Core Skills Analysis

Science

- The 5-year-old student has learned about basic engineering principles by understanding how to balance and stack the Lego pieces to build a stable tower.
- Through trial and error, the student has grasped concepts related to structure and stability in building the Lego tower.
- By experimenting with different configurations and observing how they affect the tower's height and stability, the student has engaged in hands-on learning about physics and gravity.
- The activity has sparked curiosity in the student about materials and their properties as they choose specific Lego pieces to incorporate into their tower.

Tips

To further enhance the child's learning and creativity after building the Lego tower, encourage them to explore different designs and structures using varied shapes and sizes of Lego pieces. Introduce the concept of symmetry by challenging them to create balanced towers or patterns. Additionally, prompt the child to add elements like bridges or tunnels to their creations to expand their understanding of architecture and design. Encourage them to experiment with building different types of structures, such as houses, cars, or animals, using the Lego pieces.

Book Recommendations

- <u>LEGO Awesome Ideas</u> by DK: This book provides inspiration and ideas for building unique and creative structures using Lego bricks. It encourages children to think outside the box and explore their imagination through building.
- <u>The LEGO Ideas Book: Unlock Your Imagination</u> by Daniel Lipkowitz: With step-by-step instructions and creative building tips, this book guides children in creating a variety of Lego projects, including buildings, vehicles, and more, to spark their creativity and innovation.
- <u>LEGO Nonfiction: Big Book of Rockets and Spacecraft</u> by DK: Introducing young readers to the world of rockets and spacecraft, this book combines Lego models with educational information about space exploration, inspiring children to learn about science and engineering.