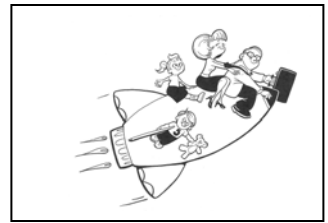


Learning Success™ Community Games

By Brent R. Evans <http://www.learningsuccess.com> © copyright 2007

A great community is one in which members enjoy having fun together and regularly contribute to each other's success. Every community should have a playing field and we have included one in your Campbell Express newspaper. Just like most playing fields, a number of games can be played on it. We are starting with Picture Puzzlers.



Campbell Express Playing Field

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132
133	134	135	136	137	138	139	140	141	142	143	144

Picture Puzzlers™ help develop Spatial IQ.

Directions to Make a Magic Picture Appear:

Learning map directions of North, South, East, and West is an important accomplishment in itself. If the square number is listed alone, place your dot in the center of that square. If a direction is added to the number, place the dot on that side or corner of the square. For example, 12W means place the dot on the left mid-side of square 12, 12N means place the dot on the top mid-side of square 12, and 12NW means place the dot on the left-top corner of square 12. Connect each dot with lines as you go and the magic picture will appear! If an asterisk is placed before a number, that means start a new line. For example, *46N means start a new line at 46N.

*How about contributing your own picture puzzler? Simply draw a picture on the playing field & then work out the code as explained above.

Send the code to brentevans@learningsuccess.com. Go to <http://www.learningsuccess.com/playingfields> for extra blank playing fields.