

GT Grades 3-6

“If you are curious, you will find
the puzzles around you.
If you are determined, you will
solve them.”

-Erno Rubik



To start with...

Creativity will be an underlying focus of future explorations. Students will utilize various mathematical algorithms to solve the Rubik's Cube, will take an historical and creative look at mosaics, and will be tasked with transforming a classic game into a modern version of the same.

Chocolate Bar

Students tried to discover the secret behind the “**Magic Chocolate Bar.**” More tantalizing brain teasers will follow.



Mock Trial

After Sept. 17th, Constitution Day, students will play an online game. **Make Your Case** is a courtroom trial simulation in which students control the action in a television-



like trial. Students will play the role of attorneys in a civil case involving a traffic accident between a bicyclist and a driver. The game, designed to be played by two players or two teams of players, challenges students to decide which pieces of evidence will be most helpful to their case. Once the trial is under way, they choose which questions to ask witnesses and decide when to object if they spot violations of the rules of evidence during testimony. The trial concludes with closing arguments and the delivery of a verdict. After the verdict, students have an opportunity to interview jurors. Finally, feedback is given as to how well they performed as attorneys.

Escape Room Experience

Collaboration between individuals is a skill that needs to be practiced. While performing an “escape room” challenge in class, it will be an important factor when groups work together to solve puzzles and tasks to allow them to escape.