Cubelets

*Emergence is the science of how complex behaviors can arise from lots of smaller, simpler interactions. Cubelets harvest the power of emergent behavior so that you can stack, snap, shuffle and otherwise assemble your own robot without any programming or any wires. A robot construction system designed to teach the big lessons behind complex systems, design thinking, and emergence with tiny robots.

**Lesson Plans for Grades 7-12**

- A.A.1 | Introduction and Exploration of Cubelets
- A.A.2 | Data Collecting
- A.A.3 | Sensing and Magnitude
- A.A.4 | Engineering Design Thinking
- A.A.5 | Solving Engineering Problems
- A.A.6 | Using the Design Process
- A.A.7 | Design Thinking
- A.A.8 | Criteria and Constraints
- A.A.9 | Data Flow
- A.A.10 | Amusement Park Ride

**VLC LibGuide-Virtual Makerspace** (lesson plans available here)

Please visit the site for in-depth lesson plans

**Curriculum Links:**
Science and Technology, Engineering, Math, Music

Please be very careful when using Cubelets. Do not drop or step on Cubelet Blocks since each one is a little computer and they are very expensive. Please treat them with respect.

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