HOW TO PLAY

STUDENT INSTRUCTIONS



1. Take turns rolling two Qubes at a time: the "Do Qube" and a "Concept Qube".
2. Complete the task related to the concept as shown on the Qubes. You may PASS and lose your turn or you can ASK FOR HELP from your group. If the group helps, then everyone gets to record the answer and receive a point.
3. If you roll a "Wild Card" you can choose any method on the "Do Qube" to demonstrate your understanding of the concept.
4. Record your answer on the answer sheet.
5. Share your answer with the other group members (if you didn't ASK FOR HELP).
6. Group members approve or disapprove of the answer by giving a "thumbs-up" or "thumbs-down" sign.
7. If your answer is not approved by majority vote, the answer is crossed out on the answer sheet. If the group cannot decide if the answer is correct, write a question mark next to the answer and check it later with your teacher.
8. The game ends when time is up (as determined by your teacher) or when one person has all answers filled in on the answer sheet.
9. The student with the most correct answers WINS!

DO QUBE Descriptions:

DRAW – draw any image related to the concept, add labels if you can
DESCRIBE – use adjectives and/or key terms to describe the concept
STATE – state one or more facts or a definition of the concept
LIST – list 2 or more related concepts, parts, or examples
COMPARE or CONTRAST – briefly explain how the concept is similar to OR different from another concept
WILD CARD – Choose any of the above ways to express your understanding of the concept