



# DISCOVER CUBELETS

Grades: 1-4

## 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.

**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:** Full *Discover Cubelets* kit: \$499

## Logistics and Storage:

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

## Technology Requirements:

None required - optional Bluetooth extensions utilize tablets

## 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
- Gratnell tub for storage
- Printed set of student pages
- USB charging cable

## 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)

## Training Available:

Professional development webinar training is available. Talk to your sales rep for more information.

## Shipping Availability:

Contact your sales rep for shipping options.



# Alignments & Standards

## 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

## 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

## 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.

## More Cubelets!



### Cubelets Mini Makers Pack

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

\$1500



### Cubelets Creative Constructors Pack

56 Cubelets to support 4 working groups.

\$1530



### Cubelets Inspired Inventors Mega Pack

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

\$4206

Looking for even more Cubelets?

Contact your sales rep today for more information about these boundless bundles of robotic creativity!