



NOVEMBER 9-12, 2023  
Disney's Coronado Springs Resort  
Lake Buena Vista, FL



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#NAGC23

# Puzzlemania!

## 12 Great Puzzles You Can Use Next Week

Sam Nguyen, M.Ed., Gifted Education Specialist

Chris Ryan CEO & Leslie Kerner COO  
Co-founders of Silverquicken Education



# REMINDER

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## PUZZLEMANIA AGENDA

- Quick introduction
  - One puzzle-solving strategy
- **Puzzlemania!**
- Debrief & next steps



## WHAT IS SILVERQUICKEN?

- Unique enrichment to develop strong, flexible **problem-solving skills**
- Fun, challenging **puzzles** and **games** set within **stories** of a “secret school”
- K-8th graders become resilient “**Solvers**”
- Quest Club Classroom Edition for in-school enrichment
- After-school programs and summer camps



## OUR APPROACH

**FUN**

- Intrinsic motivation



**CHALLENGE**

- Productive struggle



**COMMUNITY**

- Team achievement



*Great Games!*

*Great Stories!*

*Great Puzzles!*

- Unusual = interesting
- Unfamiliar = challenging
- Yield to scientific method

## ONE PUZZLE-SOLVING STRATEGY

*See*

“What do you **see**?”

*Wonder*

“What does that make you **wonder**?”

*Pretend*

“Let’s **pretend** that’s true...”

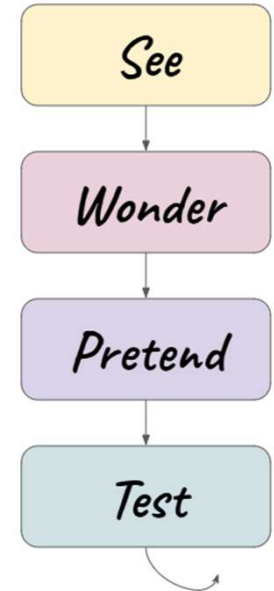
*Test*

“... and **test** it out!”

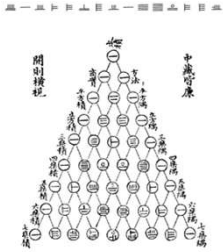
“Okay, what *else* do you **see**?”

## THE ACTIVITY RIGHT NOW

- 12 great puzzles around the room
  - No context so you can use them flexibly
  - Don't try to do them all right now! You can download afterwards
- Team up and think aloud together
- Solve like your kids (e.g., put pencil to paper, don't use phones)
- If you see a trick quickly, don't just give it away
  - A good hint focuses attention but leaves room for *their* a-ha
- Grab a hint slip if you need one (but wait as long as you can!)
- Printed solutions/explanations *afterward*



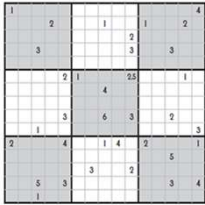
# 1. RODS AND CIRCLES



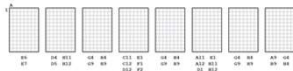
Alphabets	አላባቶ	Minograms	ሚላሊፕ	ባን ጽፍጉ
Arithms	አሪዞና	Notations	ኔብራሳ	ኢንጽያና
Changes	የብን	Obstacles	ኦባልዮ	ጽንዘር
Calendars	ከቀራፊ	Obstacles	ኦባልዮ	ኦባልዮ
Principles	የሥነ-ምግባር	Principles	የሥነ-ምግባር	የሥነ-ምግባር
Knights	ክንጋት	Towers	ጥምታ	ጥምታ
Los Angeles	ሎስ አንጀለስ	Units	የታ	

# 2. ROSETTA ETHIOPIA

# 3. NINE (WORDS)...



# 4. BLOCKIVE AND CURVISE



# PUZZLE-----MANIA!

# 5. READ ME

Ax, Iq vakymaku qgmj kwujwl ewkksyw,  
qgm kzaxl lzw dullwj k gx wnwjq ogjv  
tq lzw ksew segmfl mh gj vqof lzw  
sdhzstwl, qgm sjw mkafy lzw uahzwj  
fseuv sxlwj Bndamk Uswksj.

