CUBICCAMPBUILDER

Build your ultimate learning experience like no other.

Activity Catalog

September 2026

Who we are?

Cubic Creative is an experienced learning activity designer and organizer who strongly specialize in creating immersive and effective learning activities by utilizing enjoyment as a motivation tools for students and participants.

Since 2004, we've been organizing many innovative learning experiences for students and participants in Thailand, Singapore, Japan and Vietnam.

Learning + *Enjoyment*

Learning Cores

While each learning activity may have different set of learning goals, all of our activity designs are built upon 3 base learning cores including:

Life Skills

Learn to live adaptively in this diverse world, be considerate of others, be an efficient team member, and most importantly, live happily with other members of society.

Problem Solving

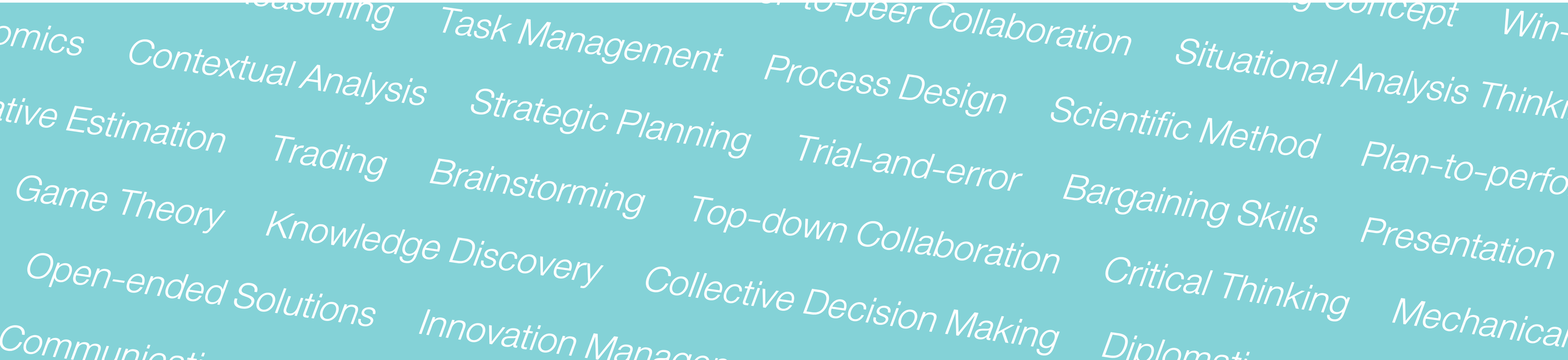
Practice analytical and strategic skills in order to solve various problem situations, and learn to effectively apply knowledge and technology in solving problems.

Creativity

Unleash your creative potential in this unbridled environment. Our experienced crew members are ready to help spark new ideas throughout the program.

Ingenious Integration

We designed our activities to include many modern-world sciences and art in a very fun and challenging ways. Using engineering concepts while applying science and technology to design a great work with limited resources, or experiencing the political aspect of business deal negotiation? Our activities have them all!



Category 1

Engineering Project Activities

Cubic Millionaire

Experience the familiar Millionaire on our life-size board, where they must buy and develop properties through the completion of challenging engineering projects. Choose, design, solve and build, in order to become the next millionaire.

In this activity, under the straightforward set of rules, is the complexity of thinking in term of investment. As every projects may have different amount of profitability, students need to thinking carefully before investing their time and money on each project.

Learning topics: Generic physics and engineering applications, resources analysis and management, investment thinking, risk analysis.

Grades: 4-12 & adults Time: 3-4 hours Cost: $$$$





Cubic Mega Project X

Campers will have to pick the role of contractors or investors. The contractors will have to choose one of the available projects and determine what its reward is worth, and then propose their plan to investors for funding and negotiate their reward shares.

Beside applying physics knowledge to solve various engineering tasks, contractors need to choose the project carefully as each project may have different reward potential. On investor side, they need to think carefully before funding any contractor as they may not achieve the goal or over-spending which result in less profits.

Learning topics: Generic physics and engineering applications, resources analysis and management, investment thinking, risk analysis.

Grades: 4–12 & adults Time: 3–4 hours Cost: $$$





The Cool-house

Students must design the energy-efficient structure which can tolerate the heat from the sun and make the air inside the house as cool as possible.

