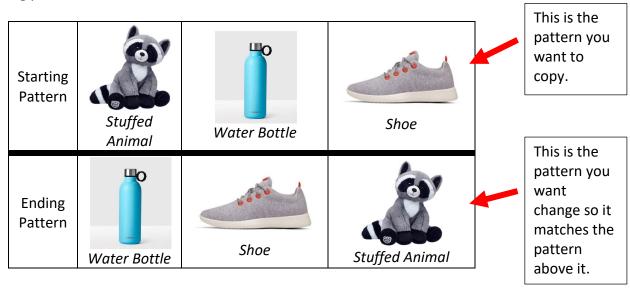
Rubik's Cube Mix

Instructions

- You will need 2 people to complete this activity. This is a team activity.
- Begin with creating the "starting pattern".
 - Decide how many "things" your starting pattern will have 3-5 things is a good number.
 - For each "thing" in your starting pattern, you need to have a similar "thing" for your ending pattern.
 - Example: If my starting pattern has: 1 Le Croix water, 1 bear stuffed animal, and 1 rock, my ending pattern also needs to have 1 Le Croix water, 1 bear stuffed animal, and 1 rock.
- Once your starting pattern is created, draw a thick line underneath
 - This can be done with chalk, masking tape, string, etc.
- Shuffle up your ending pattern pieces, placing 1 thing underneath each thing in your starting pattern.
 - The ending pattern pieces should NOT be in the same order as your starting pattern.
- Draw another thick line 20-30ft away from the starting pattern/ending pattern.
 - This line is where you will begin.
- Your goal is to manipulate the things in the ending pattern, so they match the starting pattern. You can only make 1 swap of two objects at a time.
 - The objects your swap must be next to each other.
- You will take turns in your team running down, making 1 move in the ending pattern, and running back to high five the next person.
 - Continue until the ending pattern matches the starting pattern
- Here is an example of how to create the starting pattern, and shuffle the items for the ending pattern.



Modifications

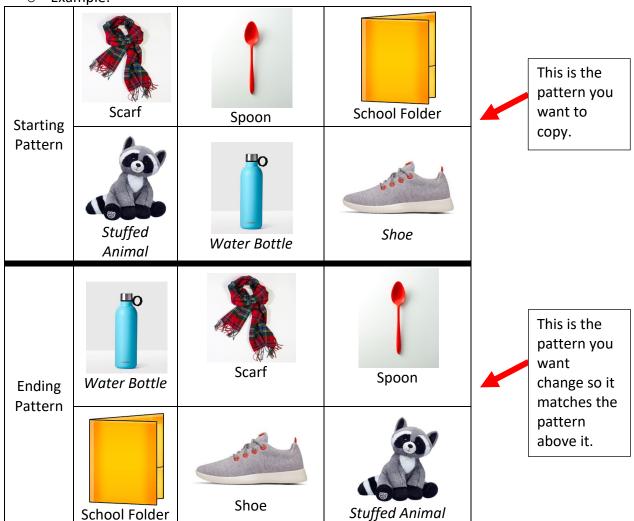
Less Challenging

- Shorten the distance in the relay (starting point to pattern area)
- Talk about strategies for recreating the pattern as a team before you begin
- Have two people run up together and decide which objects to swap

More Challenging

- Increase the number of objects you use (5+)
- Add two rows for the starting pattern. Now you have to make object swaps vertically and horizontally.





Video Examples

- Watch Ms. H and her sister Rachel explain and participate in Rubik's Cube Mix
- https://www.youtube.com/watch?v=QY_8wiXD28A&feature=youtu.be

Picture Examples

- Begin with creating the "starting pattern".
 - Decide how many "things" your starting pattern will have – 3-5 things is a good number.
 - For each "thing" in your starting pattern, you need to have a similar "thing" for your ending pattern.
- Shuffle up your ending pattern pieces, placing 1 thing underneath each thing in your starting pattern.
 - The ending pattern pieces should NOT be in the same order as your starting pattern.
- Your goal is to manipulate the things in the ending pattern, so they match the starting pattern. You can only make 1 swap of two objects at a time.
 - The objects your swap must be next to each other.
- You will take turns in your team running down, making 1 move in the ending pattern, and running back to high five the next person.
- Continue until the ending pattern matches the starting pattern

