

# Examples uses of LEGO® Education Early Learning solutions in administering the DRDP for Preschool Students

## Learning solutions

Start the STEAM learning and develop Social skills

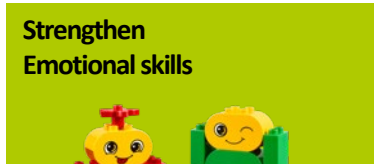


**STEAM Park**  
Lessons: 8  
Up to 8 children

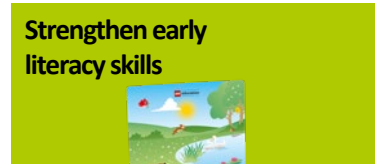


**My XL World**  
Lessons: 8  
Up to 10 children

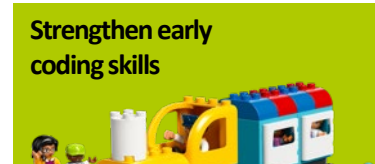
Focus on individual skills



**Build Me Emotions**  
Lessons: 12  
Up to 6 children



**StoryTales**  
Lessons: 8  
Up to 4 children



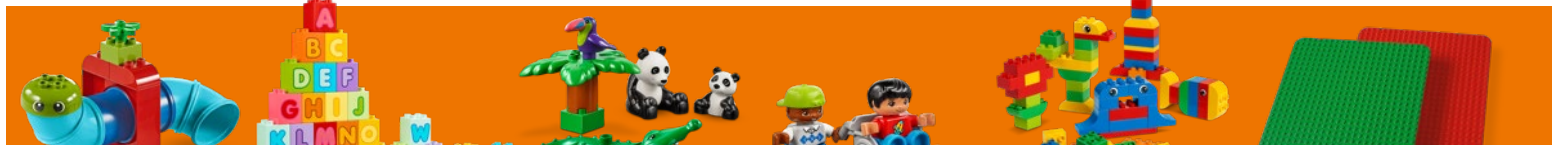
**Coding Express**  
Lessons: 8  
Up to 6 children



**Tech Machines**  
Lessons: 8  
Up to 6 children

## Booster Sets

Add fun with booster sets



Tubes

Letters

Animals

People

Creative LEGO® DUPLO®  
Brick set

Building  
Plates

# Examples uses of LEGO® Education Early Learning solutions in administering the DRDP for Preschool Students



<p><b>STEAM Park</b></p>	<p>The science, math, and technology guidelines from the National Association for the Education of Young Children (NAEYC) have been used to develop the STEAM Park lessons.</p>
<p><b>Coding Express</b></p>	<p>The lessons have been developed using the science, math and technology guidelines from the National Association for the Education of Young Children (NAEYC), the 21st Century Early Learning framework (P21) and Head Start Early Learning Outcomes Framework.</p>
<p><b>Build Me "Emotions"</b></p>	<p>The Social and Emotional Development guidelines from NAEYC and HeadStart have been used to develop the Build Me "Emotions" lessons.</p>
<p><b>Tech Machines</b></p>	<p>The learning guidelines from the National Association for the Education of Young Children (NAEYC), Head Start, and the Next Generation Science Standards (NGSS) have been used to develop the Tech Machines lessons.</p>
<p><b>Story Tales</b></p>	<p>The Language and Literacy guidelines from NAEYC and HeadStart have been used to develop the StoryTales lessons.</p>
<p><b>My XL World</b></p>	<p>The lessons have been developed using the guidelines from the National Association for the Education of Young Children (NAEYC), the 21st Century Early Learning framework (P21) and Head Start Early Learning Outcomes Framework.</p>

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 1: Attention Maintenance**

Child develops the capacity to pay attention to people, things, or the environment when interacting with others or exploring play materials

Through the purposeful play opportunities with LEGO Education, children get so immersed in creating strategies and solving problems, they'll want to stretch their brain cells. The joy of play gives them the incentive to develop complex reasoning skills, memory, and concentration – much more effectively than being told to sit still and reel off facts.

As such, each lesson in all of the solutions below provide opportunity to identify student development in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 2: Self Comforting**

Child develops the capacity to comfort or soothe self in response to distress from internal or external stimulation

Play is also practice for dealing with the unpredictable or uncertain. Children enjoy fun and cheers when they win, but also face their frustration when things don't go to plan. As such, each lesson in all of the solutions below provide opportunity to identify student development in this domain.

### **Coding Express**

- Lesson 5 – Character Caterpillar
  - Recognize and understand different emotions
  - Be able to use the app to create stories

### **Build Me "Emotions"**

Children begin to understand that emotions are responses to different stimuli and that they can learn appropriate ways to work through their emotions.

