

**PreK-12 \* All Abilities**



**Critical  
Thinking  
Books &  
Software**

**Reading \* Writing  
Math \* Science  
Social Studies**

# 30 NEW PRODUCTS *to Empower the Mind*



## MATH DETECTIVE & SCIENCE DETECTIVE BOOKS & SOFTWARE

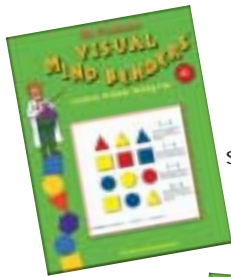
*Guarantees Higher Grades &  
Top Test Scores!*

Students develop inferential and deductive thinking skills as they improve their understanding of standards-based math and science. Gr. 3-6. *Math Detective*, pp. 48-50; *Science Detective*, p. 44.



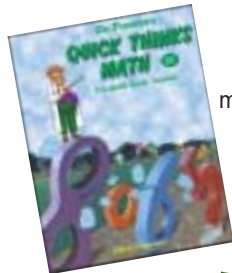
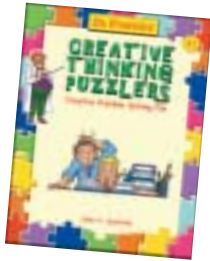
## DR. FUNSTER BOOKS

*Fast, fun, easy-to-use,  
thinking skills builders.  
Only \$5.99 each.*



Builds visual sequencing & classification skills. Gr. 4-12+ p. 17

Gets students thinking out of the box. Gr. 3-12+ p. 13



Encourages mental math & problem solving. Gr. 2-10 p. 47

Develops spelling & vocabulary. Gr. 3-12+ p. 28



*"This company offers every imaginable means of teaching critical thinking to every student. I have found no other company that offers such specialized materials."*  
—Elizabeth, Educator, Richmond, VA

*"I work with all abilities from special needs to gifted. Your products are powerful at both ends of the spectrum. The classes I teach are now averaging 2 years above grade level."*  
—Elaine, Specialist, Early Childhood Education, Houston, TX

*"We see great results in thinking skills from using your products. Your work has produced positive results and higher test scores."*  
—Luine, Educator, Baytown, TX

## CAN YOU FIND ME?

*Students ask to do these riddles!*



Jump-start young minds with thinking skills riddles. PreK-K, p. 5



## PUNCTUATION PUZZLES & RUN-ON RIDDLES

*No more boring grammar drills!*



Quick, fun activities to sharpen grammar, usage, punctuation, & reading comprehension. Gr. 3-8, p. 38



## WORD ROOTS SOFTWARE

*The fun way to learn superior spelling and vocabulary!*

Your students rebuild an ancient city as they learn Latin and Greek roots, prefixes, & suffixes—the building blocks of English. Gr. 4-12+, p. 27



# GRADE-LEVEL BUNDLES



## Satisfaction Guaranteed!

- If you're not completely satisfied, just return any bundle within 60 days of receipt,\* or contact us with your questions or concerns. We're here to help.

*"We are thrilled with all the books—they really have improved my students' ability to think and reason in every subject!"*