Students will have a chance to learn simple understanding of thermodynamics concept through this hands-on activity while competing each other with measurable quantitative performance from our sensors which will be installed inside each house.

Learning topics: Basic concept of thermodynamics, resources management, engineering concepts, environmental awareness.

Grades: 7-12 & adults Time: 3-4 hours Cost: $$$$
Day-time only.





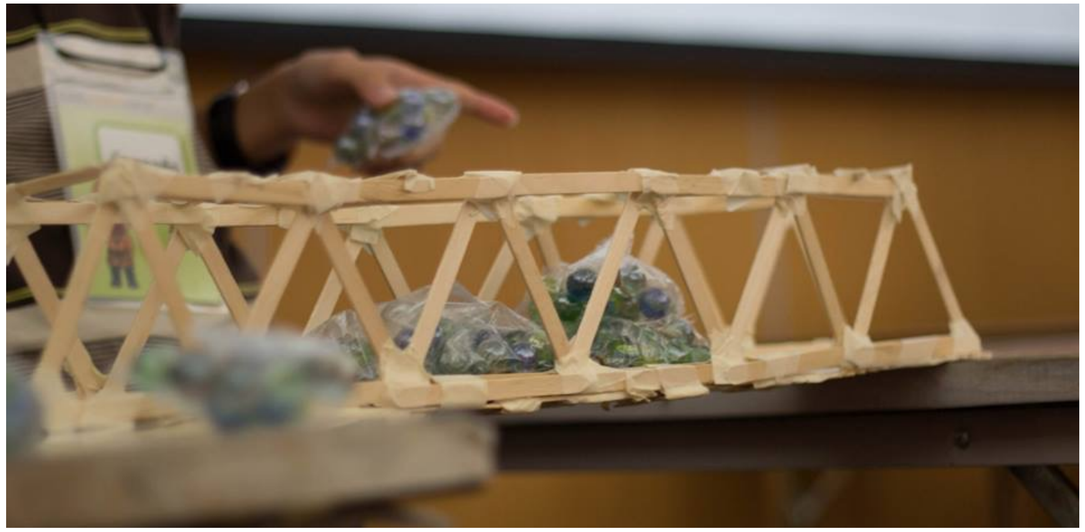
Love Bridge

Each team has to design and build a strong wooden-bridge from fixed-set of materials and compete with each other how much weight the bridge and withstand.

Learning topics: Generic physics and engineering applications, limited resource management.

Grades: 4-12 & adults Time: 2-4 hours Cost: $$





The Rollercoaster

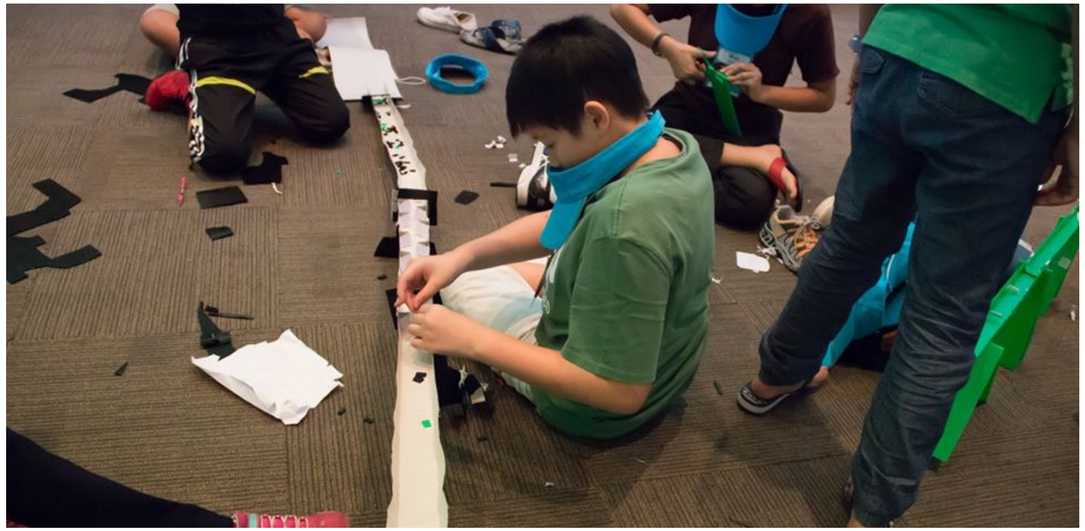
In this thrilling engineering project, students must design and build rails so a marbles and roll through for the longest time, while efficiently spending materials which will ended up as their score penalty at the end.

