CUBING - Green - Novice, Creative Process, Concrete, Built-in-Supports

Judging It

I can use criteria to judge solutions to a problem.

Generate ideas to solve your real-world problem and then use a DMM to judge them.

Criteria: Cheap, Fast, Safe, Builds Community

Explaining It

I can use language to explain ideas and opinions.

Write 3-5 newspaper headlines which might accompany a story about this problem.

Try to write one for a daily paper, one for a children's paper, and one for a science journal.

Knowing It

I can gather information in an organized way.

Turn to the next blank page in your notebook and take one page of right-side notes.

Subtopics: Problem Facts, Money, Miscellaneous

Transferring It

I can recognize similarities in problems.

Create a list of problems which you feel are similar to this problem. Include why!

Possibilities: pollution, traffic, mosquitoes, tourists,

What Might Come From It

I can create/improve a tool to help solve a problem.

After generating a list of MVU ideas, create a blueprint of a tool which would help solve this problem.

Use SCAMPER skills to elaborate.

Analyzing It

I can find the parts of a real-world problem.

With your team, dissect the problem you read about.
Use a Flow Map with 4-5 boxes to show the beginning, middle, and end of the problem.

CUBING - Yellow - Apprentice, critical Thinking, Information Management

Judging It

I can use criteria to evaluate solutions to a problem.

Generate MVU ideas to solve your real-world problem and then use a DMM to judge them.

Develop your criteria on your own and then share & trade.

Explaining It

I can use language to explain ideas and opinions.

Write a brief newscast story to explain the problem as it exists today.

Try to include one analogy and two perspectives of others.

Knowing It

I can gather information in an organized way.

Turn to the next blank page in your notebook and take one page of right-side notes.

Use 2-3 subtopics, including Problem Facts & Who Cares

Transferring It

I can recognize similar attributes of real-world problems.

Create a list of problems which you feel are similar to this problem.

Include problems throughout history and across the globe.

What Might Come From It

I can create a tool to help solve a problem.

After generating a list of MVU ideas, create a blueprint of a tool which would help solve this problem.

Use SCAMPER skills to elaborate.

Analyzing It

I can find the parts of a realworld problem.

As a team, create a Multiple Perspectives map for your problem.

Use roles from your article, plus 3 that you create.

CUBING - Pink - Proficient, Problem Solving, Futures, Abstract

Judging It

I can use criteria to evaluate solutions to a problem.

Generate MVU ideas to solve your real-world problem and then use a DMM to judge them.

Develop your criteria independently.

Explaining It

I can use analogies to explain ideas and opinions.

Create a list of analogies which will help others to better understand your real-world problem.

For each analogy you create, identify the audience.

Knowing It

I can gather information in an organized way.

Turn to the next blank page in your notebook and take one page of right-side notes.

Generate 1 topic and 2-3 subtopics on your own.

Transferring It

I can recognize similar attributes of real-world problems.

Create a list of problems which you feel are similar to this problem. Explain how they are similar.

Include problems throughout history and across the globe.

What Might Come From It

I can create a future tool to help solve a problem.

After generating a list of MVU ideas, create a blueprint of a tool which would help solve a problem like this in the year 2147.

Use SCAMPER skills to elaborate.

Analyzing It

I can identify cause and effect relationships.

With your team, dissect the problem you read about. Make a group graphic organizer which shows all of the causes and effects you can find.