

# Pocket Full of Therapy



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## Critical Thinking

"Items in this section all focus on building ones ability to analyze, organize, classify, and then generalize information so meaningful conclusions can be drawn."



### ANIMAL MASTERMIND TOWERS

This fun new game of deduction is really a simpler, less intimidating version of Mastermind®. Both players secretly stack their animal tiles in their towers.

The object is for you to figure out what order your opponent put his animals in before he guesses yours. You do this by asking yes/no questions regarding positions, i.e. "Is the lion below the giraffe?" "Is the penguin at the top?" First player to arrive at the correct order, wins! Perfect for ages 6+ but with younger children try using less pieces. Great game for improving logic, deductive reasoning, and language skills.

**R2944**

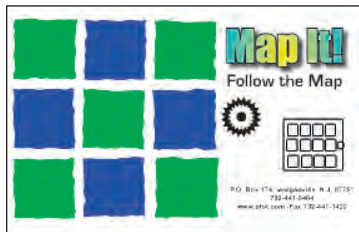


### SIMON - MINI

A true classic! This colorful, fast paced electronic game of memory is back. Try to repeat the ever-increasing sequences of lights and sounds by depressing the appropriate section at the appropriate time. Challenging and addictive

then... challenging and addictive now. But now, with the small size and carabiner keychain modification, you can take it everywhere attached to book bags, belt loops, etc.

**R2511**



### MAP IT

Developed by an OT highly experienced in the area of learning disabilities, this activity focuses on improving spatial relations, directionality, encoding

of visual information and map reading skills. Game begins with player standing in the "start" position on the 5'x5' mat. They are given a map and must follow the route marked, walking on and/or between, the 4"x4" squares and finally ending up in the correct location. Comes with one mat and 15+ maps, progressing from simple to complex. Sometimes, it's a real challenge for any of us to end up where we are supposed to be! So don't get lost, play MapIt!

**R5017 Discontinued**



### CHOCOLATE FIX

Players of all ages and skill levels are challenged to arrange the 9 chocolate candies into their correct positions. This is done based on the players interpretation of the spatial/ positional clues provided on the 40 challenge cards. Puzzles progress from beginner to expert levels and along the way players sharpen their critical thinking, sequencing and visual problem solving skills. Similar game play to our Clever Castle (R2678), but more advanced. A terrific way to engage your brain no matter what the age!

**R5733**



### CLEVER CASTLE

Clever game, that puts everyone in their place. Plays as a simpler version of our long popular Meta-Forms™ game. Each of the 3 characters come in 3 colors. Players must determine where the 9 guests of the castle belong based on the picture clues provided on each challenge card. 40 challenge cards, from easy to super hard, help players 5 years and older build their problem solving, critical thinking, information processing and deductive reasoning skills. Come with a parent guide and draw string bag.

**R2678 Discontinued**



### THREE OF A CRIME

A great game of deduction for all the arm-chair detectives out there! You will need keen eyes and quick thinking to interpret the feedback and figure out which 3 masterminds actually committed the crime. Plays in 15 min, for 2-6 players ages 8-100.

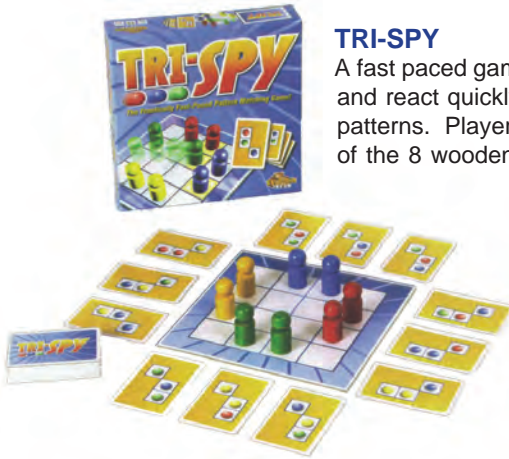
**R2377 Discontinued**



### THINKING SKILLS (PRESCHOOL)

A full color workbook with 32 exercises focusing on essential preschool skills. The richly colored, child-friendly illustrations motivate children to practice organizing information, classifying, sequencing, completing picture categories and solving logic puzzles. Try placing the worksheet in a clear acetate pocket so it can be used repeatedly.

**R9754**



**TRI-SPY**

A fast paced game challenging players to think, look and react quickly as they attempt to spot matching patterns. Players, on their turn, can move only one of the 8 wooden tokens to any open space on the board. They do so, attempting to recreate a pattern displayed on one of the 12 cards spread around the board. If a pattern is matched, player takes that card and replaces it with another. Person with the most cards wins! Tri-Spy is the ultimate visual spatial challenge that promotes concentration, pattern recognition, visualization and problem solving. 1-6 players, 7+ yrs.

**R5312 Discontinued**



**BUZZZZZ....**

This colorful card game will have young and old straining their brains and their eyes! At first glance, every card looks the same but on closer inspection you will see the variations. Each of the 91 cards feature 1 of 3 different patterns of balloon stripes, combination of animals or different shaped baskets in 3 different colors. Players work at identifying a series of 3 cards featuring all 3 variations of one of the key attributes and then be the first to press the Buzzzzzz! If you are correct, you get the card. If you are wrong, you must give up 3 cards. Identify the most 3 card series, collect the most cards and you win! Great game helping to improve visual scanning, discrimination and memory along with attention to detail and response speed.

