

# ERNO'S CUBE

## Session Guide

---

### Welcome and Register

Bags should be left at the side of the room and children should not have phones on them during the session.








Children should come together for the Register, welcome and an opportunity to ask questions.

Children should be reminded to bring their book and cube to the session (and to name their book). If they have forgotten, they may borrow one of the Erno's Cube spare books or cubes, which must be returned at the end of the session.

### Session Activities

Children work independently or in pairs / small groups of similar ability to solve the cube, while the session coach provides advice and guidance.

When a child is ready, they can have a go at securing a certificate through an assessment:

	Milestone(s)	Part of the Book
 <b>SOLVER</b>	Children are awarded their first Solver certificate when they first solve the cube from start to finish.	Comfortable with Part 1 "Getting to know your Cube" Capable of Part 2 "Learning the Method"
 <b>STAR SOLVER</b>	Can solve the cube from start to finish while only referencing the sequences in the book (Part 4)	Comfortable with Parts 1, 2 and 3 "Memorising the Method" Capable of Part 4 "Practising the Sequences"
 <b>HEART SOLVER</b>	Can solve the cube from start to finish from memory.	Able to solve without the book
 <b>SPEED SOLVER</b>	Can solve the cube in under 3 minutes.	
 <b>SONIC SOLVER</b>	Can solve the cube in under 2 minutes.	
 <b>LIGHTNING SOLVER</b>	Can solve the cube in under 1 minute.	

A record should be kept of which level each child is at so that those of a similar ability can work together and so they can be encouraged to work towards the next stage.

Once children are Solvers, they can be given the opportunity to set a Personal Best with a cubing timer. The session coach should keep a record of children's personal bests.

### Show & Tell or Time Trial

Towards the end of the session, children should be offered the chance to "Show and Tell" their solving skills or do a time trial in front of the class.

### Beyond Lightning Level

Children at Lightning level may take part in: teaching other children, improving their personal best, attempting to solve the 4x4 cube.

---