—Bonnie, via the Internet

## Grades K–8 Book Bundles

|   |   |   |   |
|---|---|---|---|
| <p><b>GRADE K BUNDLE</b><br/>           Visual Perceptual Skill Building 1 (p. 4)<br/>           Can You Find Me? K (p. 5)<br/>           Building Thinking Skills Hands-On Primary (pp. 6–7)*<br/>           Mind Benders Warm Up (pp. 14–15)<br/>           Dr. DooRiddles A1 (p. 39)<br/> <i>*requires manipulatives sold separately on p. 7</i></p>   | <p><b>\$74.<sup>99</sup></b><br/> <b>Grade K</b><br/>           #TBK1400</p>  | <p><b>GRADE 5 BUNDLE</b><br/>           Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)<br/>           Mind Benders A3 &amp; A4 (pp. 14–15)<br/>           Organizing Thinking 2 (pp. 22–23)<br/>           Word Roots A (p. 26)<br/>           Reading Detective A1 (pp. 32–33)<br/>           Editor in Chief A1 &amp; A2 (pp. 34–35)<br/>           Language Mechanic (p. 41)<br/>           Descriptive Mysteries (p. 40)<br/>           Developing Critical Thinking through Science 2 (p. 45)<br/>           Thinking Connections A1 (p. 43)<br/>           Mathematical Reasoning 2 &amp; Guide (pp. 52–53)<br/>           Scratch Your Brain B1 (p. 54)</p> | <p><b>\$285.<sup>99</sup></b><br/> <b>Grade 5</b><br/>           #TBK1405</p> |
| <p><b>GRADE 1 BUNDLE</b><br/>           Visual Perceptual Skill Building 1 (p. 4)<br/>           Building Thinking Skills Hands-On Primary (pp. 6–7)*<br/>           Mind Benders Warm Up (pp. 14–15)<br/>           Dr. DooRiddles A1 (p. 39)<br/>           Developing Critical Thinking through Science 1 (p. 45)<br/> <i>*requires manipulatives sold separately on p. 7</i></p>  | <p><b>\$83.<sup>99</sup></b><br/> <b>Grade 1</b><br/>           #TBK1401</p>  | <p><b>GRADE 6 BUNDLE</b><br/>           Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)<br/>           Mind Benders A4 (pp. 14–15)<br/>           Organizing Thinking 2 (pp. 22–23)<br/>           Word Roots A (p. 26)<br/>           Reading Detective A1 (pp. 32–33)<br/>           Editor in Chief B1 (pp. 34–35)<br/>           Language Mechanic (p. 41)<br/>           Where-Abouts (p. 40)<br/>           Sciencewise 1 (p. 46)<br/>           Thinking Connections A1 (p. 43)<br/>           Mathematical Reasoning 2 &amp; Guide (pp. 52–53)<br/>           Scratch Your Brain C1 (p. 54)</p>   | <p><b>\$258.<sup>99</sup></b><br/> <b>Grade 6</b><br/>           #TBK1406</p> |
| <p><b>GRADE 2 BUNDLE</b><br/>           Building Thinking Skills 1 &amp; Guide (pp. 6, 8–9)<br/>           Mind Benders Warm Up (pp. 14–15)<br/>           Organizing Thinking 1 (pp. 22–23)<br/>           Language Smarts A1 (p. 41)<br/>           Dr. DooRiddles A1 (p. 39)<br/>           Developing Critical Thinking through Science 1 (p. 45)<br/>           Mathematical Reasoning 1 &amp; Guide (pp. 52–53)<br/>           Scratch Your Brain A1 (p. 54)</p>  | <p><b>\$176.<sup>99</sup></b><br/> <b>Grade 2</b><br/>           #TBK1402</p> | <p><b>GRADE 7 BUNDLE</b><br/>           Building Thinking Skills 3 Figural, Verbal &amp; Guides (pp. 6, 10–11)<br/>           Mind Benders B1 &amp; B2 (pp. 14–15)<br/>           Organizing Thinking 2 (pp. 22–23)<br/>           Word Roots B (p. 26)<br/>           Reading Detective B1 (pp. 32–33)<br/>           Editor in Chief B1 &amp; B2 (pp. 34–35)<br/>           Arguments &amp; Whatcha-Macallits (p. 40)<br/>           Sciencewise 2 (p. 46)<br/>           Thinking Connections B1 (p. 43)<br/>           Scratch Your Brain C1 (p. 54)</p>  | <p><b>\$283.<sup>99</sup></b><br/> <b>Grade 7</b><br/>           #TBK1407</p> |
| <p><b>GRADE 3 BUNDLE</b><br/>           Building Thinking Skills 1 &amp; Guide (pp. 6, 8–9)<br/>           Mind Benders A1 &amp; A2 (pp. 14–15)<br/>           Organizing Thinking 1 (pp. 22–23)<br/>           Reading Detective Beginning (p. 31)<br/>           Editor in Chief Beginning (pp. 34–35)<br/>           Punctuation Puzzlers A &amp; Run-On Riddlers A (p. 38)<br/>           Language Smarts A1 (p. 41)<br/>           Developing Critical Thinking through Science 1 (p. 45)<br/>           Mathematical Reasoning 1 &amp; Guide (pp. 52–53)<br/>           Scratch Your Brain A1 (p. 54)</p>             | <p><b>\$231.<sup>99</sup></b><br/> <b>Grade 3</b><br/>           #TBK1403</p> | <p><b>GRADE 8 BUNDLE</b><br/>           Building Thinking Skills 3 Figural, Verbal, &amp; Guides (pp. 6, 10–11)<br/>           Critical Thinking One &amp; Guide (p. 12)<br/>           Mind Benders B2 &amp; B3 (pp. 14–15)<br/>           Organizing Thinking 2 (pp. 22–23)<br/>           Word Roots B (p. 26)<br/>           Reading Detective B1 (pp. 32–33)<br/>           Editor in Chief B2 (pp. 34–35)<br/>           Arguments (p. 40)<br/>           Sciencewise 2 (p. 46)<br/>           Thinking Connections B1 (p. 43)<br/>           Scratch Your Brain C1 (p. 54)</p>   | <p><b>\$284.<sup>99</sup></b><br/> <b>Grade 8</b><br/>           #TBK1408</p> |
| <p><b>GRADE 4 BUNDLE</b><br/>           Building Thinking Skills 2 &amp; Guide (pp. 6, 8–9)<br/>           Mind Benders A2 &amp; A3 (pp. 14–15)<br/>           Organizing Thinking 1 (pp. 22–23)<br/>           Reading Detective Beginning (p. 31)<br/>           Editor in Chief Beginning &amp; A1 (pp. 34–35)<br/>           Punctuation Puzzlers A &amp; Run-On Riddlers A (p. 38)<br/>           Descriptive Mysteries (p. 40)<br/>           Developing Critical Thinking through Science 2 (p. 45)<br/>           Mathematical Reasoning 2 &amp; Guide (pp. 52–53)<br/>           Scratch Your Brain B1 (p. 54)</p> | <p><b>\$250.<sup>99</sup></b><br/> <b>Grade 4</b><br/>           #TBK1404</p> |   |   |

