

T-Cube Excitement in Malatya: Students Competed with Spatial Thinking Skills in Tournament

The T3 Foundation brought students together for a fun and educational experience that enhances spatial thinking skills through a tournament organized in Malatya with its educational board game, “T-Cube.” While the children who fully enjoyed themselves during the tournament were presented with their awards at the end of the event, their happiness was clearly reflected on their faces.

T-Cube brings children's imagination into three dimensions

Aiming to develop the analytical thinking, problem-solving, and three-dimensional thinking skills of children and youth in line with the vision of the National Technology Initiative, the T3 Foundation continues its education-focused projects with T-Cube. Developed to support spatial reasoning skills, T-Cube stands out as an original board game that enables students to learn through play. T-Cube is based on creating three-dimensional structures with unit cubes based on two-dimensional visuals on game cards, or drawing the front, side, and top views of the created structures. Thus, students develop skills in mental visualization, thinking from different angles, establishing part-whole relationships, and analyzing geometric structures while having fun.

T-Cube excitement was carried to a village school in Malatya

Organized at Malatya Tecirli Secondary School in cooperation with the T3 Foundation and the Malatya Provincial Directorate of National Education, the T-Cube Tournament was held with the participation of 32 students in total. Welcoming the tournament news with great excitement, the students gathered in the schoolyard and shared their pre-event excitement with their friends. Following a countdown done altogether by the students, the tournament started, witnessing colorful and thrilling moments. Students carefully examined the two-dimensional visuals on the game cards and tried to create three-dimensional structures with unit cubes. Competing against time, the children engaged in a fierce rivalry to complete the shapes on the cards in the fastest and most accurate way. In the tournament, where the excitement did not fade for even a moment, students also followed their friends' competition with great interest.

Tournament excitement was crowned with the joy of awards

Throughout the tournament, while demonstrating their attention, speed, and problem-solving skills, students also found the opportunity to practically develop their skills in mentally visualizing three-dimensional structures, evaluating from different angles, and analyzing geometric relationships. At the end of the tournament, while awards were presented to the ranking students, T-Cube board games were gifted for the school's shared use, and bags were presented to the students to ensure the continuation of the T-Cube excitement. As the award excitement and happiness of the children who had a blast were reflected on their faces, the event witnessed highly colorful scenes.

Game-based learning experience expands with T-Cube

The T3 Foundation continues to bring T-Cube together with students in different cities of Türkiye. In another organization held at the DENEYAP Makers Lab in Malatya in cooperation with the Republic of Türkiye Ministry of Youth and Sports and the T3 Foundation, 120 students experienced T-Cube, while 32 participants shared the excitement of the game in the tournament held in cooperation with Anadolu Agency as part of the May 19 Commemoration of Atatürk, Youth and Sports Day. Contributing to the development of children's analytical thinking, spatial reasoning, and problem-solving skills at an early age, the T3 Foundation continues to support the upbringing of generations that will build the future of the National Technology Initiative through its game-based educational efforts.