

## COMPUTATIONAL THINKING IN ACTION

### **ACTIVITY: Exploring Cubes Through Computational Thinking**

**DATE: 21 April 2026**

**CONDUCTED BY: Class IV-B**

Students of Class 4B engaged in an exciting Computational Thinking activity designed to deepen their understanding of three-dimensional shapes. The activity focused on identifying the opposite faces of a cube through the creation and assembly of cube nets.

Using paper nets, students carefully designed, labelled, and folded the shapes to construct cubes. As they assembled their models, they explored how individual faces come together to form a three-dimensional object and identified which faces lie opposite each other.

The hands-on experience encouraged students to visualize spatial relationships and apply logical reasoning to solve problems. By connecting two-dimensional representations with three-dimensional structures, they developed a stronger understanding of geometry while enhancing critical thinking and analytical skills.

The activity was both engaging and educational, providing students with an opportunity to learn through exploration, creativity, and practical application. It successfully fostered skills such as visualization, problem-solving, spatial awareness, and computational thinking, making learning meaningful and enjoyable.