\*Excludes shipping charges. Individual products within bundles are not returnable as separate items. Bundles must be returned complete and in resalable condition.

Gr. 7–12+  
2 Books to Choose From

## CRITICAL THINKING

Problem Solving, Reasoning,  
Logic, and Arguments

Develops logical thinking for superior reading  
comprehension and test success

### Objectives

Teaches students to think logically, present well-developed arguments, and see through unsupported arguments. *Book One* helps students develop the fundamentals of logic, argumentation, and critical reading. *Book Two* builds on the skills developed in *Book One*, teaching more advanced concepts.

### Methods

Easy-to-understand lessons are followed by examples and real-life, often humorous, discussion problems. Students learn to identify valid and invalid claims and arguments, sufficient and insufficient evidence, fact and opinion, generalizations, emotional arguments, inferences, deductions, and more.

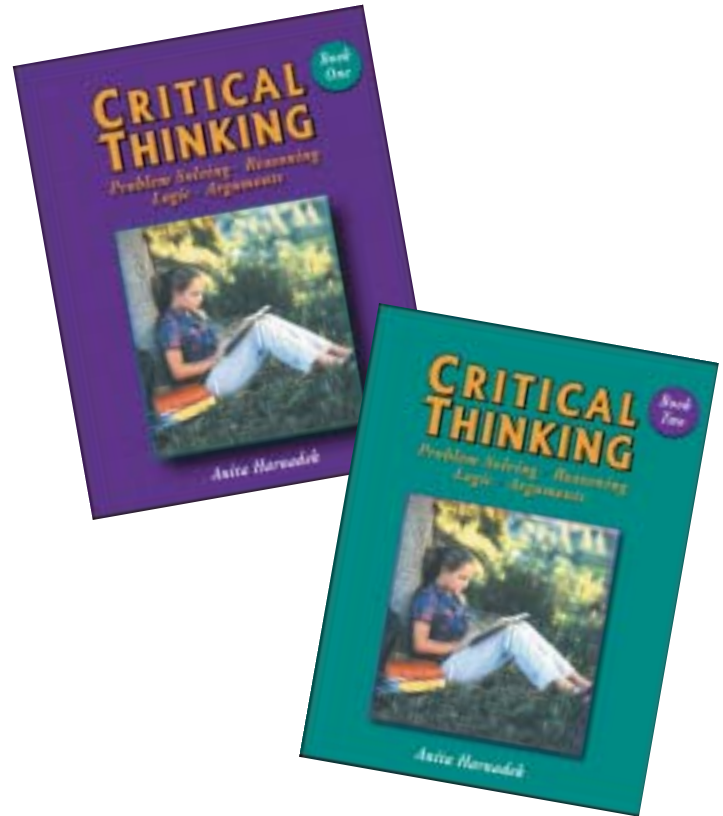
### Instruction/Answer Guides

Includes program goals, teaching suggestions, and answers. No previous background in logic is required to teach these activities.