This project is all about resources optimization as students need to determine the value of each materials and their score penalty, and decide which of them and how much they should use to build rails that would earn them most score.

Learning topics: Generic physics and engineering applications, gravity and friction in particular, unlimited resources management, optimization, trade-off thinking.

Grades: 4-12 & adults Time: 2-4 hours Cost: $$





Tree of Life

Defy force of gravity and create the sacred tree which stand tall and wide as possible.

With the specific amount of material resources, students need to design and build a tree with 3 branches while optimizing it’s height and wideness to the maximum score.

Learning topics: Generic physics and engineering applications, gravity and center-of-mass in particular, limited resources management, optimization, trade-off thinking.

Grades: 4-9 Time: 2-4 hours Cost: $





The Skyscraper

Each team must use specific amount of materials to build a tower as tall as possible, while strong enough to hold massive amount of weight.

Learning topics: Generic physics and engineering applications, gravity and center-of-mass in particular, limited resources management, optimization, trade-off thinking.

Grades: 4-9 Time: 2-4 hours Cost: $$





Drift Ship Shoot

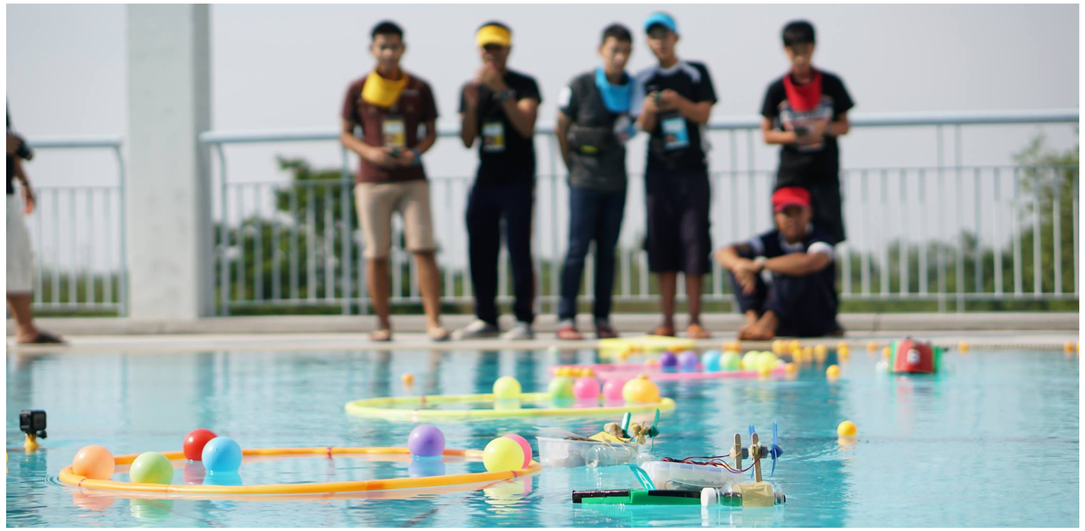
Dive into a thrilling airboat competition where students will build an airboat that can be controlled wirelessly. Using their limited budget to buy materials, they must design and build an airboat that stable and fast.

As one of the most difficult engineering project, designing an airboat that could float stably and can navigate effectively requires fine-tune one design which they would learn about how designing with trial-and-error approach.

Learning topics: Generic physics and engineering applications, fluid mechanics and buoyancy in particular, currency resources management, trial-and-error problem solving approach.

Grades: 7-12 & adults Time: 3-6 hours Cost: $$$$
Requires pool.





Shuck Ship Shoot

Students have to design and build a carrier boat to transport payload from one side of the river to another safely and as fast as possible, while evading shootings from other players.

Learning topics: Generic physics and engineering applications, fluid mechanics and buoyancy in particular, currency resources management.

Grades: 4–9 Time: 3–4 hours Cost: $$$
Requires pool.





She Sells Seashells by the Seashore

Awaken student's inner inventor by creating fishing devices and use them to harvest oysters and their pearls from the sea to sell for profit. Use money to improve on your creations, in order to harvest even more elusive oysters and their valuable pearls.





