

Q-BITZ ROUNDS

OBJECTIVES

- Explore Newton's Laws of Motion* •Recognize gravity •Use creativity to build a functioning maze •Observing position & motion* •Use trial and error*

*Indicates STEM and/or Common Core objectives

..... GRADES
3-5

..... ESTIMATED TIME
Flexible based on
classroom needs

... MATERIALS NEEDED ...

- Q-bitz cards & trays (at least one per group)



PROCEDURE

Divide students into groups of 3-8. Students should sit at a table or around their desks.

Provide students with at least one Q-bitz board and a set of Q-bitz cards.

The first player in the group pulls a Q-bitz card and displays it in the middle.

All Q-bitz pieces should be passed with the tray or in the middle so everyone can reach them.

Q-BITZ ROUNDS

PROCEDURE

The first player places 1 Q-bitz piece in the wooden tray according to the pattern and then passes the tray to the next player. (Sliding is recommended so that cubes don't move)

If an incorrect cube is played, another player will have to correct the cube. This correction counts as a turn and play may not add another cube to the board.

Added challenges:

- Compete with other groups in the classroom. Who can complete the challenge fastest?
- Show students the card for 10 seconds. They must complete the puzzles without looking at the card.
- Pass two puzzles at once. For this version, pass the card with the puzzle instead of placing it in the center.

FOLLOW UP

- What puzzles were the most difficult to replicate?
- What was challenging about doing the puzzles as a group?
 - Do you think it would be easier to do on your own?
- Did you feel stressed or pressured when you were competing against other teams?
Did this make it more challenging?
- What was your strategy when you were choosing which piece to play?

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