

Math

- The child learned about spatial reasoning and geometry by manipulating and fitting different Tetris blocks into the game grid.
- They practiced problem-solving skills by strategically placing the blocks to form complete horizontal lines and clear the grid.
- They developed their understanding of patterns and sequences as they anticipated the shapes and colors of the incoming blocks.
- The child improved their mental math abilities by calculating and adjusting the position of the falling blocks in real-time.

Science

- The child learned about gravity and physics as they observed the behavior of the falling Tetris blocks and how they interacted with the existing blocks in the grid.
- They explored the concept of friction as they noticed how the blocks could slide and rotate within the grid.
- They gained an understanding of cause and effect as they experienced the consequences of their actions when placing the blocks.
- The child developed their problem-solving and critical thinking skills by analyzing different strategies to clear the grid efficiently.

Engage the child in further development by challenging them to design their own Tetris-inspired game using programming tools like Scratch or Python. Encourage them to think about adding new features, levels, or power-ups to enhance the gameplay. This will allow them to dive deeper into the concepts of game design, logic, and programming.

Book Recommendations

- [Tetris: The Games People Play](#) by Box Brown: This graphic novel explores the history and cultural impact of Tetris, providing an engaging narrative for the child to learn more about the game's origins.
- [Math Curse](#) by Jon Scieszka and Lane Smith: Although not directly about Tetris, this humorous book uses math concepts to tell a story and may further inspire the child's interest in math through a fun and relatable context.
- [Science Comics: Rockets](#) by Anne Drozd and Jerzy Drozd: This comic book introduces the science behind rockets, including concepts such as gravity and physics, which can be related to the child's experience with Tetris.

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