In this activity, students need to think progressively through the innovation development. As they have a very limited budget at first, they need to build a very simple tools to harvest minimal oyster first. Afterwards after they collected enough money, they can spend them on materials to upgrade their tools to harvest more expensive oyster farther in the sea.

Learning topics: Generic physics and engineering applications, progressive innovation development, trial-and-error problem solving approach.

Grades: 6-12 & adults Time: 3-6 hours Cost: $$$$

Requires pool.

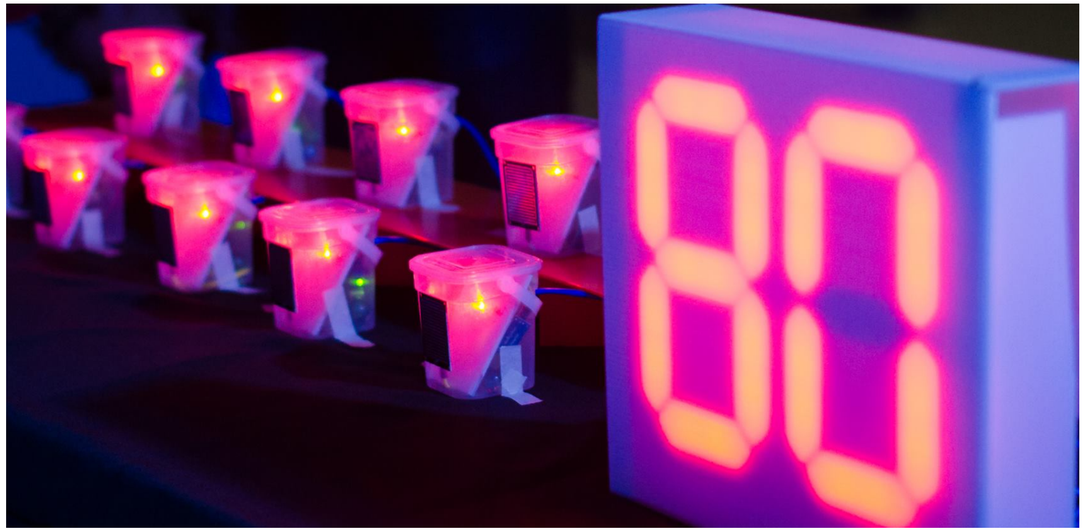
Category 2

Strategic Games Activities

Cubic Battlefield X

March into this exciting battlefield where teams, armed with water pistols, will attack enemies' Power Cores while defending their own. Each team will have one commander who must issue commands strategically for the team while other team members have to work cooperatively to victory.





To win this game, each team must communicate with each other effectively under pressure. And commander needs information from teammates to decide what command to issue next. Also, every team members must pay attention to their commands as disobey them will result in penalty.

Learning topics: Strategic planning, real-time collaboration, leadership, collective critical thinking and decision making.

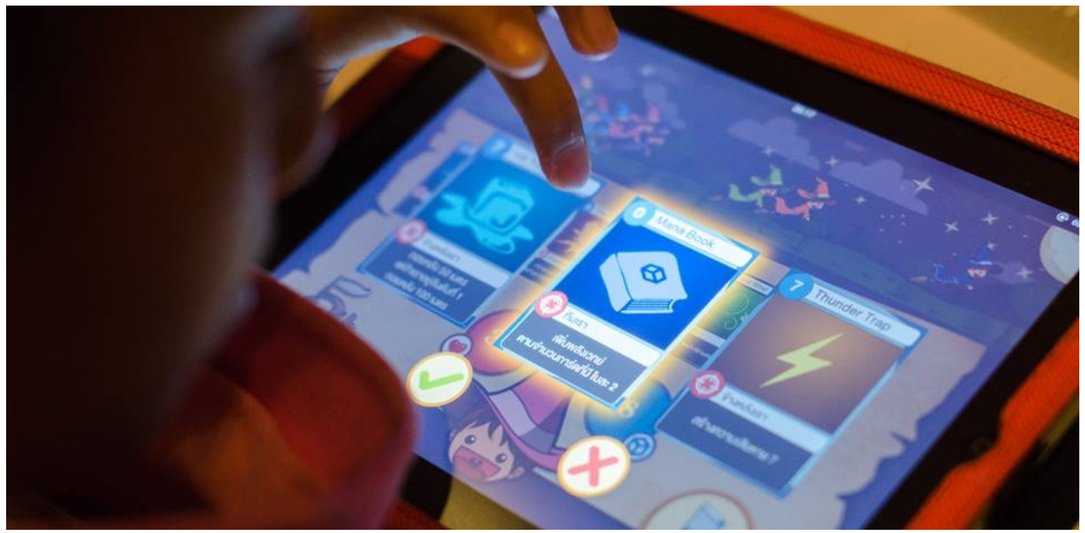
Grades: 4-12 & adults Time: 2-3 hours Cost: $$$$$

Night-time only.

