

# MERGE<sup>®</sup> CUBE APPS FOR EDU



APP NAME	GRADE LEVEL	SUBJECT	CURRICULUM AREA	ISTE STANDARD
<b>SUPER Sugar Crash: MERGE Cube</b>	1st – 3rd	Math	Time Counting	<b>1</b> Empowered Learner Indicators: 1a
<b>Galactic Explorer</b>	1st – 6th	Science, Earth Science, Astronomy	Space Earth's Place in the Universe, Particles in Matter, Gravity, Life beyond Earth, Motion and Stability: Forces and Interactions	<b>3</b> Knowledge Constructor Indicators: 3a
<b>THINGS</b>	1st – 12th	Math, Science, Art Technology, Engineering	Problem Solving	<b>1</b> Empowered Learner Indicators: 1d
<b>Tiltball</b>	1st – 4th	Math	Spatial Awareness, Problem-Solving, Time, Time Management	<b>1</b> Empowered Learner Indicators: 1a
<b>CubePaintAR</b>	1st – 4th	Art, Technology	Color, Design	<b>4</b> Innovative Designer Indicators: 4a
<b>Party Games for MERGE Cube</b>	1st – 12th	Technology, Math	Problem-solving, Time Management, Group Collaboration	<b>7</b> Global Collaborator Indicators: 7b
<b>Snake Attack for MERGE Cube</b>	2nd – 4th	Science	Problem-Solving, Energy	<b>1</b> Empowered Learner Indicators: 1d
<b>CyberCube</b>	2nd – 3rd	Math	Patterns, Sequencing, Coding	<b>5</b> Computational Thinker Indicators: 5d
<b>Ask Kranky</b>	3rd – 9th	Emerging Technology	N/A	<b>1</b> Empowered Learner Indicators: 1d
<b>DinoDigger</b>	3rd – 6th	Science, Natural History, ELA, Geology Paleontology	Biological Unity and Diversity, Inheritance and Variation of Traits, Fossils, Natural Selection, Fluency, Listening and Responding, Multimodal Literacy: Digital	<b>3</b> Knowledge Constructor Indicators: 3a

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Elemental Order	3rd – 6th	Math, Technology	Patterns, Problem Solving	<b>5</b> Computational Thinker Indicators: 5d
Mr. Body	3rd – 5th	Science	Organisms: Structure and Processes	<b>3</b> Knowledge Constructor Indicators: 3a
Invasion for MERGE Cube	3rd – 5th	Math, Technology	Time, Time Management	<b>1</b> Empowered Learner Indicators: 1d
Munch	3rd – 6th	Science, Biology	Food Chains, Ecosystems: Social Interactions and Group Behavior, Adaptation	<b>3</b> Knowledge Constructor Indicators: 3c and 3d
Cube Conquest	3rd – 8th	Science, Earth Science, Zoology, Math	Problem Solving, Adding/Subtracting, Money Sense	<b>1</b> Empowered Learner Indicators: 1a
Rubik's Cube Augmented!	3rd – 12th	Math	Spatial Awareness, Cognitive Ability, Problem-Solving, Identifying Patterns	<b>5</b> Computational Thinker Indicators: 5d
AR Kitten for MERGE Cube	4th – 6th	Science, Math	Animals, Energy flow in organisms, Multiplication	<b>1</b> Empowered Learner Indicators: 1a
BlockAR	4th – 6th	Math	Patterns, Identifying Common Shapes, Spatial Awareness, Problem- Solving, Higher Order Thinking	<b>1</b> Empowered Learner Indicators: 1d
Defused!	4th – 6th	ELA	Time, Time Management, Multimodal Literacies	<b>1</b> Empowered Learner Indicators: 1d
Hangry Herb	4th – 6th	Science, Botany	Plants, Energy flow in organisms	<b>1</b> Empowered Learner Indicators: 1a
Wobble Wobble for MERGE Cube	4th – 6th	Science Physics	Newton's Law	<b>5</b> Computational Thinker Indicators: 5c

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