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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. Products containing colored wood parts have been stained and wax finished with non-toxic colors which are water soluble and absolutely harmless to children. 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 SuperMind. As children play with SuperMind, they learn important fundamental concepts that benefit them for the rest of their lives. Gratified 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! Turn to back page.

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

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Children are amazed and intrigued by the idea that the vast universe as we know it, is composed of relatively few geometric forms that include circles, triangles, squares, rhombi, semi-circles, rectangles and other variations of these basic shapes. These elements, or building blocks combine in space in infinite ways to form our material world. The SuperMind and MightyMind activity sets show a child by examples, how simple forms can be combined to create whole new structures. 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.

1. PROGRAMMED PUZZLES:

The SuperMind® Design Book or pattern cards may be used with, or without a ring binding. Examine the set of 30 programmed puzzles. Confirm that they are in correct numerical order, 31 through 60. These patterns are the sequel to the beginner (1-30) preschool MightyMind® set.

2. BASIC BUILDING BLOCKS:

Observe the 32 design tiles and notice that they are divided into 6 basic geometric shapes, 4 colors, large and small sizes. Teachers may wish to acquire additional sets of tiles (#44400) so more children can play.

3. THE OBJECT IS TO COMPLETELY COVER EACH PICTURE WITH THE DESIGN TILES WHILE STAYING WITHIN THE GUIDELINES. A child develops a variety of essential skills by performing 3 basic activities: FIND - FIT - BUILD. Each numbered puzzle card has a picture pattern surrounded by a heavy line. A child should build each design puzzle in numerical order.

The designs have been carefully sequenced and programmed to present concepts of increasing difficulty with a minimum of frustration.

4. A child begins by observing a puzzle pattern, then visualizing a shape form that will fit over the pattern without exceeding, or going over the pattern's perimeter lines. Then the child finds a shape tile and matches it to the picture pattern to confirm that it fits within the outline. Then another shape is selected and combined with the previously selected shape to continue filling the pattern and staying within the outline of the picture. Once a child has "found" and "fit" the shapes together correctly, the child should maneuver the remaining tiles to "build" (fully cover) the complete puzzle picture. All of the shapes must fit within the dark outline of the picture without overlapping the lines.

5. Having successfully built the dancing figure, puzzle (31), a child should use the same procedure to build the picture of the "tennis player", puzzle (32).

6. When a child reaches pattern (35), the concept of "overlay" construction is introduced. The center of the "guitar" is added as an accent on top of the square that composes the instrument design. This concept is repeated on puzzles (51), (53), and (54).

7. Patterns (32), (34), (37) and (48), have special award values printed in a circle draped by a ribbon. Design pattern (32) can be built using 24 or fewer tiles. The "24" in the circle signifies that the child should be given special recognition for achieving completion of the design using the greatest number of tiles.

8. Many children enjoy playing and working together and sharing the challenging experiences of building SuperMind design patterns. Additional sets of SuperMind / MightyMind design tiles and design patterns are available at your local dealer. Please write to us for the name of a convenient retailer or go to the STORE LOCATOR button at www.mightymind.com. We would also appreciate receiving your comments and suggestions about our products.