



BRAIN TEASERS 2 is an adventure that young families just can't afford to miss."

WOW! Children's Museum, Louisville, CO

BRAIN TEASERS 2, the sequel to the highly popular BRAIN TEASERS exhibition, features a brand new collection of 21 hands-on puzzles designed to develop problem-solving skills and provide plenty of fun. BRAIN TEASERS 2 presents a wide array of challenges - from mathematical conundrums to mind-boggling block puzzles - for individuals of all ages.

To solve these puzzles, visitors must use creative thinking and problem-solving strategies such as looking for patterns, thinking ahead, setting aside preconceived ideas, and looking at problems from different perspectives. 20 puzzles can be set up at a time on five exhibit tables with four units per table (there is an extra puzzle that can be used as an alternate). Can you separate two linked metal hearts and then reassemble them? Arrange standard geometric shapes to create startling new ones? Solve a maze that is apparently unsolvable? In BRAIN TEASERS 2, you can!



EXHIBITION COMPONENTS:

Here is a sample of some of the 21 different puzzles available in
BRAIN TEASERS 2:

Disorder - Arrange the numbers 1 through 9 on the board so that four different equations are mathematically correct.

Jumping Pegs - Start with four white pegs and four black pegs at opposite ends of a game board. Jump or move the pegs one space at a time to switch the positions of the white and black pegs.

Shifting Squares - Start with 16 sticks arranged to form 5 squares. Move two sticks to new positions to make four or six squares.

Square or Triangle - Arrange four puzzle pieces to form a square. Then rearrange the same pieces to form a triangle.

String Houses - Use a rope to trace the outline of two houses without crossing or retracing your path. One of the outlines is impossible. Which one is it?

Take-Away - In this game of strategy for two players, participants take turns removing pegs from the game board. The player who takes the last peg loses. With a little practice and some mathematical thinking, players can discover a winning strategy.

Tricky Triangles - Start with 16 sticks arranged to form eight triangles. Remove four sticks to leave four triangles or remove two sticks to leave six triangles.

"The BRAIN TEASERS 2 exhibits was beautifully crated and (had) almost a zen like quality to the simplicity in which the exhibit would fit together. Thank you!"

The Health Adventure, Asheville, NC

503.797.4659

www.oms.edu/travelingexhibits

BRAIN TEASERS 2

COST:

\$4,800 - \$5,800 (cost based on annual attendance)

3-month venue plus shipping

REQUIREMENTS:

500 Sq. Ft.

No electricity required
1 day estimated for installation and take-down
Estimated crate storage space: 55 sq. ft. (unstacked)
Crates will fit through a standard doorway (35" x 83"); Largest crate: 31" x 62" x 66"
Minimum ceiling height: 6 ft.

COMPONENTS:

21 exhibits

Including hands-on interactives, graphic panels, and text

SHIPPING:

4 Crates
Shipped in one 48-53 ft. trailer (partial load)

SUPPLEMENTAL MATERIALS:

Instruction Manual
Marketing Kit
Teacher's Guide

AVAILABILITY:

Beginning Fall 2011

Contact OMSI's Traveling Exhibits Service at **503.797.4659**



An Interactive Exhibit
Designed and Produced by:
Oregon Museum of Science and Industry
1945 S.E. Water Ave.
Portland, Oregon 97214
503.797.4659 • www.oms.edu