

CubeSensei — Concept Poster

Print this and pin it up — an at-a-glance map of the CubeSensei cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Layer	Beginner method — layer-by-layer steward; 'Bottom first. Always.'
Cross	CFOP method — speedcubing steward; 'Cross, F2L, OLL, PLL — that's the road.'
Block	Roux method — block-building steward; 'Build the blocks. Skip the cross.'
Edge	ZZ method — edge-orientation steward; 'Orient first. Then everything's faster.'
Pair	Ortega method — 2x2 specialist; 'Two-by-two has its own rules.'
Look	Cross-method look-ahead coordinator; 'Eyes ahead. Hands following.'
Chart	Lessons-layer cast (inspection planner — the fifteen-second pre-solve read)
Parity	Lessons-layer cast (the big-cube even-odd special case)
Grip	Fingertricks — turning the cube with small, smooth fingertip pushes, not big arm twists
Notate	Notation — the shared shorthand (a letter per turn) that lets you write down and share a solve

Key ideas at a glance

The big concepts this cast helps you master:

- Cube Notation
- Cube Structure
- Beginner Solving
- Pattern Recognition

- Speed Solving
 - Advanced Algorithms
 - Non-Cubic Puzzles
 - Spatial Reasoning & Math
 - F2L Solving
 - Last Layer Methods
 - Cubing Culture
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