

# INTRODUCTION

This is a friendly book. It is designed to convince children that an encounter with higher-level thinking problems can be a lot of fun. In so doing, we hope it will support your efforts to help your students become more logical, flexible, and adventuresome thinkers.

With motivation in mind, we have tried to give “WakerUppers” a casual, approachable look. For example, you will notice that each of the fifty reproducible activity pages has been entirely hand-drawn and hand-lettered. You’ll also find many sprightly little cartoons and puns to keep things lively.

But it is the activities themselves—more than 300 of them—which provide the real motivation. We think they represent the “Tin Man approach” at its best. That approach starts with things a child already knows something about and then pushes out in all sorts of surprising directions.

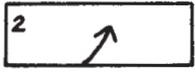
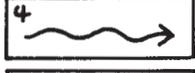
In every case, the reproducible page is accompanied by a facing page which provides suggested answers as well as some comments about the activities. You’ll also find a number of ideas which will help you extend the activities in various interesting ways.

This book is easy to use. Have a “WakerUpper” sheet ready for those children in need of an extra challenge. Or corral early-finishers with a sheet or two.

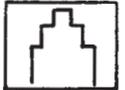
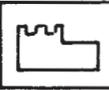
Better yet, present several sheets to all students in the class at the beginning of each school week and let them work on them in their spare time. When all fifty pages are completed, bind them into a little book to send home with students, display them at open house, etc.

As you become acquainted with "WakerUppers," you will notice certain recurring themes. First of all, we have devised fifty different ways for children to write their names. You'll also find drawing challenges, personal questions, and an array of logic puzzles, mazes, and more. We have also invented a number of interesting abstractions. Here are a couple of examples:

Match the drawings and the words.

|       |   |
|-------|---|
| Skip  | 1  |
| Crawl | 2  |
| Dive  | 3  |
| Swing | 4  |
| Climb | 5  |

Match the drawings and the words.

|   |  |   |   |
|---|--|---|---|
|  |  |  |  |
| 1   | 2  | 3   | 4   |
|  |  |  |  |
| 5   | 6  | 7   | 8   |

|            |     |        |     |
|------------|-----|--------|-----|
| Doghouse   | ___ | House  | ___ |
| Igloo      | ___ | Barn   | ___ |
| School     | ___ | Tent   | ___ |
| Skyscraper | ___ | Castle | ___ |

Almost every "WakerUpper" sheet also features an activity that calls for a combination of logic and an ear for language. Some examples:

|   |   |   |
|---|---|---|
| O | X | X |
|   | O |   |
|   |   | X |

I just made my X. Now it is \_\_\_ .

GRRRR!



I AM NOT AFRAID!



There are many ways to \_\_\_ a \_\_\_ .



This is either a very \_\_\_ person or a very \_\_\_ chair!

As you can see, we have had fun inventing this collection of activities. We hope your students will share in this sense of fun as they "wake up" to the many challenges in this book. Enjoy!

Greta and Ted Rasmussen