

## Easy Peasy Thinking Level 2

### Week 1

Try a [puzzle](#). (Click on change cut to use fewer pieces.)

### Week 2

Try a [puzzle](#). (Click on change cut to use fewer pieces.)

### Week 3

Solve the [cookie cutter](#) problem.

### Week 4

Solve the [Pop Pick Puzzle](#).

### Week 5

Solve the [Hats](#) puzzle.

### Week 6

Solve the [Car Colors](#) puzzle.

### Week 7

[Shells at the Shore](#)

### Week 8

Choose a game from [level 1 or level 2](#).

### Week 9

Choose a game from [level 1 or level 2](#).

### Week 10

Choose a game from [level 1 or level 2](#).

### Week 11

Choose a game from [level 1 or level 2](#).

### Week 12

Choose a game from [level 1 or level 2](#).

### Week 13

Choose a game from [level 1 or level 2](#).

### Week 14

Give [Quiddler](#) a try. This takes awhile to get used to, but as you look at past winners, you'll learn what kinds of words you can use. Click on cards to spell words. Click on cards to turn them over. Click on blank spaces and then a pile of cards to move the card and show the card underneath. Keep making words until it tells you there are no more words left. Try different combinations of letters to see if they work. When you finish, click on Today's Top Ten. On the right you can see the winning words from yesterday. Sometimes there are really weird words like VIM that will give you ideas of what you can try.

### Week 15

Give [Quiddler](#) a try again.

### Week 16

Try [checkers](#). You can only move to black squares. When you are diagonal to a piece of another color, you can jump over it and capture it if there is an empty black square on the other side of it. Give it a try. Don't expect to win your first time or two or three.

### Week 17

Play [checkers](#).

### Week 18

Try [checkers](#).

### Week 19

Try a [Kidoku](#). You have to fill in the missing numbers.

Here are the rules:

- Each row (each line across) has the numbers 1, 2, 3 and 4. Each number has to be in each row. Each number can only be once in each row.
- The same is true for each column (each line up and down). Each column has each number 1, 2, 3 and 4. No number can be used two times in the same column.
- The square is dividing into four squares. There is a box on the top left, a box on the top right, a box on the bottom left and a box on the bottom right. Each box has 4 numbers. Each box also has each number 1, 2, 3 and 4. All four numbers have to be in each box. No number can be there twice.

### Week 20

Play [Kidoku](#). You have to fill in the missing numbers.

Here are the rules:

### Week 21

Choose an activity from [Level 2](#).

### Week 22

Choose an activity from [Level 2](#).

### Week 23

Choose an activity from [Level 2](#).

### Week 24

Choose an activity from [Level 2](#).

### Week 25

Choose an activity from [Level 2](#).

### Week 26

Choose an activity from [Level 2](#).

### Week 27

Choose a game from [level 2!](#)

### Week 28

Choose a game from [level 2!](#)

### Week 29

Choose a game from [level 2!](#)

### Week 30

Choose a game from [level 2!](#)

### Week 31

Choose a game from [level 2!](#)

### Week 32

Choose a game from [level 2!](#)

### Week 33

Choose a game from [level 2!](#)

### Week 34

Choose a game from [level 2!](#)

### Week 35

Choose a game from [level 2!](#)

### Week 36

Choose a game from [level 2!](#)