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Hall noted that inclusivity was an important part of putting together the book. The book's main character, Ace, is non-binary and uses they/them pronouns.

"It was important to me to have the LGBTQ+ representation," she said.

Hall polled her Instagram audience, including teachers and librarians, asking them what kids in their classrooms have never seen their name in a book or souvenir shop.

"I got a lot of answers. And I used those for my character names in the various puzzles," she said.

Before transitioning her career to writing and game creation, Hall was an English teacher for junior and high school students.

"I've been out of the classroom for four or five years and I've been focused on making games and teaching resources, and now writing puzzle books," Hall said.

Hall's recent writing experience takes the form of creating escape rooms for kids, including a Romeo and Juliet-themed escape room as well as one inspired by Odyssey. Teachers would use these games in their classrooms to engage students in these texts in a new and exciting way.

"My idea was to combine the experience in escape rooms with a book. I wanted to expand and do more than just riddles, and I knew I wanted an overall adventure this time," Hall said.

While the book is fun, it also is a learning opportunity for kids. Hall wanted to create some screen-free fun for kids during a time when so much of their learning and social interactions are on computers, she said.

"Computer screens used to be something that for kids were an escape from school — and then they became school, family, clubs and church all at the same time," Hall said.

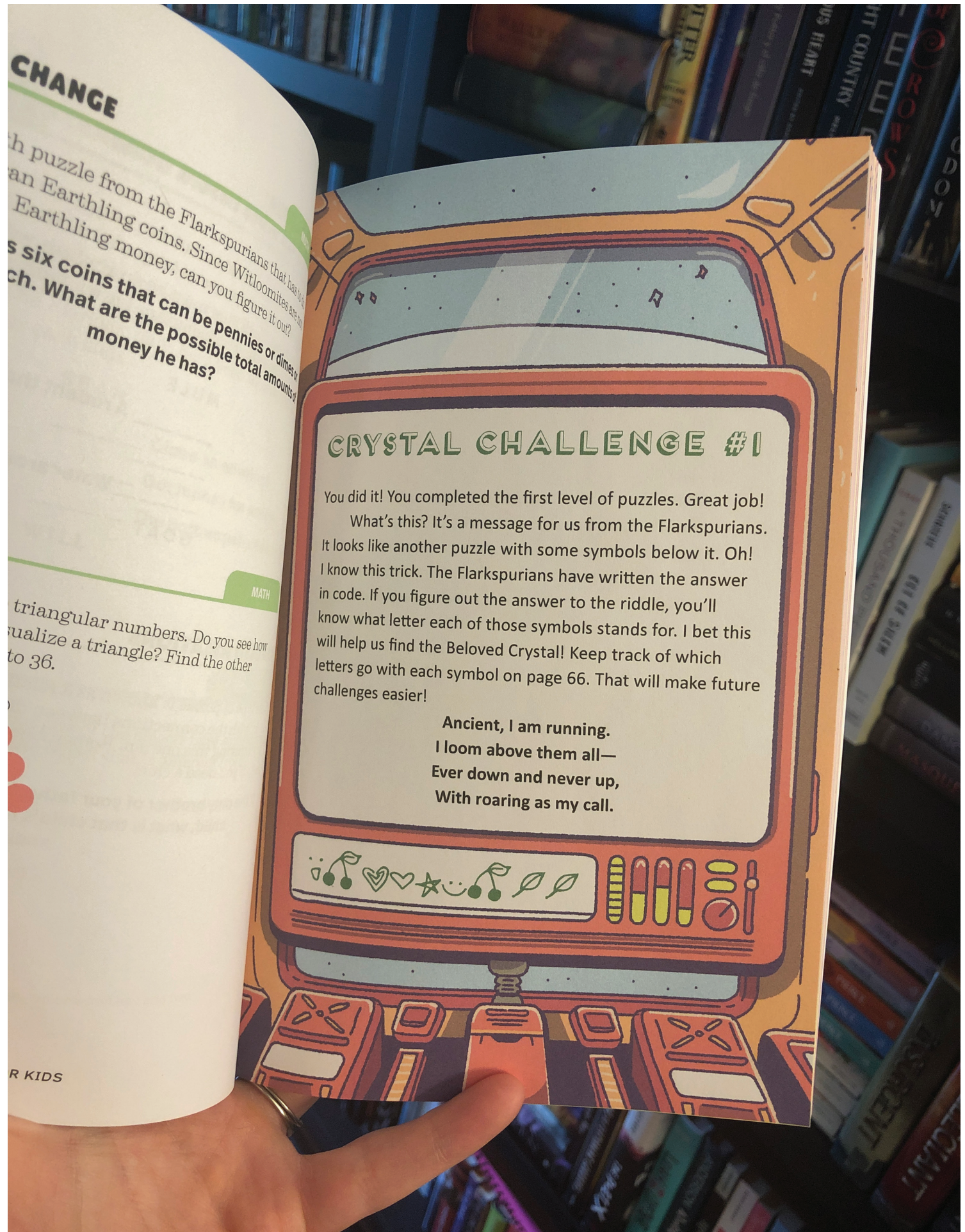
Hall said she thinks kids having opportunities to play games like this will remind kids how being clever and creative are fun, and that school doesn't always have to be a grind in front of a screen.

From her teaching experience, Hall said she understands how teachers don't always have the time to come up with engaging and creative curriculum.

"As a teacher you want to do exciting things with your students but you don't always have the time or emotional energy to spend 30 hours making a game," Hall said. "So instead, I can spend 30 or 40 hours making a game and then all teachers have to do is print it out and play it."

Last year, Hall released a children's riddle book.

Signed copies of "The 100 Best Brain Teasers for Kids" will be available at Lucy's Books in Astoria. It is also available for purchase on Amazon.



A page from the puzzle book.