

TTS Glow Sequencing Cubes (EL47499)

Getting started with your Glow Sequencing Cubes

The Glow Sequencing Cubes have been designed for use in early years settings and beyond. They are simple to use and encourage children to experiment and explore through hands-on sensory play.

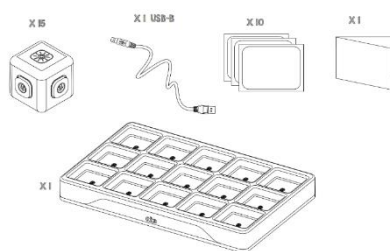
By pressing, touching and connecting the cubes, children can control the light and watch it travel and change, inviting curiosity. They support in many areas such as:

- Early experimentation of cause and effect
- Exploration of light and colour changes
- Sequencing
- Problem solving
- STEAM
- Schematic play

These versatile cubes are suitable for children from **10 months**.

What's included?

- 1 x Docking Station
- 1 x Charging Cable
- 15 Glow Sequencing Cubes
- Set of 10 Visual Activity Cards
- 1 x Quick Start Visual Guide



First things first – charging the Glow Sequencing Cubes

Before using the Glow Sequencing Cubes, make sure they are charged.

Charging your Glow Sequencing Cubes

- Plug the charging cable provided into the charging port on the docking station.
- Charge time: approximately 5 hours.
- A full charge provides around 6 hours of use.
- You will know that the cubes are charging as they will glow red.
- Once fully charged, the cubes will glow green.

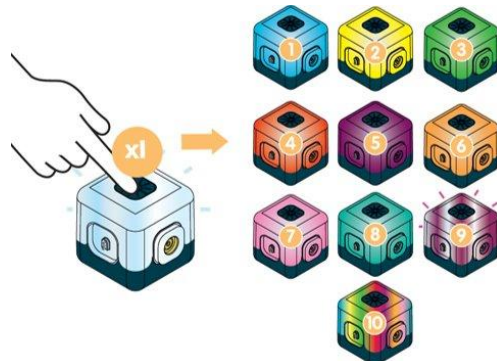
Switching the Glow Sequencing Cubes on and off

- To switch the Glow Sequencing Cubes on, press and hold the button on top of the cube for 2 seconds.
- Press and hold the same button for 2 seconds to turn the cube off.
- Each cube can be switched on or off individually.
- When an individual cube is switched on, it will glow white and the light will gently pulse to show it is active.
- **Group on/off function** - When cubes are removed from the docking station and connected together, pressing and holding the button on one cube will switch all connected cubes on or off at the same time.

How they work

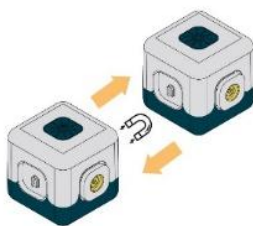
Using the cubes individually

- When an individual cube is switched on, the cube will glow white and gently pulse, showing it is active.
- After this, there are 10 colour modes. Each single press of the button moves to the next colour, as shown in the diagram below. The final colour mode is one that scrolls through all the colours.



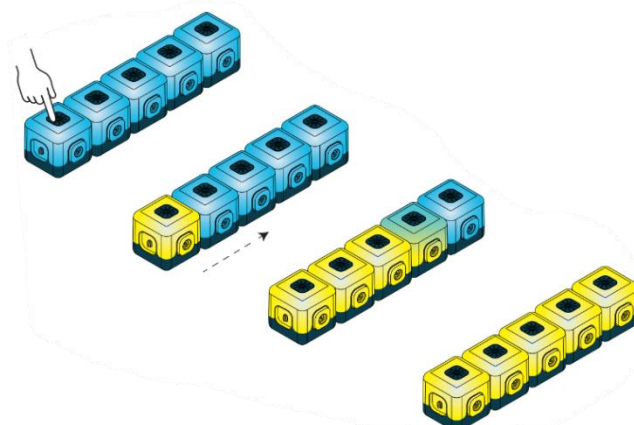
Connecting the cubes

- The cubes connect magnetically by joining the raised and indented connections on the sides of the cubes.
- Cubes can be connected in a straight line, stacked, or arranged in different ways to create a range of structures.



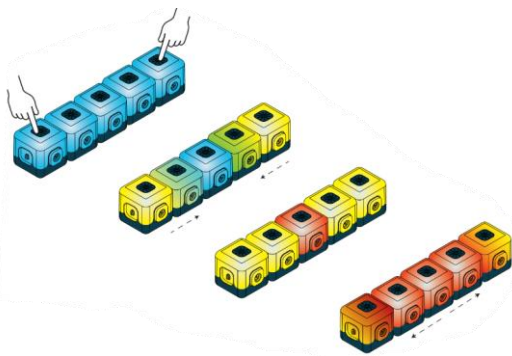
Using the connected cubes in play

- Each cube keeps the colour it is on when initially connected to the other cubes.
- You can still change the colour of each cube individually by disconnecting from any cubes and using single button presses.
- When cubes are connected, a single press of the any of the buttons adds one count to the cube's current colour. This colour will then transfer and travel to the other connected cubes. For example:
 - A blue cube (colour 1) will change to yellow (colour 2) when pressed (as 1 is added). This colour will then transfer to the other connected cubes.
 - A green cube (colour 3) will change to red (colour 4) when pressed before creating a chain reaction and travelling through to the other connected cubes.

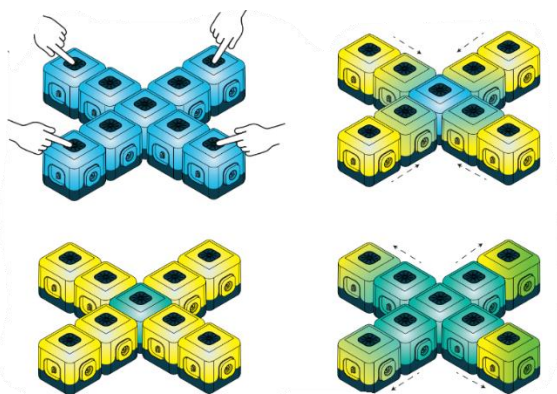


Multiple presses on multiple cubes

- If more than one connected cube is pressed at the same time, the receiving cubes will add up the counts.
- The resulting colour will then bounce back to the other connected cubes. Here are two examples:



Each person presses their blue cube (1). Each press adds one, changing the cubes to yellow (2). When these signals meet, the counts are added together ($2 + 2 = 4$), turning the cubes red (4). This colour change then bounces back to the other connected cubes.



Each person presses their blue cube (1). Each press adds one, changing the cubes to yellow (2). When these signals meet, the counts are added together ($2 + 2 + 2 + 2 = 8$), turning the cubes turquoise. This colour change then bounces back to the other connected cubes.

If the count adds up to a number above 10, for example $6 + 6$, the cubes will automatically revert to 10 (scrolling through the rainbow mode)