|          |                                |         |
|----------|--------------------------------|---------|
| #TBK1201 | Book One Gr. 7–12+ .....       | \$21.99 |
|          | 70 reproducible activities     |         |
| #TBK1202 | Instruction/Answer Guide ..... | \$8.99  |
| #TBK1203 | Book Two Gr. 7–12+ .....       | \$24.99 |
|          | 66 reproducible activities     |         |
| #TBK1204 | Instruction/Answer Guide ..... | \$8.99  |

**SAVE \$7 WHEN YOU BUY ALL FOUR!**

#TBK1200 2-Book Set with Guides ..... \$57.99



### CRITICAL THINKING CONTENTS

#### Book 1

- ♦ Introduction to Critical Thinking
- ♦ Introduction to Logic
- ♦ Basic Concepts for Critical Thinking
- ♦ Common Errors in Reasoning
- ♦ Propaganda Techniques
- ♦ Advertising and Schemes
- ♦ Examining Arguments and Value Judgments
- ♦ Looking at Different Sides of an Issue

#### Book 2

- ♦ Introduction to Uses and Misuses of Words
- ♦ Logic without Quantified Statements
- ♦ Common Errors in Reasoning
- ♦ Techniques of Propaganda and Argument
- ♦ Probabilities of Truth and Falsity
- ♦ Logic with Quantified Statements
- ♦ Characteristics of Arguments
- ♦ Arguments about Everyday Matters
- ♦ Solving Everyday Problems



# MEMORY CHALLENGE

Enhances visual perception and memory for reading and math!

**Objective**

A colorful, easy-to-use program for strengthening visual memory skills in students of all ages and abilities.

**Methods**

Players use the custom setup screen to choose beginning through advanced levels of challenge appropriate to their needs and abilities. As they master each level, players can increase their skills by choosing more colors, shapes, and distractors. The grids look simple, but at the higher levels, *Memory Challenge* definitely lives up to its name!

Gr. K-12+



|                  |                           |                            |                            |                            |
|------------------|---------------------------|----------------------------|----------------------------|----------------------------|
|                  | <b>\$64.<sup>99</sup></b> | <b>\$164.<sup>99</sup></b> | <b>\$296.<sup>99</sup></b> | <b>\$699.<sup>99</sup></b> |
| <b>Hybrid CD</b> | <b>Single</b>             | <b>Lab (5)</b>             | <b>Lab (10)</b>            | <b>Site</b>                |
| Gr. K-12+        | TBK09410SCI               | TBK09410SCV                | TBK09410SCX                | TBK09410SCS                |

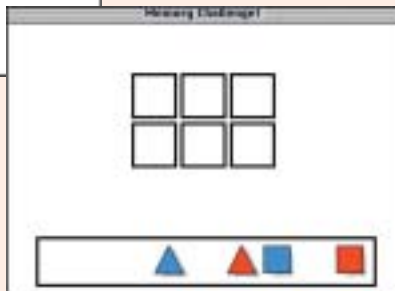
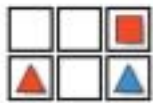
**MEMORY CHALLENGE FEATURES**

- ▶ Randomly generated patterns ensure a new game with every play!
- ▶ Custom setup includes grid size/ number of colors, shapes, and objects/ visual or verbal distractors and distractor delay times/sound effects
- ▶ Windows version collects printable data about each player

The setup screen allows players to control the level of difficulty.



A pattern appears, then disappears. Players must recreate the pattern from memory using the objects in the box below the grid.



