



## SOMA CUBE CHALLENGE: EXPLORING YOUR INGENUITY

### TOPIC:

Recreational competition for building and solving challenges with the Soma Cube.

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### INITIAL CONSIDERATION:

To participate in the tournament, each school must submit the data of the registered students, complying with the established requirements.

### OBJECTIVE:

To promote spatial thinking, creativity, problem-solving, and teamwork through the manipulation and construction of figures with the Soma Cube.

### PARTICIPANTS:

The challenge is open to students from SEK/IES schools. Each school may register a team consisting of **four members**.

### FORMAT:

The tournament will be held in team mode in person. The distribution of duels will be done randomly and will be known only at the beginning of the competition

### [See the images to build](#)

In each duel, each team must build 5 of the predetermined figures, as they appear on the wheel. (An example of the wheel to be used is shown)





The judges, or designated collaborators, must record the time it takes each team to build each figure and note it down, to be added up at the end of the match.

The winning team will be the one that accumulates the least total time. The maximum construction time for each figure is 1 minute. If a team fails to build a figure, a time of 1 minute will be recorded.

In case of a tie, the team that managed to build the figure in the shortest time would be the winner.

#### **RESOURCES:**

- Soma Cubes for each team
- 1 Competition table
- 2 Stopwatches
- Templates for recording times in each turn
- Competition area with good lighting
- Judges or supervisors to keep time
- Camera for photographic record of the constructions, to later share them on social media

#### **PARTICIPATION RULES:**

- Each team will receive an identical Soma cube, which must be assembled in cube form at the beginning of each round.
- Time limits will be established for the assembly of each figure: 1 minute maximum.
- External help is not allowed during the competition. Teams that violate this rule will be penalized with the maximum assembly time (1 minute).

#### **EVALUATION SYSTEM:**

- The overall winner will be the team that records the least possible time, once all team participations have been recorded.

#### **AWARD SYSTEM:**

- The top three winners will receive a medal in recognition of their effort and dedication.

#### **COMPLAINTS AND PENALTIES:**

Students will be disqualified from the competition if they do not respect the working time of other students, if they give answers to others, distract others, or commit any act that threatens good coexistence.

In addition, students must maintain an attitude of respect and commitment. The attitude of the students will be supervised by a group of teachers and students from other levels, to ensure good coexistence and the proper conduct of the activity. Participants are not allowed to interact with people outside their team during the tournament.

Along with this, any complaint must be indicated to one of the supervisors present immediately; any comment made outside of the proper time will not be considered.

## RUBRIC:

### Scoring System

The competition will award points based on the shortest construction time of the figures. Accumulating the shortest time in seconds awards first place in the competition. Below is a scale of points for the fastest teams:

- The winner of the competition will receive 20 points.
- Second place will receive 18 points.
- Third place will receive 16 points.
- Fourth place will receive 14 points.
- Fifth place will receive 13 points.
- The score will continue to decrease by one point for each subsequent position.

### Instructions for Taking and Awarding Points

Delegation	Figure 1 Time in seconds	Figure 2 Time in seconds	Figure 3 Time in seconds	Figure 4 Time in seconds	Figure 5 Time in seconds	Total time in seconds
School A						
School B						
School C						
School D						
School E						
School F						
School G						
School H						
School I						
School J						
School K						
School L						
School M						
School N						
School Ñ						



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#### Notes for Recording:

- **Figure 1 to Figure 5:** Time in seconds it takes each team to build each figure.
- **Total Time:** Sum of the times for each figure, used to determine the final score according to the scoring system previously described.

#### FINAL SCORING TABLE INTERSEK 2025

Each competition awards specific points based on the skills requested from the participants. Additionally, each competition contributes to the overall event score. Upon concluding each competition and knowing the final positions of each delegation, a final score will be awarded according to the following scheme:

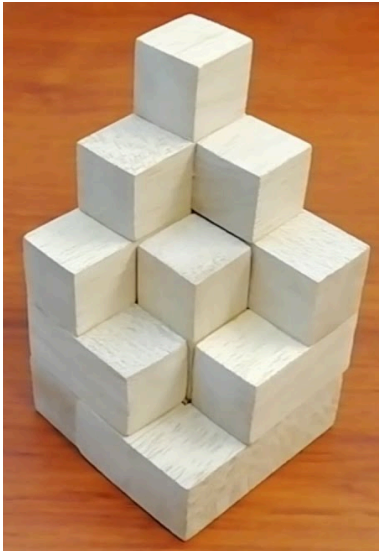
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- Fourth place will receive 14 points.
- Fifth place will receive 13 points.
- The score will continue to decrease by one point for each subsequent position. The winners of each competition will receive recognition at the closing of InterSEK 2025.