**R8050 Discontinued**

**MY FIRST SUDOKU**

A most awesome game for younger children or those taking their first steps down the Sudoku road! My First Sudoku is a kinder, gentler version of the original starting with the use of a 4 x 4 board and progressing to a 6 x 6 instead of using the original 9 x 9. Additionally, the puzzles consist of simple colorful pictures of common objects or colorful shapes instead of focusing on numbers. The friendlier graphics and smaller playing boards make this an amazingly effective tool for developing logic, reasoning, and problem solving skills and for exercising visual discrimination, design copy, spatial organization and concentration skills. A must have game for home, school, or clinic!



**R8081**



**MY FIRST BRAINBOX**

Boost memory and concentration skills in just 10 seconds! That's how long you get to memorize as many details about a picture as you can. Players are then asked a question from the back of the card. ie. How many windows are in the room? What was on the table? The ABC version is even simpler with only 4 items on a card and each item having the same beginning sound. Comes with hundreds of simple, engaging pictures and a 10 second timer. Need more time?...use the timer twice. Fast paced games of concentration, attention to detail and visual memory for ages 4 and up.

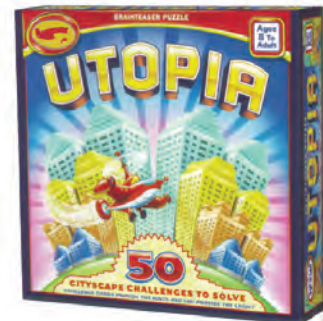
**R2717 My First Brainbox**  
**R2719 My ABC Brainbox**



**UTOPIA**

Unique, brainteaser puzzle where the challenge cards provide the hints but you provide the logic. The 50 cards are divided into 2 building phases. Phase 1, for ages 8 plus, plays a lot like Sudoku. You set up your buildings as shown on the card and must fill in the empty building pads so that no row or column has 2 of the same buildings. Additional hints regarding lines of sight provide all the information you need. Phase 2 is more challenging and will have teens and adults scratching their heads. So grab your hard hats and start building those critical thinking skills!

**R3310 Discontinued**



## Critical Thinking

### RUSH HOUR JR.

A truly exciting puzzle game.

Comes with a 6"x 6" game grid, 16 plastic vehicles and 40 junior challenge cards. You start by duplicating the pattern of vehicles from the card onto the game grid. You then slide the vehicles along the grid until the ice cream truck can make it's way out of all the traffic. Fun perceptual and motor task stressing visualization and problem solving skills for first graders and older.

**V2662**



### DOG DICE

Dog Dice combines the luck of bingo with good observation and visual scanning skills. Roll the dice; one indicates a specific dog and the other indicates what the dog is doing. Now scan your bingo board for a single square matching your throw of the dice. Do you have a picture of the poodle with you? Mark that square and hope you're the first to make bingo!

**R3547 Discontinued**



### COIN CLUES

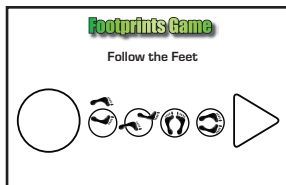
This workbook of 100 puzzles goes far in reinforcing coin values and identification along with strengthening problem solving skills. Just pop out the coins from the perforated pages, make sure your arrangement of coins meets the criteria given in the clues and you have solved puzzle one....only 99 more to go! Watch math and problem solving skills improve as students work their way through this workbook!

**R9549 Discontinued**

### FOOT-PRINTS

Follow the footprints down the path for a gross-motor, motor-planning, sequencing and processing challenge. You get 10 circles to position on the floor and 12 footprint maps to follow. Put down on the floor as many circles as shown on your map. Players stand in the start position and perform the action as demonstrated by your maps footprints, i.e.; if both footprints are pictured inside the circle...jump so both of your feet land that way. If the map shows the right foot in a circle and the left one out, then you do the same. The footprint maps become more complex as you go with crossed, sideways and alternating patterns possible. If a player has trouble interpreting how to do what the footprints show, let them follow someone else through the path. Where will the footprints lead you...?

**M5019**



### MONKEY MEMORY

A quick thinking logical memory game! The monkeys have taken a total of 10 items from the visitors at the zoo. But in each round of play all but one of the items is recovered. You need sharp eyes, fast thinking and good visual memory to be the first to determine what item is still missing. Make game easier or harder by adjusting the number of items in play and by allowing use of the object prompt cards or not. For 2-8 players, 5 to adult.

**R2373**

### KANOODLE-LONPOS

The fun colors and shapes of this take anywhere puzzle game with the built in game boards, draws in everyone! The 101 puzzles start out as a simple design copy task. Players place pieces on the 3" x 5" recessed and dimpled playing areas as shown in the 48 page design book. Beginning puzzles leave out only one piece that players must fit into the remaining recesses. As you progress the exact location of more and more pieces are not provided and so more and more puzzle must be solved. After all the rectangular puzzles are solved try the 3-D pyramid puzzles, if you dare! Great for building on problem solving, spatial concepts, visual imagery and concentration skills.

**R2755**



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### SERPENTILES

Who knew problem solving could be so addictingly fun. All you have to do is create a continuous path that begins and ends in the same place. Challenge cards show players which squiggled, curved and straight tiles to work with...they have to figure out exactly how to line them

up. It's a simple concept that provides hours of mind stretching fun. Players from 8 to adult will improve their visual and spatial skills along with their conceptual thinking.

**R2671 Discontinued**