



## Eureka!'s General Thinking Processing Chart

The brain is a complex bundle of neurons which hold memories and allows us to make many-layered connections between them. Different parts of the brain are tuned for different kinds of mental processes – language, creativity, logic thought, sequencing, music appreciation, physical dexterity, etc. All of these processes are strengthened through use, and can be exercised enjoyably with games and puzzles. The following chart highlights the connections between specific mental process and selected games.

<b>Thinking Categories</b>	<b>Types of thinking processes</b>	<b>Selected puzzles or games that can be played individually</b>	<b>Selected games for multiple players</b>
<b>Language</b>	Spelling, Sentence, Word Association, Storytelling	Word Finds, Crossword puzzles, Word problems, Mystery puzzles, Bananagrams	Scrabble, Once Upon a Time, Disorder, Unspeakable Words, Quiddler, Pass the Bomb, Bananagrams, Gloom
<b>Mathematics</b>	Number sense, arithmetic, abstract representation, sequencing, pattern recognition, grouping, probability, statistics	Graduated Puzzles (Rush Hour, River Crossing, Tip Over, Tridio, Animal Logic) 15 Puzzle, mechanical puzzles, sliding puzzles, Game of Chips, Set, Reflection, Equi	Prime Number, Pass-the-Pigs, Yahtzee, Equate, Smath, Perudo, Rumikub, Puzzle books, Labyrinth, Gloom, Guillotine, Poker, Wizard, Gobbler, Go, Abalone
<b>Spatial Ability</b>	Geometric thinking in 2D and 3D, visualization, geometric transformation, geographic thinking	Lonpos, Knoodle, Rolling block puzzles (Hedghog Escape, Say Cheese), Soma cubes, jigsaw puzzles, spatial puzzle books, pentominoes, tangram type puzzles, clicko series, maze puzzles, mechanical puzzles (packing puzzles, burr puzzles)	Blokus, Ricochet Robot, Reflection, Ubongo
<b>Memory</b>	Concentration, recall	Concentration, Perplexus, Rubiks Cube	Gobbler, Concentration, Trivia or fact based games, Sherlock, Pengalo, Magic Labyrinth
<b>Emotion</b>	Recognition, identification, understanding	Grimaces, Trading Faces	Grimaces, Trading Faces, PsychoBox
<b>Flexibility of Mind</b>	Reframing situations, understanding rule sets, data exploration, making and changing hypotheses	Mechanical puzzles, optical illusions, mystery puzzle books, lateral thinking problems, science experiments	Fluxx, Clue, storytelling games (Once Upon a Time, Gloom)
<b>Reasoning</b>	Logic skills, lateral thinking skills, assessment, judgment, strategic thinking	Graduated Puzzles (Metaforms, Zoologic, Animal Logic) Sudoku, Logic and lateral thinking puzzle problem books, mystery puzzle books	Go, Abalone, chess, checkers, backgammon, Mindtrap, Clue, Spy Ally, Scotland Yard, Mr. Jack