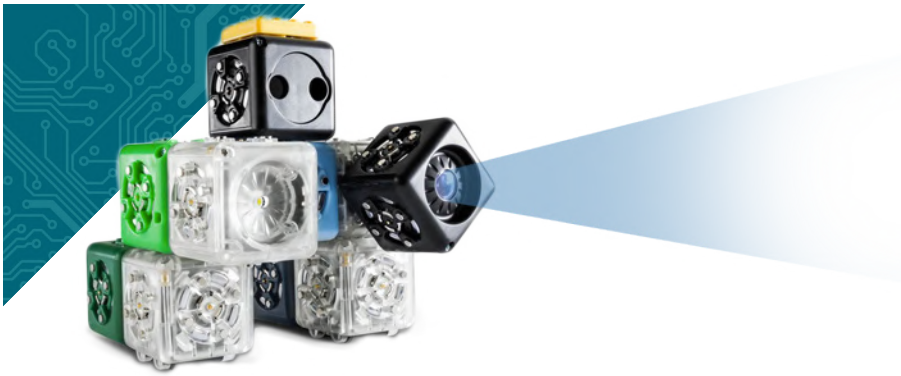


# DISCOVER CUBELETS

Grades: 3-4



**Students:** Up to 6

**Contact Hours:** 12+

**Recommended Settings:**

- Classrooms looking for hands-on STEM
- After-school programs and clubs
- Home-school environments
- Libraries and makerspaces

**Pricing Options:**

Complete Program: \$499<sup>00</sup>

**Highlights:**

- Student-driven curriculum designed for open learning spaces.
- Build robotics and computational thinking skills through hands-on learning.
- Cubelets connect with bricks for endless engineering challenges.

**Logistics and Storage:**

Each kit is stored in a sturdy tub. Student pages are printed on indestructible, no-tear polymer.

**Technology Requirements:**

None required - optional Bluetooth extensions utilize tablets.

**Curriculum Topics:**

- Bright and Shiny (Inputs and Outputs)
- Moving and Grooving (The Drive Cube)
- Bat Senses (The Distance Cube)
- Around and Around We Go (The Rotate Cube)
- Seeing the Light of Day (The Brightness Cube)
- Rocking and Rolling (Sliding Sideways and Spinning in Circles)
- Double Time (One Input, Two Outputs)
- Bigger and Better (The Passive Cube)
- A Light in Dark Places (The Inverse Cube)
- Blocking It Out (The Blocker Cube)
- Mixing It Up (Symmetry and Balance)
- Whirling and Twirling (Combining Action Cubes)

**Materials:**

- 14 Cubelets:
  - 2 Battery
  - 1 Blocker
  - 1 Bluetooth
  - 1 Brightness
  - 2 Distance
  - 2 Drive
  - 1 Flashlight
  - 1 Inverse
  - 1 Knob
  - 1 Passive
  - 1 Rotate
- 6 Brick adapters
- Expanding folder to organize student pages
- Sturdy tub with lid
- Printed set of student pages
- USB charging cable

**Shipping Availability:**

Contact a PCS STEAM Program Specialist for shipping options.

**Training Available:**

Professional development webinar training is available. Talk to a PCS STEAM Program Specialist for more information.





# Alignments & Standards

## Habits of Mind:

16 "thinking habits" developed by Art Costa and Bena Kallick to empower students to succeed in a 21st century learning environment.

- Persisting
- Managing Impulsivity
- Thinking Flexibly
- Applying Past Knowledge to New Situations
- Gathering Data Through All the Senses
- Creating, Imagining, Innovating
- Taking Responsible Risks
- Remaining Open to Continuous Learning

## 21st Century Skills:

A set of widely-applicable abilities essential for success in the information age.

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Information, Media, and Technology Literacy
- Flexibility and Adaptability
- Initiative and Self-Direction
- Productivity and Accountability

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## Next Generation Science Standards \*

- NGSS 3-5-ETS1-1 Design a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- NGSS 3-5-ETS1-2 Generate and compare multiple solutions to a problem based on how well each is likely to meet the criteria or constraints of the problem.

\* NGSS is a registered trademark of Achieve. Neither Achieve nor the lead states and partners that developed the Next Generation Science Standards were involved in the production of this product, and do not endorse it.

## More Cubelets!



### Cubelets Mini Makers Pack

54 Cubelets selected with Pre-K and K students in mind.

\$1,440<sup>00</sup>



### Cubelets Creative Constructors Pack

56 Cubelets to support 4 working groups.

\$1,490<sup>00</sup>



### Cubelets Inspired Inventors Mega Pack

For educators who realize kids can't get enough of Cubelets!

\$3,999<sup>00</sup>

Looking for even more Cubelets?  
Contact a PCS STEAM Program Specialist today for more information  
about these boundless bundles of robotic creativity!