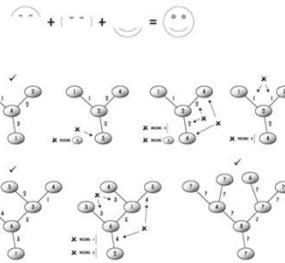
The encrypted message above contains 7 a's, 1 b,  
0 c's, 3 d's, 4 e's, 4 f's, 9 g's, 3 h's, 0 i's, 10 j's, 11 k's,  
12 l's, 9 m's, 1 n, 2 o's, 0 p's, 5 q's, 0 r's, 10 s's, 2 t's,  
3 u's, 4 v's, 20 w's, 4 x's, 3 y's, and 7 z's.

abcdefghijklmnopqrstuvwxyz

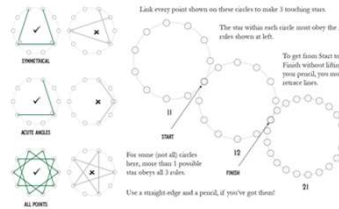
- EGIBFP = SQPFB
- FQLDEO = LUOFQ
- PSEBLD = GJBLD

# 6. LAYER CAKE

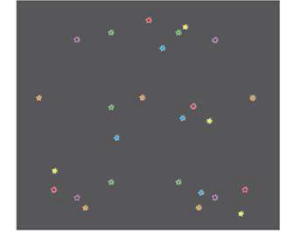
# 7. TREES SHOULD BE GRACEFUL



# 8. STAR LINKS



# 9. STARRY NIGHT



The key sentence about an agile leaping vulture and some doleful canines contains every letter in English.

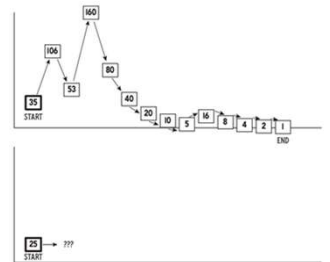
KEY	MESSAGE
○ □ ?	... -
□ □ ; + □	≠ □ ? ?
□ □ L ^ L	□ L ? ? □ L □ ? L □ .
≠ L v	○ □ ?
□ □ □ = ? #	? ? ? □
L ? ? □	≠ - □ L □ : ○ ?
○ □ ?	L □ □ ? + ○
□ - > <	L ≠ □ <
# L □ ○	□ ? - □ ○ ...

# 10. GW CODE #3

# 11. TUNICATION

The tunication is a logic puzzle where you have to find a path through a grid of numbers. The path starts at a 'START' point and ends at an 'END' point. The numbers in the grid represent the distance from the start to that point. The path must be a single continuous line that visits every cell exactly once.

Translate to t-shirt:  
The quick brown fox jumped over the lazy dog.



# 12. BOUNCING NUMBERS





# ***DEBRIEF***

## WHAT GREAT PUZZLES ARE—AND AREN'T

### Fun + Challenge + Community Potential

- Unusual = interesting
  - Different in a compelling way
- Unfamiliar = challenging
  - Wrong turns, dead ends force good thinking
- Yield to scientific method
  - Inspection reveals ways forward
- Good for **team missions**
- Good for **talent identification**

- *Not* standard
- *Not* much about prior knowledge
- *Not* worksheets
- *Not* quizzes or tests

*Not every puzzle has to be “great”!  
Simple word searches etc. are useful, too!*

## WHAT'S NEXT



- Get printed Puzzlemania solution packs now
- Download puzzles/hints/solutions (+ new packs!) from us
- Find more great puzzles and puzzle ideas
  - Escape rooms for kids (e.g. Exit the Game) or adults (e.g. Escape the Crate)
  - Puzzle books for adults (e.g. Journal 29 and The Master Theorem)
- Make your own great puzzles
  - Combine simpler puzzles (e.g., a maze + a cipher) into a great multi-stage combo
  - Minimize instructions and/or make them fun (e.g. mysterious poems) and let kids figure out the rules
  - Keep an eye out for unusual topics that can seed great puzzles

## STAY IN TOUCH!

1. Start an email to Leslie: [leslie.kerner@silverquicken.com](mailto:leslie.kerner@silverquicken.com)
2. Put “I’m interested” in the subject.
3. Hit send!

Or... just scan the QR code and hit “Send”!