- Lesson 3 – Jeesun's Rotten Day
- Lesson 4 – Jayden Feels Anxious
- Lesson 8 – Jeesun's Anger Monster
- Lesson 10 – Jeesun Feels Left Out
- Lesson 12 – Jayden Feels Disappointed
- Lesson 13 – Zoey Feels Embarrassed

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 3: Imitation**

Child mirrors, repeats, and practices the actions or words of others in increasingly complex ways

Each lesson in the LEGO Education Early Learning solutions involve the opportunity for students to imitate the words or actions of their teachers and their peers. More powerfully, as Lego® experiences are all based upon physical modeling, they are a powerful introduction to imitating ideas with objects.

As such, each lesson in all of the solutions below provide opportunity to identify student development in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 4: Curiosity and Initiative in Learning**

Child explores the environment in increasingly focused ways to learn about people, things, materials, and events

We know that children are born with natural curiosity and imagination and are eager to learn. The children are at the very heart of everything we develop.

Our solutions and our aim is to stimulate children's natural curiosity to explore and learn through play. All our solutions are built for groups of children learning and playing together. We are preparing children for school but also for life developing critical 21st century skills.

As such, each lesson in all of the solutions below provide opportunity to identify student development in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ALT-REG 5: Self-Control of Feelings and Behavior**

Child increasingly develops strategies for regulating feelings and behavior, becoming less reliant on adult guidance over time

As each lesson in Coding Express and STEAM Park provide a challenge for students to address through productive play, all lessons are opportunities for children to demonstrate development in this domain in a progression. Later lessons provide more complex challenges and opportunities to regulate feelings and behavior.

### **STEAM Park**

#### **Coding Express**

#### **Tech Machines**

- Tech Machines encourages student to become problem solvers, enhancing their creativity through construction and demonstration. Each lesson provides opportunity to identify student development in this domain.

#### **Build Me "Emotions" - DEVELOPMENT of skills**

- Children will develop and demonstrate their social and emotional skills such as recognizing and understanding emotions, expressing personal preferences, and resolving conflicts in constructive ways through different stories with the four LEGO DUPLO characters. As such, Build Me "Emotions" can be used to support student development in this domain. Specific titles below can provide insight to topics addressed.
  - Lesson 3 – Jeusun's Rotten Day
  - Lesson 4 – Jayden Feels Anxious
  - Lesson 5 – Zoey Takes a Stand
  - Lesson 6 – Jayden Tries Something New
  - Lesson 7 – Maddox Makes Mischief
  - Lesson 8 – Jeusun's Anger Monster
  - Lesson 9 – Maddox Invades Jayden's Space
  - Lesson 10 – Jeusun Feels Left Out
  - Lesson 11 – Jeusun and Jayden Learn That Accidents Happen
  - Lesson 12 – Jayden Feels Disappointed
  - Lesson 13 – Zoey Feels Embarrassed
  - Lesson 14 – Jeusun and Jayden Need to Work It Out

Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 6: Engagement and Persistence**

Child increasingly persists in understanding or mastering activities, even if they are challenging or difficult

When children are engaged in purposeful play, it stretches their hearts as well as their minds. They learn to get on with others and spot when their playmates are feeling happy, sad or frustrated. And, together, they learn to stick it out to solve trickier challenges.

### **STEAM Park**

- STEAM Park builds on every child's natural curiosity and desire to create, explore, and investigate the world of early science, technology, engineering, art, and math (STEAM) through creative play.
  - Lesson 2 – Welcome to STEAM Park – Challenge: construct models from inspiration cards with "easy" and "complex" model choices.
  - Lesson 7 – Gears – Challenge: students use gears to construct a new gate for STEAM Park
  - Maker Lesson 2 – Design a Cannon Game
  - Maker Lesson 3 – Make a Machine to Help Mr. Bear
  - Additional Maker Mini Lessons –

### **Coding Express**

- Coding Express introduces preschoolers to early coding concepts that naturally sparks their curiosity, creativity and desire to explore and learn together. Lessons provide opportunities for children to make connections and intuitively explore early coding concepts, such as sequencing, looping and conditional coding, while developing problem solving skills, critical thinking, collaboration, and social and emotional skills. Each lesson provides opportunity to identify student development in this domain.

### **Tech Machines**

- Children will explore engineering concepts in a familiar setting as they build vehicles, machines, construction equipment, and imaginative models. Children will also develop early engineering skills such as designing and building, investigating and solving problems. Each lesson provides opportunity to identify student development in this domain.



Developmental Domain: ATL-REG — Approaches to Learning—Self Regulation

## **ATL-REG 7: Shared Use of Space and Materials**

Child develops the capacity to share the use of space and materials with others

Our solutions and our aim is to stimulate children's natural curiosity to explore and learn through play. All our solutions are built for groups of children learning and playing together. We know that when children work together to solve problems, they learn to thrash out ideas, share space and materials, listen to others and even negotiate.

As such, each lesson in all of the solutions below provide opportunity to identify student development in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: SED – Social and Emotional Development

## SED 1: Identity of Self in Relation to Others

Child shows increasing awareness of self as distinct from and also related to others

Playing together builds empathy by helping children think about their teammates. Being able to collaborate helps them identify their own preferences and identities and distinguish that from other.

As all of our solutions are built upon a collaborative model, they can all provide a opportunities to identify development in this domain, but the following provide specific support and tools.

### **Coding Express**

- Lesson 5 – Character Caterpillar
  - Recognize and understand different emotions
  - Use the app to create stories about their emotions and those of others.

### **Build Me "Emotions"**

- Children begin to understand that emotions are responses to different stimuli and that they can learn appropriate ways to work through their emotions.
  - "Did you notice" questions at end of lessons provides embedded evaluative opportunities and build in complexity as the lessons progress
    - Children are able to understand other people's feelings.
    - Children are able to recognize and name emotions.
    - Children are able to express their thoughts and feelings.
    - Children are able to identify personal preferences.
    - Children are able to understand how their actions affect others.
    - Children are able to resolve conflicts in constructive ways.
    - Children are able to understand how their actions affect others.
    - Children are able to express emotions in appropriate ways.

Developmental Domain: SED – Social and Emotional Development

## SED 2: Social and Emotional Understanding

Child shows developing understanding of people's behaviors, feelings, thoughts, and individual characteristics

As each lesson in LEGO Education Early Learning is based upon collaborative group work, they provide an opportunity for children to develop an understanding of people's behaviors, feelings and thoughts. Below are specific lessons that can be used to ascertain developmental levels.

### **Build Me "Emotions"**

- Children begin to understand that emotions are responses to different stimuli and that they can learn appropriate ways to work through their emotions.
  - "Did you notice" questions at end of lessons provides embedded evaluative opportunities and build in complexity as the lessons progress
    - Children are able to understand other people's feelings.
    - Children are able to recognize and name emotions.
    - Children are able to express their thoughts and feelings.
    - Children are able to identify personal preferences.
    - Children are able to understand how their actions affect others.
    - Children are able to resolve conflicts in constructive ways.
    - Children are able to understand how their actions affect others.
    - Children are able to express emotions in appropriate ways.

### **StoryTales**

- Through character trait analysis, students predict behavior of characters and how this drives actions of the plot of a story.
  - Lesson 1 - Characters - Students discuss difference between physical characteristics and personality traits.
  - Lesson 7 - Different Ending - Students use personality traits to imagine a different ending to a familiar story.

Developmental Domain: SED – Social and Emotional Development

### **SED 3: Relationships and Social Interactions with Familiar Adults**

Child develops close relationships with one or more familiar adults (including family members) and interacts in an increasingly competent and cooperative manner with familiar adults

All of the below solutions build upon the premise that guided discovery and adult facilitated, productive play are at to the root of powerful learning experiences. As such, all lessons in LEGO Education Early Learning provide the opportunity for development and evaluation in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**StoryTales**

Developmental Domain: SED – Social and Emotional Development

## **SED 4: Relationships and Social Interactions with Peers**

Child becomes increasingly competent and cooperative in interactions with peers and develops friendships with several peers

All our solutions in LEGO Education Early Learning are built for groups of children learning and playing together. We are preparing children for school but also for life developing critical 21st century skills. While Build Me "Emotions" can help in the specific development of this domain, any of the lessons in each solution below can be used to ascertain developmental levels.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: SED – Social and Emotional Development

## SED 5: Symbolic and Sociodramatic Play

Child develops the capacity to use objects to represent other objects or ideas and to engage in symbolic play with others

### **STEAM Park**

- Lesson 1 - Functional Elements - Role play activity
- Lesson 6 - Performing Arts - Students create a set and perform a show

### **Coding Express**

- Each Lesson in Coding Express provides opportunities for role play and pretend play sequences.

### **My XL World**

- Each lesson incorporates role play and pretend play in activities that enable them to learn about roles and responsibilities in the community, and how to take care of the people around them.

### **Story Tales**

- Children will explore the world of make believe as they retell fictional stories, and exercise their imaginations by building and telling their own stories. The versatility of StoryTales allows children to tell stories in a variety of ways. For example, they may build separate scenes for different parts of the story (i.e., beginning, middle, and end). Alternatively, they may role-play a story by changing the scene as they narrate it.

### **Booster Set**

#### **Animals**

- Students discuss animal stories, poems or songs and perform or create an animal story, poem or song.

Developmental Domain: LLD – Language and Literacy Development

## LLD 1: Understanding of Language (Receptive)

Child understands increasingly complex communication and language

As each solution in LEGO Education Early Learning leverages discussion, listening, vocabulary and conversation, all can be used to identify developmental levels in the "BUILDING" level of this domain. The following will provide tools for the Earlier and Middle "INTEGRATING" levels.

### **Story Tales**

Children will explore the world of make believe as they retell fictional stories and exercise their imaginations by building and telling their own stories. They will use StoryTales to plan or describe activities and learn about sequencing of events and steps in a process. As children work together to build scenes, they will explore common literary elements, such as settings, characters, and events.

Developmental Domain: LLD - Language and Literacy Development

## LLD 2: Responsiveness to Language

Child communicates or acts in response to language and responds to increasingly complex language

All lessons from LEGO Education Early Learning can be used to identify developmental levels in the BUILDING section of this domain. The following can be used for more complex identification in the INTEGRATING section. The directions in the INTEGRATING level are given orally and students must respond to this complex language to complete the tasks.

### **STEAM Park**

- Lesson 2 - Welcome to STEAM Park - Give each child one of the in-box building inspiration cards and ask him or her to build the model shown. Then they will be asked to improve the model they built through role play.
- Lesson 3 - Ramps - "Construct" portion is multi-step and "Continue" has them set up a new sequence of events.
- Lesson 4 - Moving on Water - "Construct" portion is multi-step and "Continue" has them develop a game using the boats they created.
- Lesson 5 - Probability- "Construct" portion is multi-step and "Continue" has them develop a game using the spinner they created.
- Lesson 8 - Chain Reaction - Students construct a chain reaction and must identify the different elements in this. As they continue, they will combine chain reactions of other groups.

### **Coding Express**

- All lessons have the evaluation criteria of - "Children follow instructions involving several ideas or actions."

### **Tech Machines**

- The construction theme enables children to explore engineering concepts in a familiar setting as they carry out multistep builds of vehicles, machines, construction equipment, and imaginative models.

### **StoryTales**

- Each lesson in StoryTales can support developmental evaluation for this domain.



Developmental Domain: LLD — Language and Literacy Development

### **LLD 3: Communication and Use of Language (Expressive)**

Child's communication develops from nonverbal communication to using language with increasingly complex words and sentences

All of the solutions build upon student use of language in increasingly complex situations, both real and imaginary. As such, all lessons in LEGO Education Early Learning provide the opportunity for development and evaluation in this domain. My XL World has additional Language Arts extensions that further pinpoint specific skills.

**STEAM Park**

**Coding Express**

**Tech Machines**

**Build Me "Emotions"**

**StoryTales**

**My XL World**

- Lesson 1 - Build My Community" - Ask the children to try using directional words to explain how to get from one place to another in Rainbow Town.
- Lesson 4 - Outdoor Activities - Ask the children to draw a picture of their favorite outdoor activity. Remind them to include what the activity is, who participates in the activity, and where it takes place. When they're finished, have them describe their drawings to their partner.

Developmental Domain: LLD — Language and Literacy Development

## **LLD 4: Reciprocal Communication and Conversation**

Child engages in back-and-forth communication that develops into increasingly extended conversations

All of the solutions require students to work in groups and build upon student use of language in increasingly complex situations, both real and imaginary. As such, all lessons in LEGO Education Early Learning provide the opportunity for development and evaluation in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: LLD — Language and Literacy Development

## LLD 5: Interest in Literacy

Child shows interest in books, songs, rhymes, stories, and other literacy activities in increasingly complex ways

The example lessons below begin with a story and then uses this story to extend or connect the story through challenge or modeling. To engage students, teachers will share and discuss the foundational story, the characters, and the plot as a foundation for the learning.

### **STEAM Park**

- The "Connect" portion of every lesson begins with a story and discussion.

### **My XL World**

- The "Engage" portion of every lesson begins with a story and discussion.

### **Build Me "Emotions"**

- The "Connect" portion of every lesson begins with a story and discussion.

### **Storytales**

- Children will explore the world of make believe as they retell fictional stories and exercise their imaginations by building and telling their own stories.
- Lessons are extension of book driven literacy activities but can be used to identify development in the "Later" level of BUILDING and all levels of INTEGRATING.
  - Characters
  - Settings
  - The Princess and the Pea
  - The Three Billy Goats Gruff
  - Different Ending
  - Little Seed
  - Vacation Stories
  - My Pet

Developmental Domain: LLD — Language and Literacy Development

## **LLD 6: Comprehension of Age-Appropriate Text**

Child develops capacity to understand details and ideas from age-appropriate text presented by adults

**As most lessons have their foundation in stories, they can reference these in comparison to other text presented by adults.**

### **Storytales**

- All lessons can be used to develop and evaluate this domain.

Developmental Domain: LLD — Language and Literacy Development

## LLD 7: Concepts About Print

Child shows an increasing understanding of the conventions and physical organization of print material and that print carries meaning

As LEGO Education Early Learning solutions involve physical modeling,

### **Booster Set – Letters**

LEGO® Education Letters lets children play and learn in an alphabet world of LEGO® DUPLO® bricks and inspiring activities.

Featuring English letters in a rainbow of colors, the included inspiration cards and Getting Started activities help children learn the alphabet, recognize and write letters, identify phonemes and spell short words and names.

Building plates, small trucks and doors also inspire children to match upper and lowercase letters, create compound words, group vowels and consonants, and play fun activities like guess the missing letter.

Developmental Domain: LLD — Language and Literacy Development

## LLD 8: Phonological Awareness

Child shows increasing awareness of the sounds (elements) that make up language, including the ability to manipulate them in language

### **Booster Set – Letters**

LEGO® Education Letters lets children play and learn in an alphabet world of LEGO® DUPLO® bricks and inspiring activities.

Featuring English letters in a rainbow of colors, the included inspiration cards and Getting Started activities help children learn the alphabet, recognize and write letters, identify phonemes and spell short words and names.

Building plates, small trucks and doors also inspire children to match upper and lowercase letters, create compound words, group vowels and consonants, and play fun activities like guess the missing letter.

#### Specific Objectives

- Be able to recognize the English alphabet
- Be able to write and match uppercase and lowercase letters
- Identify phonemes in words (i.e., consonants and vowels)
- Be able to spell simple words
- Be able to describe familiar events, with prompting and support

Developmental Domain: LLD — Language and Literacy Development

## LLD 9: Letter and Word Knowledge

Child shows increasing awareness of letters in the environment and their relationship to sound, and increasing understanding that letters make up words

### **Booster Set – Letters**

LEGO® Education Letters lets children play and learn in an alphabet world of LEGO® DUPLO® bricks and inspiring activities.

Featuring English letters in a rainbow of colors, the included inspiration cards and Getting Started activities help children learn the alphabet, recognize and write letters, identify phonemes and spell short words and names.

Building plates, small trucks and doors also inspire children to match upper and lowercase letters, create compound words, group vowels and consonants, and play fun activities like guess the missing letter.

#### Specific Objectives

- Be able to recognize the English alphabet
- Be able to write and match uppercase and lowercase letters
- Identify phonemes in words (i.e., consonants and vowels)
- Be able to spell simple words
- Be able to describe familiar events, with prompting and support

Developmental Domain: LLD — Language and Literacy Development

## LLD 10: Emergent Writing

Child shows increasing ability to write using scribbles, marks, drawings, letters, characters, or words to represent meaning

### **My XL World**

These lessons address the following: Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what they are writing about and supply some information about the topics.

- Lesson 1 - Build My Community
- Lesson 3 - Travel Around
- Lesson 7 - A Mini Market

These Lessons address the following: Use a combination of drawing, dictating, and writing to compose opinion pieces in which they tell a reader the topic.

- Lesson 3 - Travel Around
- Lesson 6 - Unique Local Landmark



Developmental Domain: ELD — English-Language Development

## **ELD 1: Comprehension of English (Receptive English)**

Child is progressing toward fluency in understanding English

All of the solutions require students to work in groups and build upon student use of language in increasingly complex situations, both real and imaginary. As such, all lessons in LEGO Education Early Learning provide the opportunity for development and evaluation in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: ELD — English Language Development

## **ELD 2: Self-Expression in English (Expressive English)**

Child shows increasing progress toward fluency in speaking English

All of the solutions require students to work in groups and build upon student use of language in increasingly complex situations, both real and imaginary. As such, all lessons in LEGO Education Early Learning provide the opportunity for development and evaluation in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: ELD — English Language Development

## ELD 3: Understanding and Response to English Literacy Activities

Child shows an increasing understanding of and response to books, stories, songs, and poems presented in English

The example lessons below begin with a story and then uses this story to extend or connect the story through challenge or modeling. To engage students, teachers will share and discuss the foundational story, the characters, and the plot as a foundation for the learning.

### **STEAM Park**

- The "Connect" portion of every lesson begins with a story and discussion.

### **My XL World**

- The "Engage" portion of every lesson begins with a story and discussion.

### **Build Me "Emotions"**

- The "Connect" portion of every lesson begins with a story and discussion.

### **Storytales**

- Children will explore the world of make believe as they retell fictional stories and exercise their imaginations by building and telling their own stories.
  - Characters
  - Settings
  - The Princess and the Pea
  - The Three Billy Goats Gruff
  - Different Ending
  - Little Seed
  - Vacation Stories
  - My Pet

Developmental Domain: ELD — English Language Development

## **ELD 4: Symbol, Letter, and Print Knowledge in English**

Child shows an increasing understanding that print in English carries meaning

### **Booster Set – Letters**

LEGO® Education Letters lets children play and learn in an alphabet world of LEGO® DUPLO® bricks and inspiring activities.

Featuring English letters in a rainbow of colors, the included inspiration cards and Getting Started activities help children learn the alphabet, recognize and write letters, identify phonemes and spell short words and names.

Building plates, small trucks and doors also inspire children to match upper and lowercase letters, create compound words, group vowels and consonants, and play fun activities like guess the missing letter.

#### Specific Objectives

- Be able to recognize the English alphabet
- Be able to write and match uppercase and lowercase letters
- Identify phonemes in words (i.e., consonants and vowels)
- Be able to spell simple words
- Be able to describe familiar events, with prompting and support

Developmental Domain: Cognition, Including Math and Science

## COG 1: Spatial Relationships

Child increasingly shows understanding of how objects move in space or fit in different spaces

Each lesson in the LEGO Education Early Learning portfolio offers students spatially demanding learning experiences proving them the opportunity to develop skills important in fields like science, technology, engineering and math.

As such, all solutions provide opportunity to identify development in this domain. A few specific examples are listed.

### **STEAM Park**

#### **Coding Express**

#### **My XL World**

#### **Tech Machines**

- Lesson 2 – Wheeling Away (In this lesson children will learn about the function of wheels, and use spatial awareness to understand how wheeled vehicles move)
- Lesson 5 – Explore Special Machine Parts (The objective of this lesson is for children to use spatial awareness to understand how objects move, observe and describe special parts and functions.)

#### **Build Me "Emotions"**

#### **Story Tales**

Developmental Domain: Cognition, Including Math and Science

## COG 2: Classification

Child shows an increasing ability to compare, match, and sort objects into groups according to their attributes

Each lesson in the LEGO Education Early Learning portfolio offers students provides natural experiences in classification of color, shape, size, attribute, etc, but the following lessons address this domain more specifically for use in identifying developmental level.

### **STEAM Park**

- Lesson 1 – Functional Elements (Classify elements based upon their function and characteristics)
- Lesson 4 – Moving on Water (Classify elements of design that work best for floating and propulsion – sort by sink and float)
- Lesson 7 – Gears (Classify gears according to size and identify how size affects speed of rotation to classify by speed)

### **My XL World**

- Lesson 1 – Build My Community (Students will classify objects as belonging to different parts of the community)
- Lesson 3 – Traveling Around (Students will classify vehicles according to their attributes and purpose)

### **Tech Machines**

- Lesson 3 – Heavy Load (The objective of this lesson is for children to explore weight and use comparative language to classify)
- Lesson 7 – Water Vehicles (compare and classify types of vehicles and talk about the function of propellers and anchors)

### **Coding Express**

- Classifying functional tiles and apply classification to physical coding

### **Booster Set: Animals**

- Children group animals according to different characteristics such as number of legs, height, color, habitat, etc.

### **Duplo Creative Brick Set**

- Endless opportunities to sort, organize, describe and classify according to different attributes.

Developmental Domain: Cognition, Including Math and Science

## COG 3: Number Sense of Quantity

Child shows developing understanding of number and quantity

All elements can be used to develop or assess level in this domain, but the below listed provide specific lessons to use.

### **Steam Park**

- Lesson 5 – Probability
  - Identify numbers, and count quantities from a spinner and record numbers on a graph.

### **Coding Express**

- Lesson 9 - Mathematics
  - Children count reliably with numbers from 1 to 20

### **My XL World**

- Lesson 2 - Health Care Worker - Math Extension
  - Ask the children to draw a mouth that includes all of their teeth. Tell them to count how many teeth they have in their mouth, and how many teeth they've lost.

### **Booster Sets**

- People
- Animals

### **Duplo Creative Brick Set**

Developmental Domain: Cognition, Including Math and Science

## COG 4: Number Sense of Math Operations

Child shows increasing ability to add and subtract small quantities of objects

All elements can be used to develop or assess level in this domain, but the below listed provide specific lessons to use.

### **My XL World**

- Lesson 7 - A Mini Market
  - Give each child two big LEGO® DUPLO® bricks and four or five small LEGO® DUPLO® bricks to use as "pocket money."
    - Explain that one big LEGO® DUPLO® brick = two small LEGO® DUPLO® bricks.
    - Have them try to buy and sell their models, giving back "change" if the buyer doesn't have the exact amount.

**Booster Sets** – endless opportunities for the use of manipulatives to add and subtract small quantities of objects.

- People
- Animals

### **Duplo Creative Brick Set**



Developmental Domain: Cognition, Including Math and Science

## COG 5: Measurement

Child shows an increasing understanding of measurable properties such as size, length, weight, and capacity (volume), and how to quantify those properties

LEGO Bricks in any of the solutions can provide opportunity to measure object's Length, area, volume and can allow students to connect the physical manipulation of objects to connect concepts. Specific lesson call outs for this domain are below.

### **STEAM Park**

- Lesson 3 – Ramps (In this lesson, children will learn about how and why things roll, and predict and measure distances using non-standard units.)

### **Coding Express**

- Lesson 8 – Mathematics (Engage focuses on a discussion of distances. App will connect a number to a distance the train moves on the track.)
  - Elaboration has them predicting and planning stops based upon distances traveled.

### **My XL World**

- Lesson 1 - Build My Community
  - Math Extension
    - Option 1: Have the children use LEGO® DUPLO® bricks to measure the height of each building and see which one is the tallest, and which is the shortest.
    - Option 2: Ask the children to place the six friends at their favorite places in Rainbow Town. Have them use LEGO® DUPLO® bricks to measure the distance between the figures.
    - Option 3: Facilitate a discussion about which of Rainbow Town's buildings are close to each other and which ones are far away from each other.

### **Booster Set**

#### **Animals**

- Students arrange animals into line from tallest to shortest.
- Use non-standard unit of measure (2x2 brick) to measure the height of each animal.

**Duplo Creative Brick Set** - non standard units of measure

Developmental Domain: Cognition, Including Math and Science

## COG 6: Patterning

Child shows an increasing ability to recognize, reproduce, and create patterns of varying complexity

LEGO Bricks in any of the solutions can provide opportunity for physical patterning and identification of developmental levels for this domain. Specific lesson call outs for this domain are below.

**STEAM Park** The below lessons require students to make predictions based upon patterns of action and then to record data using graphs. They use the data from the graphs to identify cause/effect patterns

- Lesson 3 – Ramps
- Lesson 4 - Moving on Water
- Lesson 5 – Probability
- Lesson 8 – Chain Reaction

**Coding Express** – beginning coding experiences rely on patterning and the iterations of patterns to accomplish a goal. As such, each of the lessons in Coding Express can be used, but the below provides specific instruction.

- Lesson 3 - O Shaped Track
  - Lesson begins with identification of patterns in their lives. Brushing teeth each morning, etc. They then move to patterns in codes and must be able to compare different train track shapes and their uses (i.e.,sequencing, looping and conditional statements)

Developmental Domain: Cognition, Including Math and Science

## COG 7: Shapes

Child shows an increasing knowledge of shapes and their characteristics

LEGO Bricks in any of the solutions can provide opportunity for use in identification of developmental level in all aspects of this domain.

As each solution from LEGO Education Early Learning incorporates student "builds" and modeling, each lesson could be used to both develop and identify developmental levels in knowledge of shapes and their characteristics.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: Cognition, Including Math and Science

## COG 8: Cause and Effect

Child demonstrates an increasing ability to observe, anticipate, and reason about the relationship between cause and effect

### **STEAM Park**

- All lessons incorporate the following discussions and actions
  - Experiment/test "what would happen if questions
  - Observe and describe what happens
- Lesson 8 - Chain Reaction - specifically has students identify cause and effect relationships

### **Coding Express**

- This solution has, at its foundation, the development of cause and effect relationships and can be used for identifying developmental levels in this domain. (develop children's understanding of cause and effect relationships, and early coding concepts, such as sequencing, looping, and conditional statements.

### **My XL World**

- Lesson 8 - Trash Recycling
  - Learning how people affect their environment in positive and negative ways

### **Tech Machines**

Infused in all lessons are engineering and science skills related to cause/effect relationships.

### **Build Me "Emotions"**

The lessons below work towards this goal: Children are able to understand how their actions affect others.

- Lesson 5 Maddox Makes Mischief
- Lesson 7 Maddox Invades Jayden's Space
- Lesson 9 Jeesun & Jayden Learn That Accidents Happen
- Lesson 12 Jeesun and Jayden Need to Work it Out

### **Story Tales**

- Lesson 3 - Princess and the Pea and Lesson 4 - Three Billy Goats Gruff incorporate the following;
  - Children are able to retell and reenact events from stories, songs, or rhymes.

