Cubetto case study | Montessori nursery
Sunflower Montessori School, London, UK,

Age group
3 to 6 year olds

Group size
4 children per playset

Session leader
Melissa Stockdale

Activity
Children were tasked with programming Cubetto to avoid objects placed on his map, with the aim of developing spacial awareness. Children helped one another to program Cubetto to carry out specific tasks chosen by the children themselves.

How was Cubetto used?
Cubetto was introduced in the class amongst other toys already used by the children. The children manipulated objects like talking puppets, egg timers, torches and wind-up toys before being introduced to Cubetto.

What worked best?
Working with Cubetto encouraged positive cooperative play and the children began to problem solve through discussion about spacial awareness. They also planned different sequences together and experimented with Cubetto.

What was challenging?
Some children did not place the tiles at the start and other children had to intervene to show them where to place the tiles, but this turned out to be a great teamwork moment instead.

How did students respond?
The children were fully absorbed in the task and concentrated happily for 40 minutes. They supported each other with positive comments and showed an interest whilst others were playing. They all understood how to program Cubetto.

How did the staff respond?
The adults were surprised with how Cubetto encouraged cooperative play and constructive discussions between the children. The length of time children concentrated on the task. How little support was required from the adults.

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