



# BRAIN GAMES and THINKING SKILLS

## Suggested GridClub Activities

### Motivation

**1** To develop motivation and an eagerness to accept challenges we suggest any two player game on GridClub. These include: Make a Million (maths), KLIK - KLIK Ball and KLIK 2 – (English, French or Spanish), Spin 'n Groove (music) and Chess-Mate.

### Speed of response

**1** Spellbound: two activities – Spell Well and Beat the Bell - have incentives to respond under pressure of time with right answers

Link: [click here](#)

**2** Make a Million (maths): Speed of response is essential in all challenges

Link: [click here](#)

**3** Radius of the Lost Arc (maths): responding to questions, against the clock, is one part of this adventure game

Link: [click here](#)

### Non Verbal Reasoning

**1** Design Studio: check out these classic mini computer games – quick response needed

Link: [click here](#)

**2** Decimal Dominoes: the aim is to match fractions, decimals and shapes

Link: [click here](#)

**3** Worm Bingo: work out how to complete the activity by recording coordinates accurately.

Link: [click here](#)

*continued...*

## Concentration skills

**1 Art Factory:** see the 'Master Class' activity in the Gallery area of the site and choose any one of these. Lowry is quite easy; Carson much harder, for example.

Link: [click here](#)

**2 Brunel's Britain:** see the 'Bridge Builder' activity, or 'Ship Loader' – which is harder.

Link: [click here](#)

**3 My World (geography):** see 'Where I Live' and then 'My Town' for a challenging and rewarding activity about planning.

Link: [click here](#)

## Memory skills

**1 Tell a story in 60 seconds:** activity involving planning a story, remembering it and then retelling it in 60 seconds. Best done in pairs.

Link: [click here](#)

**2 Music Studio:** click on 'Music Match' and play Level 1, then 2 and if possible 3.

Link: [click here](#)

**3 Secret Agent (maths):** pursue this activity by allowing children only one listen to the instructions which are voiced, before completing this prediction exercise.

Link: [click here](#)

## Problem solving skills

**1 EET:** uses visual clues to provoke environmentally sound choices and thus keep the alien EET alive. Working against the clock is an added pressure.

Link: [click here](#)

**2 Zoogelburst:** set in a castle, a range of problems are based around a quest where you need to collect missing spells by following instructions and completing language based tasks. Reading skills and mental stamina required.

Link: [click here](#)

---

Contact details for GridClub: phone **0870 049 2328** and email: [info@gridlearning.com](mailto:info@gridlearning.com)