



pressrelease

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## **Rubik Learning Initiative, idoodlesoftware inc., and COSGC Announce Cubes In Space™, a Global STEM Design Competition with Winning Experiments to Launch from NASA Wallops.**

**Unique collaboration to commemorate the 40<sup>th</sup> Anniversary of the Rubik's Cube.**

OTTAWA, CANADA and LONDON, UK - Mar. 25, 2014 – The Rubik Learning Initiative (RLI), a global platform for revolutionary and engaging educational tools, programs and expertise that foster the development of creative and multilateral thinking, announced today Cubes In Space™, a no-cost global design competition for students aged 11-14 years old to develop STEM-based experiments for launch into space. The Cubes In Space program is a partnership between Rubik Learning Initiative, idoodlesoftware inc., the Colorado Space Grant Consortium's RockSat-C program and supported by the Sounding Rocket Program Office at NASA's Wallops Flight Facility.

“Utilizing formal or informal learning environments, students and educators will be exposed to engaging content and activities in preparation for the design and development of an experimental payload to be integrated into a small cube”, said Amber Agee-DeHart, Founder of the Cubes In Space program.

“These cubes will be launched into space via sounding rocket from NASA's Wallops Flight Facility on Wallops Island, VA on June 26<sup>th</sup>, 2014.”

The goals of the Cubes in Space program are to show students the interconnections between STEM concepts and to teach students to become analytical and effective thinkers capable of taking more difficult courses and pursuing technical careers in the future.

Leveraging the excitement of space exploration, the Cubes In Space program offers students and educators the opportunity to learn about the methodology for taking an idea from design through the review process. Throughout the experience, students will acquire key 21st century skills necessary for success in a highly connected, global society.

Teachers and educators around the world can register online for the Cubes In Space program through the website <http://www.cubesinspace.com> with the final registration date being April 11<sup>th</sup>, 2014. All the terms and conditions for the competition are available on the website.

Cubes In Space is a unique opportunity for teachers and students around the world to explore creativity and the design process to help students discover their own solutions!

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### **About Cubes In Space**

Cubes In Space™ is a no-cost global design competition for students aged 11-14 years old to develop STEM-based experiments for launch into space.

For more information <http://www.cubesinspace.com>

### **About The Rubik Learning Initiative**

The Rubik Learning Initiative provides revolutionary and engaging educational tools, programs and global expertise that foster the development of creative and multilateral thinking thus empowering people of all ages to discover their own solutions.

For more information <http://www.rubiklearning.com>

### **About idoodlesoftware inc.**

idoodlesoftware inc. is an education software company that bridges the gap between traditional and digital learning. Founded in 2008, the company is based in Ottawa, Ontario, Canada and London, England and has a portfolio of educational software installed in over 8,000 schools representing 4,000,000 students.

For more information please go to <http://www.idoodlesoftware.com>

### **About NASA's Wallops Flight Facility**

The research and responsibilities of NASA's Wallops Flight Facility, part of Goddard Spaceflight Center, are centered around the philosophy of providing unique expertise, facilities, and carriers to enable rapid response, frequent, low-cost flight opportunities for a diverse customer base.

For more information <http://www.nasa.gov/wallops>

### **About Colorado Space Grant Consortium**

The Colorado Space Grant Consortium is an affiliate of NASA's National Space Grant College and Fellowship program. COSGC uses the excitement of the space program to inspire, educate and develop the future technological workforce by enabling a diverse group of students to participate in space-based, hands-on projects, courses and outreach activities.

For more information <http://spacegrant.colorado.edu/>

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