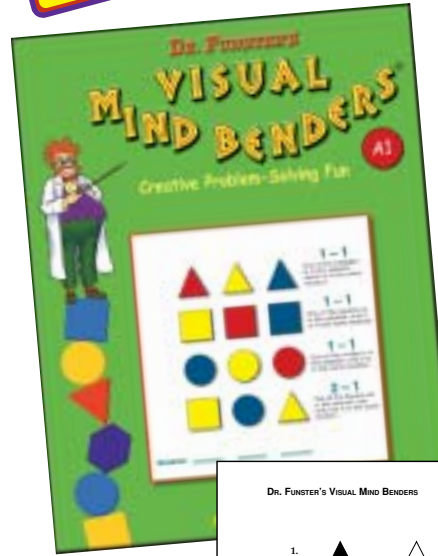
*"Great for improving visual memory and sequencing skills."*  
—Melanie, Jackson, WY

*"My students love it!"*  
—Debbie, San Marcos, CA

**SYSTEM REQUIREMENTS:**  
WIN: Windows 3.1+, VGA., 1MB RAM  
MAC: sys. 7.5+, color monitor, 1 MB RAM



Gr. 4-12+  
Choose from 3 Levels



Visit [teachersmarketplace.com](http://teachersmarketplace.com) for additional catalogs.

Try this sample activity with your students!

Dr. Funster's VISUAL MIND BENDERS A1

1. **1 - 1**  
One of the triangles is in the solution, and it is in the same location.

**1 - 1**  
One of the squares is in the solution, and it is in the same location.

**1 - 1**  
One of the circles is in the solution, and it is in the same location.

**2 - 1**  
Two of the figures are in the solution, but only one is in the same location.

SOLUTION \_\_\_\_\_

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## Dr. Funster's VISUAL MIND BENDERS

Creative Problem-Solving Fun

Intriguing puzzles guaranteed to jump-start students' nonverbal and visual thinking skills!

**Goal**

Mind-bending figural puzzles that encourage students to explore many possible solutions as they improve their inferential reasoning and deductive thinking skills for better performance in all subjects.

**Methods**

Each activity provides students with clues that help them deduce which objects from each row will appear in the answer. As students analyze each row and try possible solutions, they must check to make sure they've met all criteria provided in the clues. Teaching suggestions and answers are included.



|                |                          |        |
|----------------|--------------------------|--------|
| <b>#TBK110</b> | Level A Gr. 4-6 .....    | \$5.99 |
| <b>#TBK111</b> | Level B Gr. 7-9 .....    | \$5.99 |
| <b>#TBK112</b> | Level C Gr. 10-12+ ..... | \$5.99 |

28 reproducible activities each.



**Gr. 4-12+  
Choose from  
2 Levels**

Visit [teachersmarketplace.com](http://teachersmarketplace.com) for additional catalogs!

Even though he made straight A's in school, Louis was not allowed to graduate with his class. Why?

Nearly hysterical, Kim called her parents and told them that because of what she had done, both her life and her career were in ruins. Her parents had been expecting this to happen to Kim and were not surprised by her news. Why?

## A CASE OF RED HERRINGS

Solving Mysteries through Critical Questioning

Students learn to think beyond literal meaning!

**Objectives**  
Develops students' inferential and deductive reasoning for more effective reading, listening, and logical thinking. Encourages creative brainstorming and flexible thinking.

**Methods**  
Given a seemingly contradictory statement, students must practice good thinking strategies and formulate astute "yes/no" questions to help them discover the solution to each mystery. Activities explore everyday topics and situations. Resolutions are often funny, adding appeal to the activities.

**Teaching Support**  
Includes tips, suggestions, answers, a sample questioning session, and graphic organizer sheets to keep track of clues.

- #TBK501 A1 Gr. 4-6 ..... \$12.99
- #TBK503 A2 Gr. 4-6 ..... \$12.99
- #TBK502 B1 Gr. 7-12+ ..... \$12.99
- #TBK504 B2 Gr. 7-12+ ..... \$12.99

32 reproducible activities each. Difficulty does not increase within levels.

