

Cubing

Cubing is a method of getting ideas on paper when you already have a topic but you don't know what to say about it. Cubing can generate many ideas that seem, at first, to be “extra” ones that won't be used in the final paper. Later on you may discover these ideas and points relate to what you write for your final paper. Then you can find ways to work them in.

Fill in each side of the cube with the following:

1. Describe it.
 - What is it?
 - What is it called?
 - What does it look like?
2. Compare it.
 - What is it like?
 - What is not like it?
 - How is it the same?
 - How is it different?
3. Associate it.
 - What do you use with it?
 - How do you, personally, perceive it?
4. Analyze it.
 - Is it useful?
 - Who made it?
 - Who uses it?
 - Where did it come from?
 - Why do you use it?
5. Apply it.
 - When do you use it?
 - How do you use it?
 - Where do you use it?
6. Argue it.
 - Is there something better out there?
 - Is this the best there is?

Here is a simple example of cubing using dice:

1. It is a three-dimensional square object. It's called a cube, and it looks like a small box. It's white, and it has dots on each side that vary.
2. It's like a box, but it's not hollow inside. It's not like a circle or a triangle. It's like a square, but it's 3D, so it has more than one square making it up, and it's more than a simple flat surface.
3. It's usually used in games or with gambling. It's shown in movies sometimes when an actor is a gambler. It's not always a good thing, but it can be associated with children's games.
4. It's useful because it's used for games of chance. It gives an equal opportunity for landing on each number if it hasn't been weighted. It's made by the same people who make games for entertainment, and it's used to give each player an equal chance at landing on a certain number.
5. It's used when playing games. A player picks up the dice and shakes it in his or her hands or in a cup and then lets the dice roll on a flat surface. It's used in places where games are played.
6. Other options for use are a spinner or a drawing. Whether or not these are “better” depends on the game and how it's being used.

Cubing idea and questions taken from:

McAndrew, Donald A. and Reigstad, Thomas J. *Tutoring Writing*. Portsmouth, NH: Boynton/Cook Publishers Inc., 2001. 36-37. Print.