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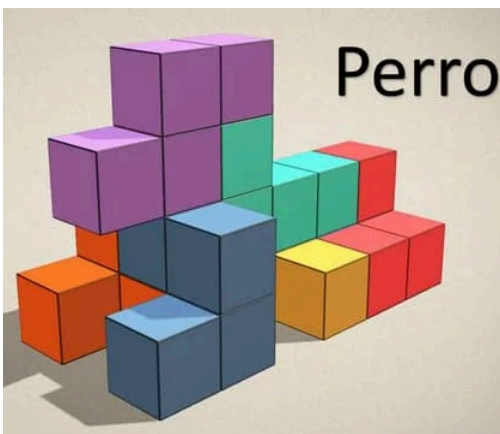


# Predetermined Figures

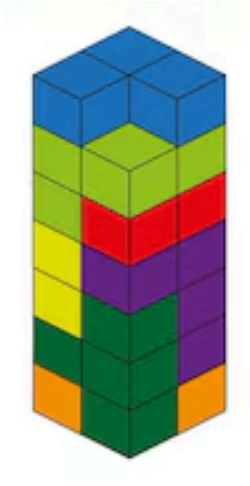
*Figure 1: The Crystal*



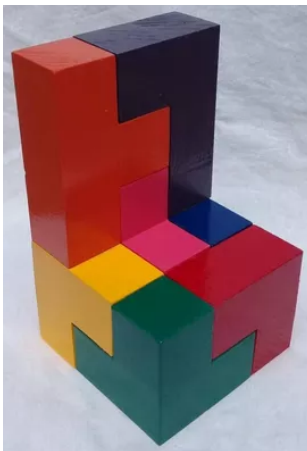
*Figure 2: The Dog*



*Figure 3: The Tower*

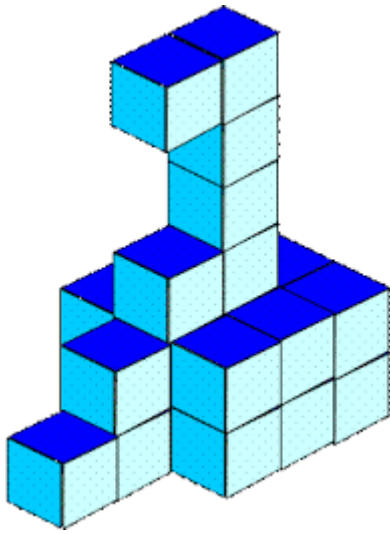


*Figure 4: The Chair*

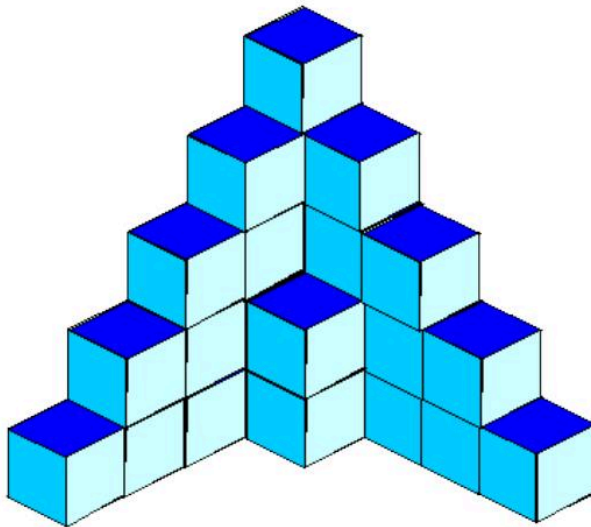




*Figure 5: The Gallows*



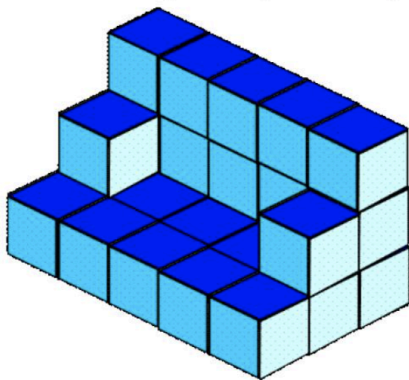
*Figure 6: Cornerstone*



**Piedra Angular**



*Figure 7: The Sofa*



**Sofá**

*Figure 8: The Well*



*Figure 9: The Tomb*







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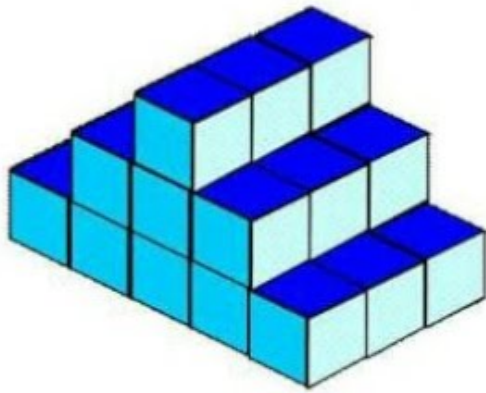


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*Figure 10: The Staircase*



Escaleras