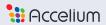


THINKING JOURNEY PROGRAM Syllabus

For Middle and High School students





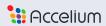
Problem Solving		>
Week 1	Breaking Down the Problem	Move It
Week 2	Solving the Problem from the End	Move It
Week 3	The End to Beginning Solution	Kings Game
Week 4	Patterns in Problem Solving	PingWins

Decision Making		>
Week 5	Paving a Route to your Goal	Blocker
Week 6	Self Block -Dealing with Distractions	Blocker
Week 7	Identifying Key Points	Elements
Week 8	Paving a Route- Another Outlook	Eco Logic
Week 9	The Thinking Tree Method	* Maxit



Analysis and Deduction		>
Week 10	Using Anchors	PingWins
Week 11	Explicit and Implicit Anchors	Lights On
Week 12	Elimination Process and Focus	B Enigma
Week 13	Noticing the Smallest Details	Enigma

Creative Thinking		>
Week 14	Identifying Patterns	Mystery Box
Week 15	The Corn Method	NightWatch
Week 16	Breaking Patterns	Mystery Box
Week 17	Creative use of Information	B Enigma



Flexible Thinking		>
Week 18	Controlling the basics	2-Flags
Week 19	Dealing with Changes and Suprises	2-Flags

Str	ategic Thinking	>
Week 20	Plan Ahead	Climb-Up
Week 21	The Thinking Tree Method-Another Outlook	Checkers
Week 22	Taking Initiative	Checkers
Week 23	The power of the Group	Clash
Week 24	Seeing the Big Picture	Lockdown



ŵ∭⇔ Resilience		>
Week 25	The Alpinist Method	Climb-Up
Week 26	The Alpinist Method- Dealing with Retreats	** Maxit
Week 27	Accelium Olympics	Blocker
Week 28	Accelium Olympics	2-Flags
Week 29	Accelium Olympics	** Maxit

♦ Tal	ent Assessment	>	(
Week 30	Game based Talent Assessment	Assessment	



Thank You

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