**SAVE \$5 WHEN YOU BUY ALL FOUR!**  
#TBK500 4-Book Set ..... \$46.99



*"In keeping with standards, activities encourage critical thinking, problem solving, and writing...My classes enjoyed solving the mysteries and the detective work."*  
—Mathematics Teaching in the Middle School

*"Guaranteed to be great learning and some fun laughs as you solve these mysteries."*—Diane Wheeler, Reviewer

Gr. 4-12+  
Choose from 2 Levels

## GET ME OUT OF HERE!

Organizational Strategies for Reading • Writing • Reasoning

Helps students organize their thinking!

**Objectives**

Improves reading comprehension, writing, mental organization, planning, attention to detail, mapping, and visual/spatial sense.

**Methods**

Each activity provides lists of one-way streets, road hazards, and tasks. The students' mission: analyze the information then write directions for a route that let's them perform the tasks, avoid the obstacles, and "get outta town!"



|              | \$59.99<br>Single | \$152.99<br>Lab (5) | \$274.99<br>Lab (10) | \$645.99<br>Unlimited Site |
|--------------|-------------------|---------------------|----------------------|----------------------------|
| A1 Gr. 4-6   | TBK09802SCI       | TBK09802SCV         | TBK09802SCX          | TBK09802SCS                |
| B1 Gr. 7-12+ | TBK09804SCI       | TBK09802SCV         | TBK09802SCX          | TBK09802SCS                |

**GET ME OUT OF HERE! FEATURES**

- ▶ 24 activities per CD
- ▶ Three different map scenarios
  - A1: Nautilus Bay, Pigville, Treasure Isles
  - B1: Pigville II, Maze-O-Leum, Saturn City
- ▶ On-screen/printable instructions
- ▶ Activities sequenced by difficulty
- ▶ Progressive Hints
- ▶ Answer Check
- ▶ Saves unfinished games
- ▶ Keeps track of students' data

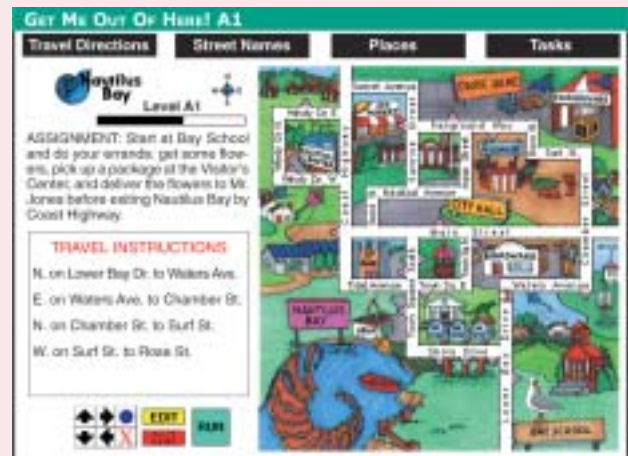
*"Wonderful program to foster organizational skills, planning ahead, sequencing, and problem solving."*

—Sue, Nokomis, FL

*"Great experience in writing directions and evaluating accuracy of those directions. Students enjoy and learn from this software!"*

—Kris, Wheeling, IL

Visit [teachersmarketplace.com](http://teachersmarketplace.com) for **FREE** catalogs!



SYSTEM REQUIREMENTS:  
WIN: Windows 3.1+, SVGA, 4 MB RAM  
MAC: sys. 7.5+, color monitor, 2 MB RAM

Gr. 4–12+  
Choose from 2 Sizes

## OBJECT MYSTERIES

Using Investigative Questioning to Identify Thingamajigs, Doohickeys, and Gadgets

Fun, educational mystery objects

### Objectives

Kids love these fun, easy-to-use picture mysteries that help them

- ▶ develop reasoning, problem solving, and investigative questioning strategies
- ▶ improve visual discrimination and memory
- ▶ enrich their knowledge of history and science

### Methods

One player displays a picture of an object. Another player asks questions to uncover the object's name or function. The catch is, only questions that can be answered "yes" or "no" are allowed.

### What's Included

Pictures of objects (museum pieces, antiques, and unusual contemporary items), answers, and detailed background information.

Grades 4–12+

- #TBK2602 Set 1 ..... \$11.99
- #TBK2601 Set 1 Posters ..... \$21.99
- #TBK2604 Set 2 ..... \$11.99
- #TBK2603 Set 2 Posters ..... \$21.99

24 activities each. Posters are 10" x 14".  
Difficulty does not increase within levels.

