

## Core Skills Analysis

### Art

- Understanding of shapes and colors through building various structures with Magnatiles.
- Developing spatial awareness and creativity by experimenting with different designs.
- Learning about symmetry and balance while creating patterns with the magnetic tiles.
- Exploring texture and pattern by combining Magnatiles with other artistic materials.

### Math

- Practicing counting and basic arithmetic through sorting and organizing Magnatiles.
- Understanding geometric concepts such as angles and sides while building with the tiles.
- Exploring concepts of symmetry and patterns through repeated tile arrangements.
- Developing problem-solving skills by figuring out how to construct different shapes using Magnatiles.

### Science

- Learning about magnetic properties and attraction through hands-on play with Magnatiles.
- Understanding structural stability and balance through trial and error in building structures.
- Exploring concepts of magnetism and polarity while connecting and disconnecting the tiles.
- Experimenting with cause and effect relationships by observing how different arrangements affect stability.

### Tips

Encourage the child to experiment with combining Magnatiles with other materials like cardboard tubes or popsicle sticks to create more complex structures. Ask open-ended questions to prompt critical thinking and problem-solving skills while building with the tiles. Encourage the child to take photographs of their creations and discuss the process afterwards to improve communication and analytical skills.

### Book Recommendations

- [Rosie Revere, Engineer](#) by Andrea Beaty: A story about a young inventor who learns that failure is an important part of the creative process.
- [Perfect Square](#) by Michael Hall: An artistic exploration of shapes and creativity through the transformation of a perfect square.
- [What Magnets Can Do](#) by Allan Fowler: Introduces young readers to the science of magnetism and its various applications in everyday life.