

MAKING LIFE MORE FUN

Games And Puzzles For Work And Play

(NAPSA)—More and more, games are becoming more than just child's play. Beyond the obvious fun they bring, games offer a wealth of added benefits. RUBIK'S CUBE, for example, is a game most people are familiar with, but few have ever considered its use in the classroom or doctor's office. In fact, some professionals have found the RUBIK'S CUBE to be more than a means of entertainment and challenge. For many, this portable puzzle can be a useful tool on the job!

Jeff Althouse, a high school teacher in Corvallis, Oregon finds that his algebra students enjoy lessons when he uses the Rubik's Cube. "Teaching concepts in mathematics can be difficult without visuals," says Althouse, who supplies each of his students with his or her own RUBIK'S CUBE. "With it, students can enjoy hands-on teaching, in combination with their textbooks. Most students don't think of math as fun, but with a little added element from a game, difficult concepts can become clear—even exciting."

Lucas Queen, a mental health therapist from Cleveland, Tennessee, follows the latest theories and practices in his profession, and has even devised some of his own. For the past few years, Queen has integrated games into



ON THE SQUARE—A popular puzzle cube may be the answer to why students enjoy math.

his sessions with children and teenagers. Queen, like Althouse, uses the RUBIK'S CUBE to "break through" to youngsters. "Bringing it out establishes an initial connection. They become intrigued by the puzzle, which can open a trusting bond between the therapist and patient," says Queen. Queen, who has solved the puzzle in 17.63 seconds, not only gets through to troubled teenagers, he teaches many of them to solve the RUBIK'S CUBE on their own—and builds their confidence at the same time.

Whether professionals dust off games from their childhood, or borrow their children's playthings, games can make a difference to those of all ages and professions. So, next time you get out a game, don't forget to look beyond the directions to find new ways of incorporating fun into *all* you do.