Cubic Mana Racing

Earn magical Mana Stones through dozens of challenging mini-games, then enchant them to Magic Cards and compete with each other in real time to victory in extraordinary online interactive games on the iPad.





This online interactive games has been designed to focus on player's decision making in every process of the game. Starting from choosing cards to keep, picking card to play, whom to play it against and when to play it. Given that so many cards has situational factors making them useful on particular circumstances.

Learning topics: Critical thinking, situation analysis, collaboration.

Grades: 4-12 & adults Time: 2-4 hours Cost: $$$

Lost.

A role-playing interactive game where players are plane crash survivors on the uncharted island. They need to gather resources, plan their survival and react to crisis while waiting for rescue team.

In this game players need to manage their scarce and very valuable resources they gathered carefully. As each resources may be used in various ways, decision making is crucial in this activity.

Learning topics: Critical thinking, decision making, resources management and crisis management.

Grades: 7-12 & adults Time: 2-4 hours Cost: $$$





The Great City Race

Enter a world of once-in-a-lifetime adventure, where each team will be equipped with iPad which will locate the treasures around the city. They have to navigate themselves to hunt these treasures before other teams in real time.





Campers will learn how to navigate themselves in a big city and learn to use public transports, all under close supervision of the crew members.

This activity must be held in city with well-established public transportation.

Learning topics: Critical thinking, navigation, mapping and self-reliance.

Grades: 4-12 & adults Time: 3-5 hours Cost: $$$$$

The Operation 203

Under the darkness of the night, campers will have to infiltrate a secret fortress to search for the codes hidden within, the beam of a flashlight the only tool available for communication.

Campers will have to devise their own codes and procedures in order to send and receive information accurately, precisely and rapidly. This will help them understand how efficient communication protocol should work.

Learning topics: Communication protocol, process design and engineering, basic combinatorics.

Grades: 4–12 & adults Time: 2 hours Cost: $$$





The Silk Road

The Silk Road was an ancient trade routes connecting China to the Western civilizations. In this activity, every campers are groups of renowned merchants. They have to plan their exploration routes between major cities to discover precious products and trade them for maximum profits.

Campers must try to build most output by optimizing their investment for travel between each city.

Learning topics: Critical thinking, optimization and basic navigation concept.

Grades: 4-9 Time: 2-3 hours Cost: $$$





Clash of Castles

Each kingdom has to design and build their glorious castle and a catapult. Afterwards, they will have to attack other's castle to collect debris in specific colors and earn most points.

In this game players need to think strategically when attacking other's castle as they only need a specific color pieces, while avoiding some colors which may has penalty.

Learning topics: Basic mechanics, structural building, resources management, strategic planning, game theory.

Grades: 4-9 Time: 2-4 hours Cost: $$





The Minesweeper

It’s Minesweeper games like you’ve never seen before. Compete with each other in real-time to reveal the mines as many as possible.

Like regular minesweeper games, player has to think rationally to determine which tile should have a mine in it and try to reveal most mine as possible. However, because every player is playing the same board at the same time, every action they made may also give others useful information. So they have to think and act fast to secure their points.

Learning topics: Mathematical reasoning, deductive reasoning and reductive reasoning in particular, investment and risk management, collaboration.

Grades: 4-9 Time: 2-3 hours Cost: $$$





Cubic Deal Master

Enjoy this exciting negotiation on business agreement, while having a strategic planning to increase or decrease opponents' bargaining power and closing the deal to gain the most profit.

Learning topics: Win-win situation negotiation, bargaining power analysis, verbal negotiation.

