ABSTRACT:

- Qualitative investigation at alternative high school in Colorado, USA; 2017-2018.
- Five-week terms; 1st: eight students, **2nd: five students.**



Evaluated impact of Rubik's **Cube on self-confidence**, engagement, teamwork, and critical thinking.

RESULTS/FINDINGS:

Across ten weeks, students completed 24 mosaics (36-625 cubes in size).

Pupils' engagement levels were linked to class format.



Learners' mindset shifted from "I CAN'T do this!" to "I CAN do this!"

THE 'A' IN STEAM:



Constructed mosaics to produce artwork with Rubik's Cubes.

Learned about historical figures including Einstein, Tesla, and others.

Utilized online applications to create original designs.



LESSONS & ACTIVITIES:

* Geometry \succ Surface area, volume, and nets of cubes

Probability:

> Factorials, exponents, and permutations

* Trigonometry:

> Pythagorean Theorem

*** Technology:**

 \succ Pixels and graphic design

The Rubis Cube: A Unique Twist in STEAM Gifted Education

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July 27, 2019

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ENGAGEMENT:

- Students learned how to solve the entire Rubik's Cube.
- The group was motivated to construct a custom mosaic of a school staff member.
- The class moved towards democratic autonomy.



and

EXTENSIONS & DIFFERENTIATION:



2x2-used with lessexperienced learners.

Classic 3x3-used with students of all ages.

> 4x4 with "parity"-used with advanced pupils.

Void Cube"-used to



PERSEVERANCE & GIFTEDNESS:

*** 1974:** Ernő Rubik, **Hungarian sculptor** and professor, invented the "Magic Cube"; he spent a month trying to solve his own puzzle.



FUTURE STUDIES:

- How can this be scaled to larger classrooms?
- In what ways do gifted students engage with the **Rubik's Cube?**

REFERENCES:

