

LEGO Design Challenge

1 QUICK BRICK MOMENT (5 Minutes MAX)

GRAB SOME LEGO BRICKS! Your goal is to create a 'moment' activity for your next lesson or PD session. Keep it **SHORT & SIMPLE**.

-  **BUILD A GAME** using only 8 bricks.
-  **USE THE BRICKS** to represent (insert topic here).
-  **DESIGN A COLLABORATIVE ACTIVITY** that solves a problem.



TRY IT NOW!

2 MYSTERY BOX COLLABORATIVE CHALLENGE

Focus: Surprise, Laughter, Exploration & Creativity

THE SET UP

- 1 PLACE** a few random LEGO bricks on a desk (suggest max 15 pieces).
- 2 The FUN Twist: GIVE** students a **NONSENSICAL PROMPT** to build **INDIVIDUALLY** (like: Hat for a potato, Vehicle for a book character,
 - Machine that solves a problem,
 - The next big invention)

Now PIVOT!

After 2 minutes...
YELL 'PIVOT!'
(or show the Friends scene)

Now everyone **PASSES** their build to the person on their right (or shift in a circle/direction)

THE GOAL

- The next person must **ADD ONE feature** that makes the creation
- **EVEN MORE RIDICULOUS**
[give more LEGO bricks if needed]

THE SPARK

- Spend the last 60 seconds **NAMING THE CREATION**

THE EXTENSION

- Have students **'SELL'** their creation by making a **COMMERCIAL** or **PITCH**

This low-stakes, high-joy activity removes the fear of being wrong, replacing it with a **SMILE FACTOR** of pure joy. It fosters laughter and centers students for explicit teaching. This **KINESTHETIC** learning experience triggers a **DOPAMINE** hit for engagement