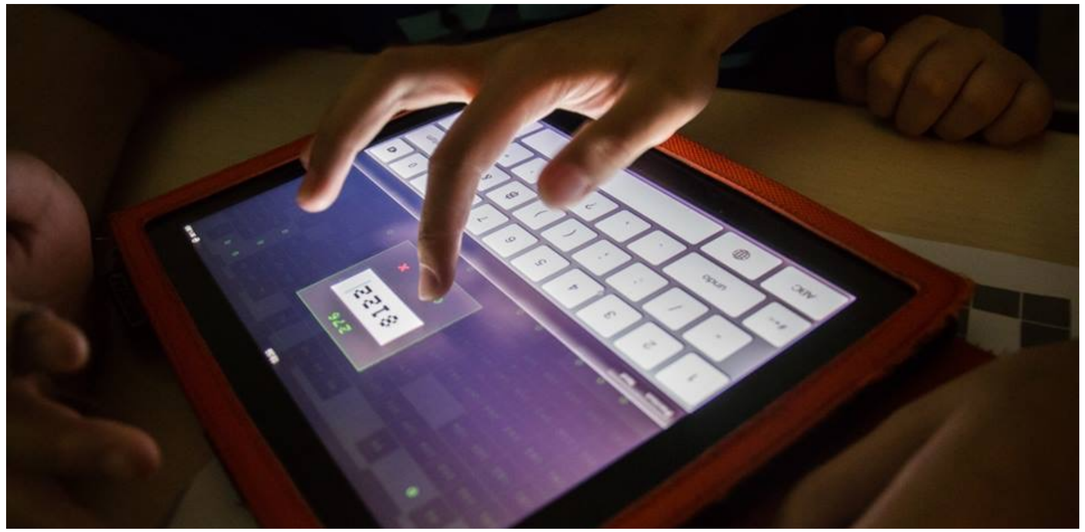
Grades: 4-12 & adults Time: 2-4 hours Cost: $$

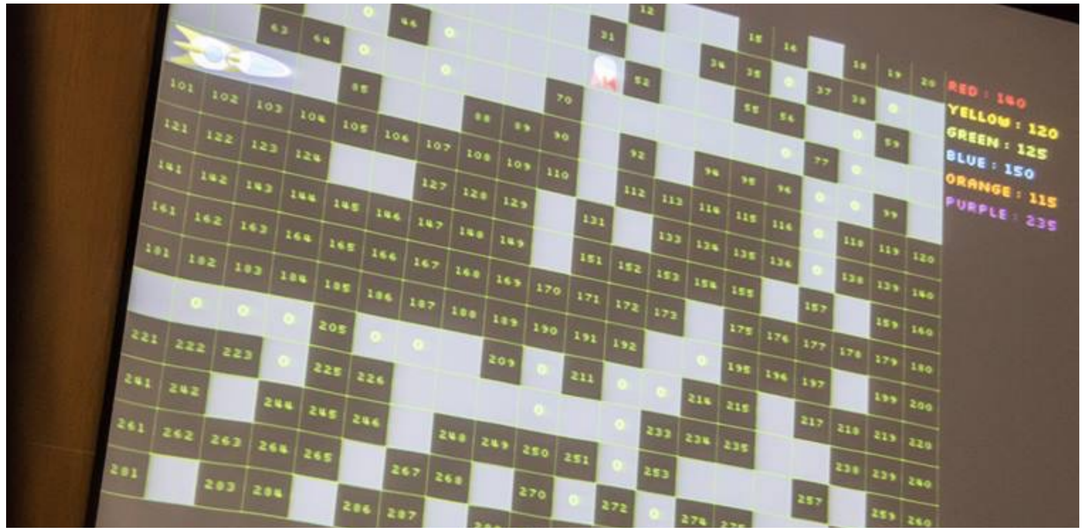




Pirates of the Galaxy

Be a galactic pirates hunter in this online interactive games. Players have to compete with each other to find hidden pirate spacecraft. To scan each sector, team members must find a beacon and solve its problem to get the access code, which they can use for scanning specific sector.





We can also apply specific academic problems into this activity upon request.

Learning topics: Data analysis, reasoning, critical thinking.

Grades: 4–12 Time: 2–4 hours Cost: $$$

The Jigsaw Puzzle

Learning computational science through two exciting strategy games where teams must work together to design communication protocol for each problem in different circumstances and limitations. They will learn how bad communication or instructions can greatly affect team performance.

Learning topics: Computational science, algorithm, semantics, communication and protocol design.

Grades: 4-12 & adults Time: 2-4 hours Cost: $$





Category 3

Creative Project Activities

Candy Wafer Cafe

Unleash your unlimited creativity and create mouthwatering works of art from various sweets and treats. It's colorful, it's beautiful, it's delicious!

