect Four . . . . . 36
10	Sequencing	2	Time Machine . . . . . 40
11	Categorizing	1	Category Call-Out 1 . . . . . 45
12	Categorizing	2	Category Call-Out 2 . . . . . 48
13	Categorical Exclusion	1	Name-It-Not Rally . . . . . 51
14	Categorical Exclusion	2	Take Off . . . . . 54
15	Identifying True/False Statements	1	Bananarama . . . . . 57
16	Identifying True/False Statements	2	Corner to Corner . . . . . 60
17	Answering Wh- Questions	1	Triple Crown . . . . . 64
18	Answering Wh- Questions	2	Roll to Win . . . . . 68
19	Asking Questions	1	Question Castle 1 . . . . . 71
20	Asking Questions	2	Question Castle 2 . . . . . 74
21	Idioms	1	Rubber Ducks . . . . . 76
22	Idioms	2	Add Em' Up! . . . . . 80
23	Predicting	1	Counting Sheep . . . . . 83
24	Predicting	2	One, Two, or Three . . . . . 87
25	Drawing Conclusions	1	Person, Place, or Thing? . . . . . 90
26	Drawing Conclusions	2	Here You Are! . . . . . 94
27	Identifying Facts & Opinions	1	Zookeeper . . . . . 98
28	Stating Facts & Opinions	2	Bull's-Eye . . . . . 102
29	Absurdities	1	Silly Sense . . . . . 105
30	Absurdities	2	Match and Win . . . . . 108

# Table of Contents , continued

---

<b>Game #</b>	<b>Skill Area</b>	<b>Level(s)</b>	<b>Game Title . . . . .</b>	<b>Page</b>
31	Analogies	1	Analogy Journey 1 . . . . .	111
32	Analogies	2	Analogy Journey 2 . . . . .	115
33	Giving Reasons	1	Left, Right, Center . . . . .	119
34	Giving Reasons	2	Cat and Mouse . . . . .	123
35	Giving Reasons	2	Chips Away . . . . .	127
36	Debating	2	Roll and Reason . . . . .	130
37	Cause & Effect	1	Pepperoni Pizza . . . . .	133
38	Cause & Effect	2	Shade to Win . . . . .	137
39	Role-Playing	2	On the Stage . . . . .	141
40	Using Logic	1	Riddle Busters . . . . .	145
41	Using Logic	1 & 2	Side-to-Side . . . . .	149
42	Using Logic	2	On A Roll . . . . .	153
43	Identifying Problems	1	Point the Way . . . . .	157
44	Identifying Problems	2	A-MAZE-ing Problems . . . . .	160
45	Brainstorming Solutions	1	Everybody Plays! . . . . .	164
46	Brainstorming Solutions	2	Chips Choice . . . . .	166
47	Identifying Resources	1	What Else? . . . . .	169
48	Identifying Resources	2	The Right Tools for the Job . .	172
49	Evaluating Solutions	1	Goal! . . . . .	176
50	Evaluating Solutions	2	Good, Bad, and Impossible . .	180
Answer Key . . . . .				182
References . . . . .				184