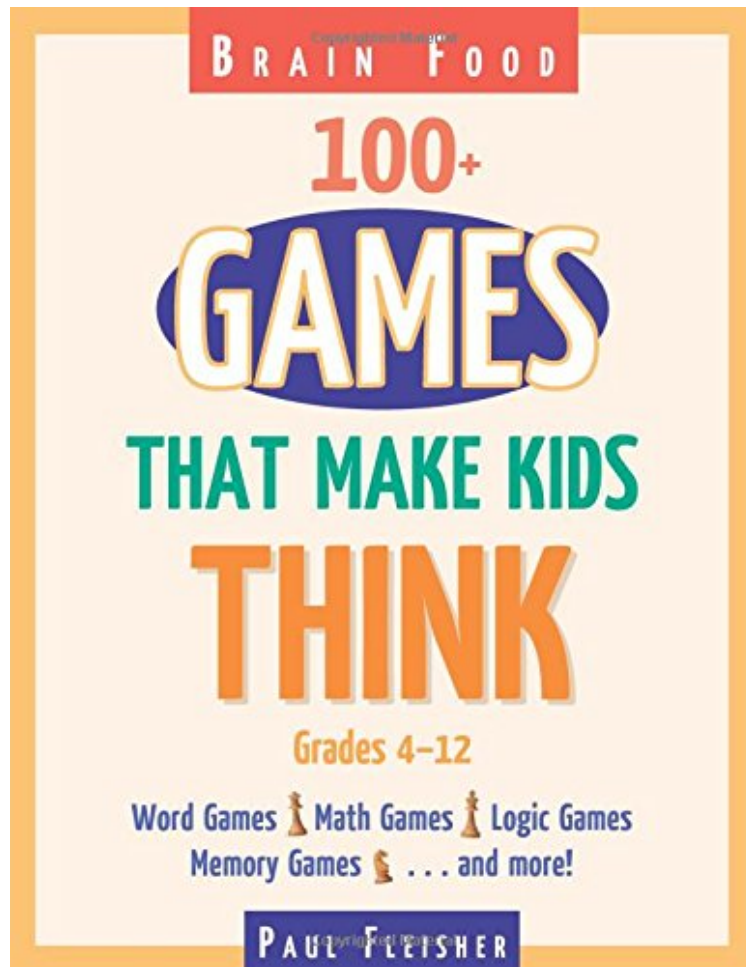


(Download) Brain Food: 100+ Games That Make Kids Think, Grades 4-12

## Brain Food: 100+ Games That Make Kids Think, Grades 4-12

*Paul Fleisher*

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**Paul Fleisher : Brain Food: 100+ Games That Make Kids Think, Grades 4-12** before purchasing it in order to gage whether or not it would be worth my time, and all praised Brain Food: 100+ Games That Make Kids Think, Grades 4-12:

1 of 1 people found the following review helpful. Brain Food for Kids and ParentsBy CustomerThis book contains strategy, alignment, blocking, chase, capture, checkers, chess, maze, math, logic, language arts, memory, and visual arts games. There are 118 total games from all over the world, including Korea, England, Japan, West Africa and plenty more. All of the games need at least 2 players and some need 4 or more to play. A few of the games need to be photocopied because writing on the game board is necessary, but most of the games can be played regardless of whether or not you leave the paper in the book or tear it out.We found it very interesting that many of the games were very similar to each other, but had slight variants pertaining to the country of origin.

Be the one to make a difference in your students' thinking! With more than 100 games to choose from, Brain Food is your one-stop source for exploring the fun in learning. This compilation is filled with new, as well as traditional, brain games, and most need little more than paper and pencil to get you started. Each game is classroom tested and tailored to encourage cooperation and teamwork, as well as deductive logic. The book includes word games, math games, logic games, memory games, and much more! One exciting aspect of this book is that it has a bit of an international flavor. It is filled with fun games from around the world that challenge and stimulate young minds. From the Japanese strategy game Hasami Shogi, to the traditional African game Wari, to the deductive game Witch Hunt, to the word challenge Wordbuilder, these mind-stretching tools encourage complex thinking skills. Games by their very nature require thinking. With Brain Food you'll get teaching tools such as Alphamazementa game of strategy that challenges both visual and verbal skills by having players connect letters of the alphabet in a zigzagging maze. Or, try the traditional Maori game Mu-Torere to enhance visual and mathematical skills.

About the Author Paul Fleisher, M.Ed., has taught elementary and middle school students in the Richmond, Virginia Public Schools' Programs for the Gifted since 1978. He has written more than two dozen books for young people and educators, including , the Webs of Life series, and Secrets of the Universe. Paul is active in civic organizations that work for peace and social justice. In 1999 he was awarded the Thomas Jefferson Medal for Outstanding Contributions to Natural Science Education.