Besides building this work of art, they also have to present their work to the judges verbally.

Learning topics: Arts creation, public verbal presentation, critical thinking.

Grades: 1-6 Time: 2-4 hours Cost: $$$





Papaya Fantasia

Learn to make delicious Thai famous Papaya Salad then use imagination to create your own version of Papaya Salad.

Games will divided into 3 rounds where each round will have different sets of ingredients and rules. They will learn innovative thinking process through various circumstances in this activity.

Learning topics: Innovation management, arts creation, trial-and-error thinking.

Grades: 4-9 Time: 2-4 hours Cost: $$$$





A Small World

Learn to make a colorful snow globe from easy-to-find materials and use your imagination to create your own.

Learning topics: Arts creation, simple craft tools usage.

Grades: 1-12 Time: 2-4 hours Cost: $$$$





3D Paper

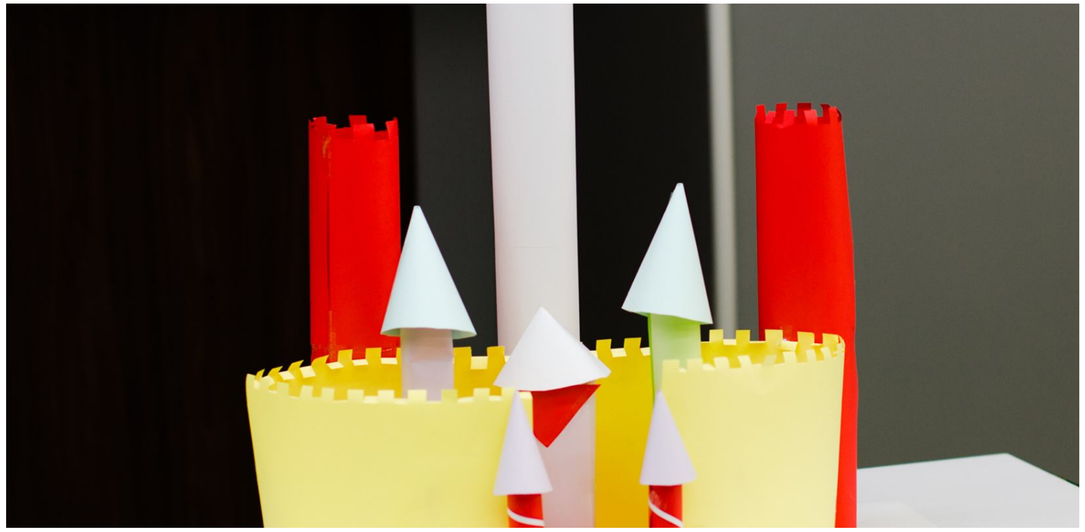
Design your sculpture from well-known materials to an amazing work, and match the rules.

This activity will improve students' spatial-temporal reasoning skills as they learn to relate 2D shapes with folded 3D forms.

Learning topics: spatial-temporal reasoning, folding, arts creation, public verbal presentation.

Grades: 4-9 Time: 2-4 hours Cost: $





Lamp…Loey

Design and build your own electrical lamp with easy-to-find materials and take it home with you.

This project is a combination of science and arts. While they have to design their own beautiful lamp, they will also learn about electrical circuit as well.

Learning topics: Electrical circuit, arts creation, simple tools usage.

Grades: 4-12 & adults Time: 2-4 hours Cost: $$$$





Drama Surprise!

Build a theatrical play with designated story and/or equipments under limited time. Then, during the show, there will be a specific set of unknown forbidden words that every time any actor say it, the score will be deducted. So every actor needs to think fast and adapt the show accordingly.

Learning topics: Critical thinking, collaboration, performing arts creation.

Grades: 4-12 Time: 2-4 hours Cost: $





The Clocksmith

Design and build your very own clock to your style and liking. Then bring it home as a gift for your family.

Learning topics: Arts creation, simple tools usage.

Grades: 4–12 & adults Time: 3–4 hours Cost: $$$





Inquiry or Quotation Request

(+66) 083 159 0777 or contact@cubiccreative.org

Every working days, 11:00 – 19:00 GMT+7 (24 hours automatic voicemail available)

or visit our website at http://cubiccreative.org/campbuilder

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