*"Object Mysteries provoked kids to ask critical questions and use higher level questions and thinking skills. I could use this product at any time—no preparation.... They loved it and kept wanting more."*

—Teachers' Choice Awards



Can your students uncover the identities of the objects above and below? We've provided hints for the first two to help!



## LOOK FOR THESE OTHER GREAT DEDUCTIVE REASONING ACTIVITIES!



**MIND BENDERS**  
Gr. K–12+  
pp. 14–16



**A CASE OF RED HERRINGS**  
Gr. 4–12+  
p. 18



**RED HERRINGS SCIENCE MYSTERIES**  
Gr. 4–9  
p. 46



Visit [CriticalThinking.com](http://CriticalThinking.com) for **FREE** software demos!

Gr. 6-12+

Gr. 6-12+

## ACADEMIC CHALLENGE CUP

5000 Scholarly Trivia Questions Across the Curriculum

Great prep for multiple-choice tests and scholastic competitions!



### Objectives

Teaches and tests essential knowledge in literature, language, math, science, history, geography, and the arts necessary for high achievement in school and beyond.

### Methods

Students analyze and answer beginning, intermediate, and advanced scholastic trivia questions. The game itself is easy to set up and play. It allows for independent or team play with single- or mixed-subject sessions. See additional game features below.

|           |                    |                     |                     |                     |
|-----------|--------------------|---------------------|---------------------|---------------------|
|           | <del>\$64.99</del> | <del>\$164.99</del> | <del>\$296.99</del> | <del>\$699.99</del> |
| Hybrid CD | Single             | Lab (5)             | Lab (10)            | Site                |
| Gr. 6-12+ | TBK04003SCI        | TBK04003SCV         | TBK014003SCX        | TBK04003SCS         |

### ACADEMIC CHALLENGE CUP FEATURES

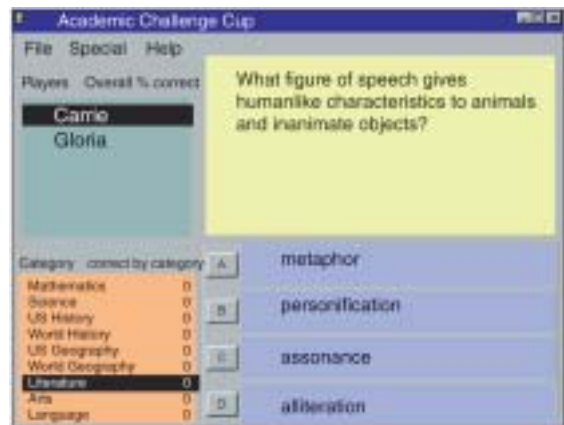
- ▶ 5000 questions • 9 categories
- ▶ Choose length of game and sound effects or no sound
- ▶ Saves unfinished games
- ▶ Printable student data

*"A great little piece of software that helps you expand your mind... Thought provoking and fun to play... Critical Thinking has really outdone themselves with this."*

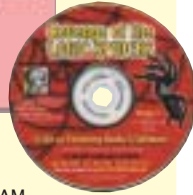
Top Rating!—Tukids.com

*"A wonderful preparation tool for tests such as the ACT and SAT."*—ZDNet.com

Visit [teachersmarketplace.com](http://teachersmarketplace.com) for **FREE** catalog downloads!



SYSTEM REQUIREMENTS:  
WIN: Windows 95+, VGA, 2 MB RAM  
MAC: sys. 7.5+, color monitor, 2 MB RAM



SYSTEM REQUIREMENTS:  
WIN: Windows 95+, 800 x 600 res., 16 MB RAM  
MAC: Power PC, sys. 7.6.1+, 800 x 600 res., 32 MB RAM

## REVENGE OF THE LOGIC SPIDERS

Logical thinking in a fun game of chase and escape!

### Objectives

Fun, challenging, independent learning activities that help students apply deeper levels of reading and logic to their schoolwork and standardized tests.

