



Lift the storage tray and remove the package of design tiles. Replace the tray into the carton and follow the diagram to fill the tray with the set of 12 tiles.

We Care!

Our products have been subjected to rigorous testing and we apply the highest standards of quality control to assure your complete satisfaction. We have done everything possible to assure that our products exceed industry and government standards for child safety. We caution parents and teachers to exercise reasonable judgment with respect to children handling small parts, as some may have a tendency to place these in their mouths which could result in choking or strangulation.

THINKING KIDS ARE HAPPIER CHILDREN.



Welcome to our unique group of concerned parents and teachers who have discovered the MightyMind® group of skill-building activity toys. Our products are distributed in 26 countries around the world including England, France, Germany, Japan, Canada, China, etc...etc...

We hope that your child will enjoy endless hours of delightful fun playing with Mini MightyMind. As children play with Mini MightyMind, they learn important fundamental concepts that benefit them for the rest of their lives. Grateful parents and teachers have written to us, requesting more design patterns that would challenge their children to aspire to even greater accomplishments. We've responded! Please turn to the back page.

DAZZLE THE IMAGINATION OF ANY CHILD BY FOLLOWING THESE SIMPLE STEPS.

Lift the storage tray and remove the package of design tiles. Replace the tray into the carton and follow the diagram to fill the tray with the 12 design tiles.

1. Examine the set of 16 programmed activity cards to see that they are in correct numerical order.

2. BASIC BUILDING BLOCKS: Observe the 12 design tiles and notice that they are divided into only 2 basic geometric shapes and 4 colors. Teachers may wish to acquire additional sets of Mini MightyMind Design Tiles (#44500) so more children can play.

3. A child has to perform 3 basic activities: FIND - MATCH - BUILD. Each card has a light gray picture pattern. Cards 1 - 5 provide cartoon like balloons telling a child which shapes should be selected to cover the picture completely.

4. Beginning with card 1, a child should select the 2 blue semicircle tiles and place them over the blue semicircles printed on the card. This step verifies that the child has correctly selected the required tiles. Now, that the child has "found" and "matched" the shapes correctly, the child should maneuver the tiles to "build" the circle. The shapes must fit within the dark outline of the light gray picture without overlapping the lines.

5. Having successfully built the circle on card 1, the child should repeat the same procedures to construct the picture of the square on card 2. The cards should initially be followed in numerical order because they have been carefully sequenced and programmed to present concepts of increasing difficulty with a minimum of frustration for the child.

6. Mini MightyMind uses only 2 basic shapes which create multiple shape combinations when combined. This enables young children to more easily manipulate the shapes to gain a basic understanding of shape combinations.

7. Cards 4 - 5 continue to assist the child with size, color and shape selection, as forms are combined to create more complex designs.

8. Gradually, a child is given more freedom of choice to select the tiles to build each diagram. Card 6 allows a child to make color selection decisions.

9. A child who has successfully completed all of the pattern puzzles through card 16 has acquired all of the necessary skills to advance to Basic MightyMind or SuperMind.

10. Children who have completed the 16 patterns have developed the necessary basic spatial skills that can be expanded by playing with the 32 design tile combinations utilized in basic MightyMind or SuperMind.