

### House Rules!

Bags at the side

No phones

No running

Cubing books should be named

### Arrival and Collection

Coaches should arrive at the school **at least 10 minutes** before the start of the session to give time to sign in. Coaches may need to collect cubers from their classes or cubers may arrive at the session themselves, depending on school policy.

### Welcome and Register

Bags should be left at the side of the room and cubers may choose to have a **snack**.

The coach should give the cubers time to settle in and take the **register** on ClassforKids (cubers may say "here").

Cubers 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 books or cubes, which must be returned at the end of the session. At least 3 spare books and 3 spare cubes should be taken to each session (and labelled so they are not mixed up with their books and cubes).

**Show & Tell** - cubers may be given the opportunity to tell the class about their achievements in the past week.

### Core Activity

Cubers work independently or in pairs / small groups of similar ability to solve the cube using **The Cube for Children book**, while the coach provides guidance and answers questions. Coaches may encourage cubers to help one another.

When a cuber reaches a certain **Solver Stage** (Solver, Star Solver, Heart Solver, Speed Solver, Sonic Solver and Lightning Solver) they are awarded a **certifloote** (see Solver Certificates). The coach may use their judgement to decide when the cuber has reached this level (see Solver Stages).

The coach should enter the date that the cuber reaches the relevant level on the **Solver Progress Tracker**. The tracker can be used to guide the coach on where to focus their attention to help the cubers progress.

Dedicated **cubing timers** may be used by the cubers to time how long it takes them to solve the cube. The timers are necessary to progress to Speed (3 minutes), Sonic (2 minutes) and Lightning Solver (1 minute) stages. At least 3 cubing timers should be taken to each session.

All times recorded by the cubers may count towards their own "**personal best**", but cannot feature on the Leaderboard (see below). Cubers may also like to compete with one another by solving the cube in **mini races** or competitions.

Some cubers prefer to solve the cube **quietly** and slowly - cubers should not be pressured into setting times if they prefer not to.

### Other Puzzles

The 2x2 cube (and method), 4x4 cube and other hand held mazes may be given to the cubers to explore during the session.

### Leaderboard

In the latter part of the session, cubers should be given the opportunity to secure a spot on our **Leaderboard**. For this, the coach should ensure the cube is properly scrambled and that the cuber sets their time on the cubing timer. This time can be submitted to us at [team@ernoscube.com](mailto:team@ernoscube.com) (please include time to the nearest second, initials, year, school and date).

### Star of the Week

At the end of the session, the **Star of the Week sticker** should be awarded to one or two cubers. This can reflect achievements or behaviour in the session, such as helping another cuber, setting a personal best or achieving a new Solver Level. Star of the Week should be noted on the Solver Progress Tracker to help the coach decide who to allocate it to in subsequent weeks.

### Home Time

5 minutes before the end of the session, cuber should pack up their cubes, books and water bottles, collect their coats and bags and line up by the door.

Cubers are then escorted to the collection point. Cubers should confirm that their adult is present before being released. If cubers are going to other clubs, they should be handed over at the collection point by the next club operator.

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