



Kiss A Ginger Day (January 12, 2026)

TEACHING GUIDE

What? The World Logic Day, which encourages thinking, reasoning, and explaining ideas clearly.

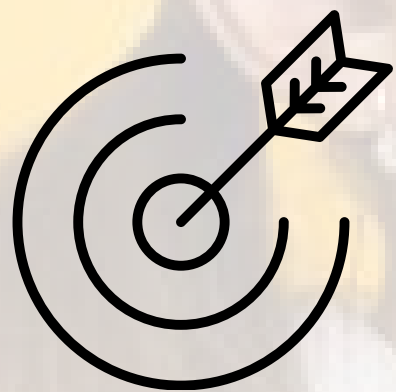
Who? This day is supported by educational and cultural organizations, including UNESCO.

Where? It's celebrated all over the world, especially in schools and educational settings.

When? January 14th every year.

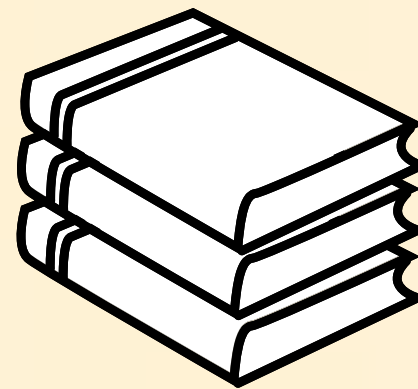
Why is it important? Because logic helps us understand, solve problems, and explain why we think something.

For this activity, your goal will be to further develop your logical thinking skills!



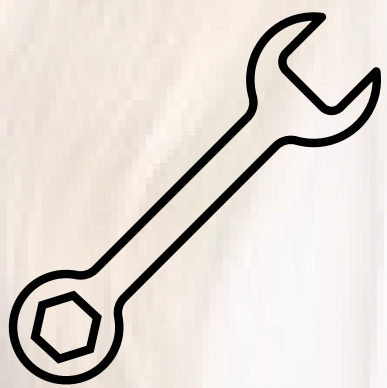
OBJECTIVES

- Understand what it means to be logical.
- Identify patterns and rules in sequences and tables.
- Use logical reasoning to solve puzzles.
- Explain an answer clearly and in a structured way.



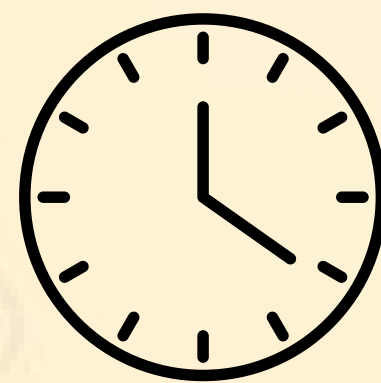
SUBJECTS

- **Mathematics**
 - Logical reasoning
 - Problem solving
 - Simple operations and calculations
- **English**
 - Reading instructions
 - Understanding information
 - Written explanation of reasoning
- **General knowledge**
 - Discovering a work of science fiction
 - Reference to an international day



COMPETENCIES

- Observe and analyze information.
- Identify patterns and logical relationships.
- Justify an answer using reasoning.
- Develop critical thinking skills.



DURATION

- About 60 minutes



GETTING STARTED

- Show an image or a short video clip featuring Spock or a situation that requires thought.
- Say: "Look closely... what do you notice that requires thought or logic?"
- Allow for a few spontaneous answers to spark curiosity.
- Then ask the students: "In your opinion, what is the purpose of logic in everyday life? Can you give some examples?"



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QUESTIONS AND ANSWERS

STEP 1 — Signals from space. Observing logical sequences and identifying rules.

Q1 — The rule is: two reds, one green. The next dot will be red.

Q2 — No. The rule is to multiply by two. So, the next number is 32.

Q3 — The rule is: (letter + 1), (letter + 2), (letter + 3). The next letter is (O + 5) = T.

STEP 2 — The Enterprise Crew. Reading clues and deducing roles using logic.

Q4 — Kirk is the captain, Spock is the scientist.

Q5 — Scotty is the engineer, McCoy is the doctor.

Q6 — Chekov is in charge of navigation, Uhura is in charge of communications.

STEP 3 — Regain Control of the Enterprise! Resolution of a magic square where the sum of each row, column and the long diagonal must equal 10.

2	5	8	-5
7	-4	1	6
-3	10	3	0
4	-1	-2	9

WRAPPING UP

- Review the main discoveries: What did we learn about logic today?
- Ask students to describe in one sentence what surprised them most or made them think during the logic challenges.
 - Remind everyone that logic isn't just for solving puzzles, but also for better understanding situations, making good decisions, and thinking in a structured way in everyday life.

FURTHER EXPLORATION

 Quinn Voss. Logical Fallacies for Kids: Outsmart Bad Reasoning and Catch Silly Arguments!

