

The Logic & Reasoning Course is designed to foster complex thought and reasoning through play. Students are taught various thinking models and encouraged to use metacognition as they make decisions and solve problems in the games. They learn the importance of asking questions, developing/executing a plan, recognizing patterns, thinking abstractly and using process of elimination. These imperative skills are then transferred to real life applications.

Game	Topic	Image
Battle Sheep	Distributing Risks & Balanced Investment	
Castle Logic	Analyzing Seen & Unseen Data	
Camelot	Pattern Recognition	
Da Vinci Code	Organizing & Analyzing Information	
Gobblet	Stop & Think Method in Decision Making	
Guess Who	Clear-cut Questions & Deduction	
Quoridor	Forward Planning & Decision Making	

Game	Topic	Image
------	-------	-------

Rush Hour

Trial & Error v. Question Method in Problem Solving



Safari

Crucial vs. Trivial



Set

Features & Visual Cues



Three Little Piggies

Spatial Intelligence



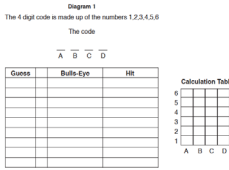
Zoologic

Problem Solving & Reasoning



Optional
Code Breaker

Process of Elimination & Abstract Thinking



Optional
Navi Plouf Battleship

Gathering Information through Questions

