

MIGHTYMIND® CHALLENGER



lets a child explore and discover the fascinating way shapes go together to make delightful pictures and designs.

The patterns provide an extension of the stimulating designs your child had learned to build with MightyMind® and SuperMind basic sets. The patterns are arranged in alphabetical order, very carefully sequenced and programmed to present concepts of increasing difficulty with a minimum of frustration for a child.

Your child will require a set of MightyMind or SuperMind Design Tiles, as illustrated on the opposite page. You can create your own shapes as shown from heavy cardboard, vinyl, or foam sheets or you can purchase a set of unique MightyMind/SuperMind Design Tile sets (#44400). They are available from your MightyMind - Leisure Learning Products retailer.

Follow these simple steps:

- 1** Observe the 32 design tiles (or homemade shapes) and notice that they are divided into 6 basic geometric shapes, 4 colors, large and small sizes. The shapes are also proportional: 2 triangles = 1 diamond or rhombus; 4 small rhombi (diamonds) = 1 large rhombus (diamond); 2 small squares = 1 rectangle; 4 small squares = 1 large square; 2 semicircles = 1 large circle.
- 2** Using the unique MightyMind / SuperMind design tiles, a child has to perform 3 basic activities: **FIND – MANIPULATE – BUILD** to complete a picture. Each page has an outlined picture pattern, which should be completely covered by the shape tiles. Beginning with pattern “A”, a child selects tiles and places them over the printed diagram, staying within the bold lines. Having found and fitted the shapes correctly within the guidelines, the child should maneuver the other tiles to build the figure. Always stay within the guide lines.
- 3** A child will enjoy greater satisfaction and reward if the patterns are presented in alphabetical order. The solutions to each puzzle are provided on the back of the last design pattern card “Z”. More joy will be experienced by a child who uses these solutions to confirm a final achievement rather than using them as a building guide.
- 4** The pattern solutions presented may be completed using more design tiles than shown because a number of smaller tiles may be substituted for a larger tile of the same shape. For example, 2 triangles may be substituted for a single rhombus.
- 5** Many of the patterns require overlay construction. Shape tiles are placed upon other tiles to add dimension and enhance the finished picture. A “window” is provided adjacent to each pattern as a position reminder.
- 6** Be tolerant. Never push a child that may be having difficulty solving a particular problem. Discovery is part of the joy of learning. Be satisfied as long as the child shows an inclination to want to solve the problem. If you want to assist, provide only small parts of the solution. A child’s ability to analyze and discern how large forms are created from simple elements is an important step in developing the ability to reduce large problems into solvable parts.
- 7** Many children enjoy playing together and sharing the challenging experience of building these unique design patterns. You can obtain additional sets of colorful MightyMind/SuperMind design tiles and design patterns from your local retailer.

Please go to www.mightymindkids.com for the name and location of a convenient retailer. We would also appreciate receiving your comments and suggestions about our products.

Please write to us at: staff@mightymind.com



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