

Teaching ideas for using the cube

Make a dice

- Enlarge the cube and create a dice. Set students the task of creating a revision or question game, based on the six sides of the dice. The best suggestion for a game would then be played in class.

Make a revision cube

- Students make notes about a topic on the six sides of the cube.
- Students make a '**who, what, when, where, how, why**' cube to explore a scientific discovery.
- Students make a keywords cube.
- Students make an equation question cube **and** a cube with the solutions and get students to match them up.
- Students make a classroom display using revision cubes.

Create a peer teaching cube

- Students create a revision cube (as above) along with a series of related questions about the topic which are placed inside the cube. The cube is then passed to another student, who revises what has been written on the cube and then takes the questions out. The cube is then hidden while the student answers the questions. The first student then 'marks' what the second student has written and they discuss the answers.
- For a class activity, students can make the cubes and questions in groups, and then swap with another group who answers the questions. For added challenge, give students a time limit, and the group who answers the most questions in the time given are the 'winners'.

Make a research cube

- As a pre-research activity, give students (individually or in groups) the task of researching key information about a theme, topic, discovery, or scientist. They can then write their findings on the six sides of the cube, and share their ideas in class by passing or throwing their cube to others.

Make a task or decision cube

- Write six tasks on each side of the cube, and students or groups have to roll the cube to decide which task they will complete.

