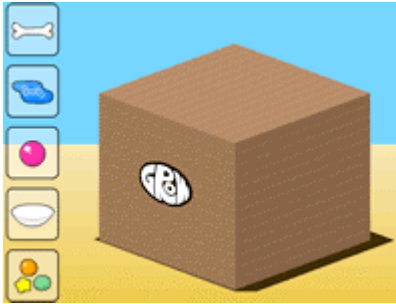


Grow Cube Worksheet



The goal of the game is to have all 10 objects at Max level.

1. Write down the attempt order of your choices.
2. Play the Game.
3. Record your result.

These are your choices: bone, water, ball, shapes, bucket, tube, spring, person, fire

Attempt X: bone, water, ball, cup, shapes, bucket, tube, spring, person, fire
 Result X: Lv.3, Lv.2, Lv.0, Max, Lv.1, Lv.3, Lv.2, Lv.1, Lv.1, Lv.1

Attempt 1: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 1: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 2: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 2: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 3: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 3: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 4: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 4: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 5: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 5: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 6: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 6: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 7: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 7: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 8: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 8: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 9: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 9: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____

Attempt 10: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____
 Result 10: _____, _____, _____, _____, _____, _____, _____, _____, _____, _____