



2 players



Ages 6 and up



Mashup: Rubik's Cube & Tic-Tac-Toe

GAME GUIDE

An exciting mashup of Rubik's Cube and Tic-Tac-Toe. Place blocks in a rotating cube, get 3 in a row first, and win the game. Want more spatial twists? Play on a 4x4x4 or even a 5x5x5 cube!

**PROMOTES
THE FOLLOWING
COGNITIVE SKILLS**

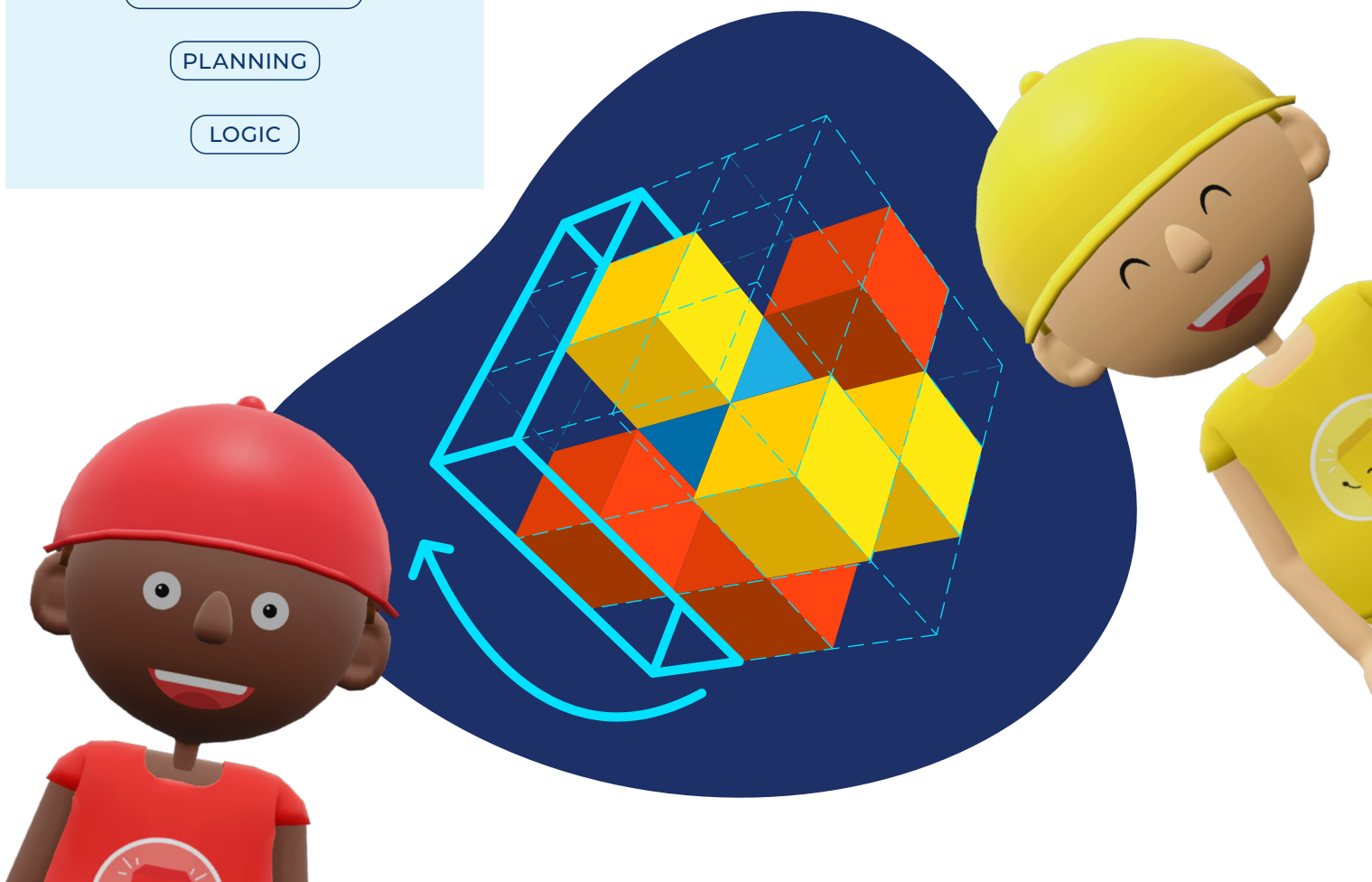
SPATIAL INSIGHT

PLANNING

LOGIC

RULES

The rules are easy to understand, but the game is quite challenging. The goal is to be the first player to get 3 in a row. You do this by placing blocks of your color in a virtual cube. To place your blocks in the virtual cube, you'll need some spatial reasoning, but fortunately, you can use a handy button to rotate the cube to a front view. With each move, a layer of the cube also turns in a certain direction, indicated by an arrow, so you can plan your next move in advance. So, you combine the rotation of the Rubik's Cube with the challenge of Tic-Tac-Toe. Think it's too easy? You can also play Cube Clash on a 4x4x4 or 5x5x5 cube for an extra challenge!



WHY USE CUBE CLASH IN YOUR CLASSROOM?

Cube Clash is an exciting combination of Rubik's Cube and Tic-Tac-Toe where you need to get 3 in a row first. It sounds simple, but with each move, the virtual cube shifts in a certain direction, just like a real Rubik's Cube. The game combines a lot of spatial reasoning with the classic rules of Tic-Tac-Toe, making it a challenging puzzle for two players!

You can use Cube Clash in various ways in your classroom; here are a few examples for inspiration:

Spatial Reasoning: Since Cube Clash requires significant spatial reasoning, it's the perfect game to incorporate during lessons focused on spatial awareness. You can use it during corner work or as a fun end to the lesson. Because it's a two-player game, it provides an exciting conclusion where students use their spatial skills in a playful manner.

Rubik's Cube: Cube Clash is also a great game to revisit the Rubik's Cube. Students can try to solve the Rubik's Cube during breaks or the last minutes of the day. You can discuss various strategies and have them share what works and what doesn't.

Cube Duel and CUBIQ: If students are fans of Cube Clash, you can also introduce them to Cube Duel and CUBIQ. These physical SmartGames further challenge their spatial reasoning and can be a great addition to the puzzle corner.



TIP

Download our tournament schedule and organize a Cube Clash tournament in your class!

EDUCATIONAL GOALS

By playing Cube Clash, you work towards the following goals:

Logical and Mathematical Thinking	- Understanding how to use mathematics and logical thinking to solve everyday problems. - Logical and algorithmic thinking.
Dealing with Spatial Movement and Time	Accurately estimating directions and paths of movement.

By playing Cube Clash , you work towards achieving the following educational objectives:

WI ET 4.3 - WI ET 4.2 - WI ET 5.4 - MV ET 4.4