### Methods

*Logic Spiders* sharpens deductive reasoning and reading comprehension through multiple-choice word problems that become progressively more challenging. Each possible answer must be read and analyzed carefully. Only the right inferences and deductions allow students to escape the hungry spiders.

|           |                    |                     |                     |                     |
|-----------|--------------------|---------------------|---------------------|---------------------|
|           | <del>\$64.99</del> | <del>\$164.99</del> | <del>\$296.99</del> | <del>\$699.99</del> |
| Hybrid CD | Single             | Lab (5)             | Lab (10)            | Site                |
| Gr. 6-12+ | TBK00811SCI        | TBK00811SCV         | TBK00811SCX         | TBK00811SCS         |

### REVENGE OF THE LOGIC SPIDERS FEATURES

- ▶ 116 questions
- ▶ Custom setup
  - ◆ choice of 3 maze sizes
  - ◆ optional chaser spiders for added challenge
  - ◆ choice of male or female player
  - ◆ optional escape pads let players warp to another part of the maze
- ▶ Printable student data

*"I like this program. It exposes students to logical thinking, causes them to read carefully, and encourages them to express themselves more precisely."*

—Linda, Longview, TX

*"One of the best programs. Allows your students to discern fact from 'befuddlement' when listening to the news, or analyzing a piece of important reading or debate."*—LearningWare

Gr. 4-12+  
Choose from 3 Levels

## SCIENCEWISE

Discovering Scientific Process through Problem Solving

Develops scientific thinking

### Goals

Through mystery-based experiments and brainstorming challenges, *Sciencewise* teaches the scientific method, key science concepts, and problem-solving skills that students will use long after class is over.

### Methods

► *Dynamo Demos*—Teacher-led demonstrations capture students' interest by revealing science mysteries. Each mystery is followed by easy-to-use discussion-based inquiry.

► *Creative Challenges*—Students are asked to design and create objects that meet specific design requirements. They use creative problem solving and experimentation, learning from their own explorations and the work of other students.

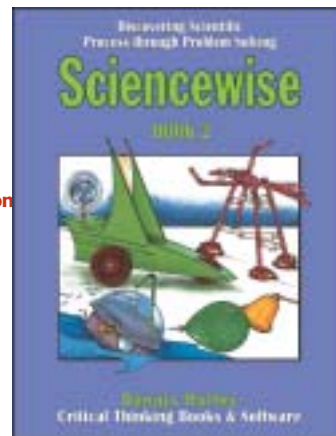
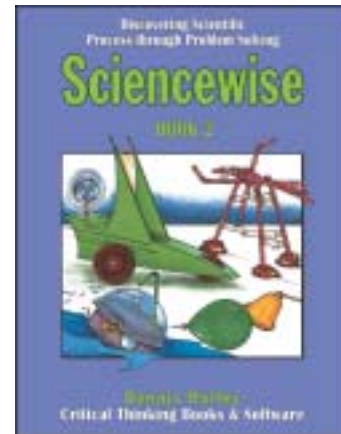
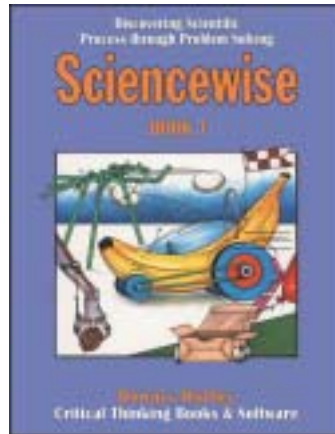
### Teaching Support

Includes easy-to-use guidelines. Minimal setup is required. Supplies can generally be found in the classroom or home.

- #TBK8801 Book 1 Gr. 4-6 ..... \$24.99
  - #TBK8802 Book 2 Gr. 7-8 ..... \$24.99
  - #TBK8803 Book 3 Gr. 9-12+ ..... \$24.99
- 54 reproducible activities per book.

**SAVE \$7 WHEN YOU BUY ALL THREE!**

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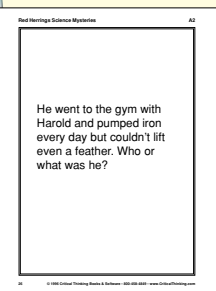
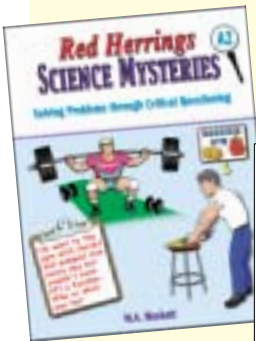
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