Tinkering Techniques

Tinkering Time is an opportunity for teachers to model problem solving steps, questions and start points for working out a bug, including:

• **Asking questions**: What happens if I.../What has changed and what has stayed the same? /When I do...this happen.../ At which block does it go wrong?

• **Finding a start point:** Encouraging children to only change one thing at a time and notice changes

• **Robot Talk:** Speak the moves Cubetto needs to make (Like a robot) and select the corresponding blocks

• **Half way there:** Showing the children Cubetto making the correct moves (to help them visualize the blocks) but concealing the algorithm on primo board

• **Team work:** Adding algorithm to 2 primo boards, changing one and running both programs to identify changes