

To Get Lost Is To Find The Pathway

This book series teaches core problem solving concepts: Definition, exploration, sensing and verifying detail (via observation and analysis), separating fact from fiction, retaining relevant facts, thinking (logically, analytically, critically), stated versus implied information, investigating all possible solution paths while abandoning impossible ones, educated guesswork, understanding what is an acceptable solution, judging and deciding, implementing the optimal solution, learning from failure or inefficient solutions, seeking feedback, re-implementing a better solution.

Book I: Puzzles & Patterns A foundation book for the apprentice, a guide for the expert. Puzzles, patterns, connections, mathematics, are explained with detailed analysis, deep insights, astute observations.

Book II: Shapes & Contours An advanced step on the journey, for those familiar with problem solving. Shape and matchstick puzzles help master the foundation principles and tools of problem solving.

Book III: Games & Thinking Not recommended for the novice, this book explores logical thinking in the guise of games and language puzzles.

Book IV: Testing, Testing An 'expert' level book, every problem gives fresh insight to familiar tools and concepts. Go mad thinking up solutions to these conundrums!

Book V: Real World Tools Thinking (logically, laterally, creatively), questioning, using multiple senses, paying attention to relevant detail, remembering, language and communication skills, visuals and diagrams, teamwork and crowdsourcing, time management, judging and deciding, intuition, are the tools that help solve problems in the real world.

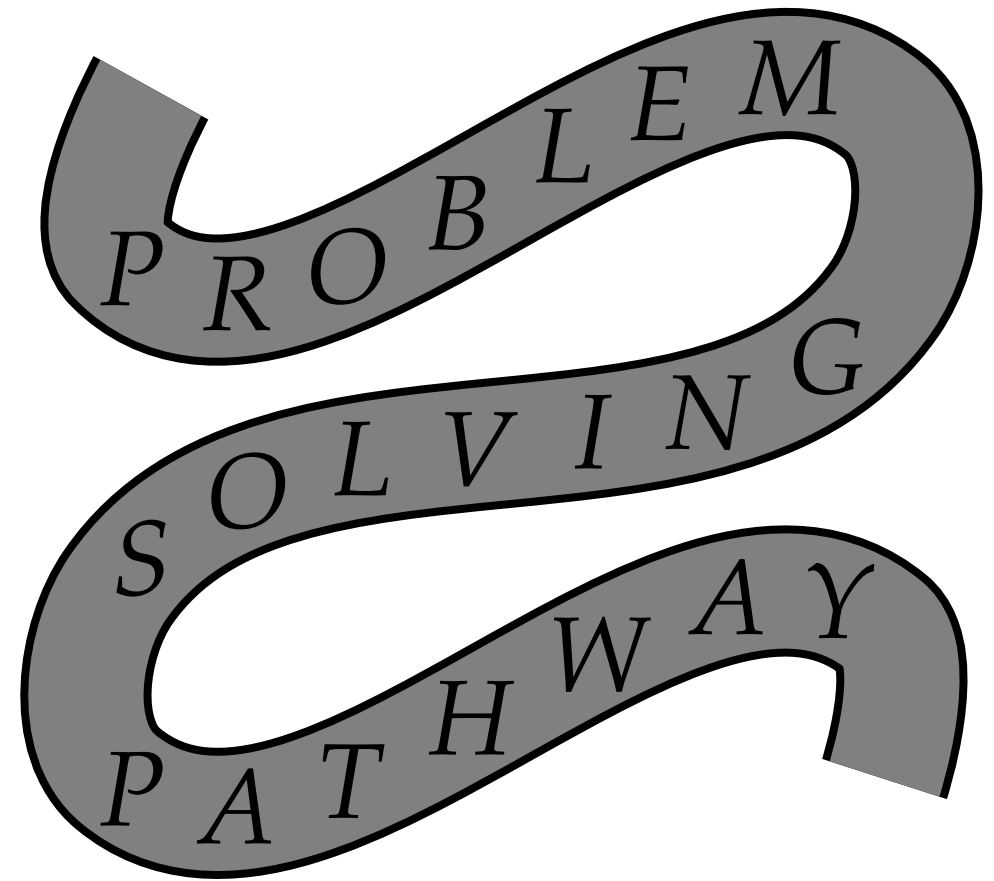
Book VI: Along The Pathway Defining the problem solving process, awareness of obstacles to problem solving, tips for the ace problem solver.

Book VII: Studying The Reports Each real world problem is unique. Real world stories and case studies examine a myriad of different problems. Taking them apart and examining their inner working in detail, will clue the ace problem solver on how to tackle any generic problem.



Problem Solving Pathway

Book I: Puzzles & Patterns



Problem Solving, The Fun Way

Book I Puzzles & Patterns

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