Developmental Domain: Cognition, Including Math and Science

## COG 9: Inquiry Through Observation and Investigation

Child observes, explores, and investigates objects (living and nonliving things) and events in the environment and becomes increasingly sophisticated in pursuing knowledge about them

### **STEAM Park**

All lessons are designed to help teachers develop children's science, technology, engineering, art, and math (STEAM) skills, including understanding cause and effect relationships, making predictions and observations, problem-solving, and creating representations.

- children learn to think like scientists as they build models, and experiment and test ideas to answer questions

### **Coding Express**

- All lessons are structured using the 5E Model which promotes collaborative, active learning in which students work together to solve problems and investigate new concepts by asking questions, observing, analyzing, and drawing conclusions.

### **Tech Machines**

- Investigate, ask questions, make observations, and gather information to inform the design of machines or tools. together to complete a project
  - Lesson 4 - Special Machine Parts
  - Lesson 6 - Park Project
  - Lesson 7 - Helping Machines
  - Lesson 8 - Water Vehicles

Developmental Domain: Cognition, Including Math and Science

## COG 10: Documentation and Communication of Inquiry

Child develops the capacity to describe and record observations and investigations about objects (living and nonliving things) and events, and to share ideas and explanations with others

### **STEAM Park**

During the Contemplate phase of every lesson in this solution, children are given the opportunity to reflect on what they have done, and to talk about and share insights they have gained during the Construct phase of the lesson.

Every lesson incorporated students observing and describe what happens.

- Lesson 3 - Ramps, Lesson 4 - Moving on Water, and Lesson 5 -Probability students record data using graphs and make predictions using this data.

### **Coding Express**

- Lessons are inquiry based and structures in the 5E model. As such, during the Explain phase, children will have the opportunity to reflect on what they have done, and to talk about and share insights they have gained during the Explore phase of the lesson.

Developmental Domain: Cognition, Including Math and Science

## COG 11: Knowledge of the Natural World

Child develops the capacity to understand objects (living and nonliving things) and events in the natural world, including how they change and their characteristics

### Story Tales

Lesson 5 - Little Seed

- Students build a scene showing what happens to a seed that receives everything it needs and take turns sharing their scenes and telling a story about the seed. They then role-play how people took care of their seed to make it grow.
  - They then describe a garden needs to grow and combine their plant models or build new models to create a garden.

Lesson 6 - My Pet

- Students discuss the needs of pets: food, water, and shelter, exercise, attention, baths, check-ups by the veterinarian, and medicine when they are sick.
  - They then select an animal that would be a good pet and design a habit that includes these things.

### Booster Set

#### Animals

- Students will group and categorize animals according to characteristics: size, color, size, number of legs, habitat
- Each animal set comes with a parent and offspring.
- Students identify how size is linked to habitat.

Developmental Domain: PD-HLTH — Physical Development–Health

## PD-HLTH 1: Perceptual-Motor Skills and Movement Concepts

Child moves body and interacts with the environment, demonstrating increasing awareness of own physical effort, body awareness, spatial awareness, and directional awareness

### **Coding Express**

The lessons below include teacher led physical movements designed to develop children's control and co-ordination in large and small movements. These also enable teachers to evaluate their development in moving confidently in a range of ways, safely negotiating space

- Lesson 1 - First Trip
- Lesson 2 - Train sound
- Lesson 3 - O Shaped Track
- Lesson 4 - Y Shaped Track



Developmental Domain: PD-HLTH — Physical Development–Health

## **PD-HLTH 2: Gross Locomotor Movement Skills**

Child shows increasing proficiency in fundamental locomotor skills (e.g., rolling, crawling, cruising, walking, running, jumping, galloping)

LEGO Education Early Learning solutions can be used as a tool towards development of this domain in creative play, but other tools and activities would be more appropriate to use in formal evaluation.

Developmental Domain: PD-HLTH — Physical Development–Health

### **PD-HLTH 3: Gross Motor Manipulative Skills**

Child shows increasing proficiency in gross motor manipulative skills (e.g., reaching, kicking, grasping, throwing, and catching)

Every solution in LEGO Education Early Learning can be used to identify developmental levels with small motor skills. Large motor evaluation is best done with other activities/tools.

Developmental Domain: PD-HLTH — Physical Development–Health

## **PD-HLTH 4: Fine Motor Manipulation Skills**

Child demonstrates increasing precision, strength, coordination, and efficiency when using muscles of the hand for play and functional tasks

Every solution in LEGO Education Early Learning can be used to identify developmental levels with fine motor skills in all aspects of this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: PD-HLTH — Physical Development–Health

## PD-HLTH 5: Safety

Child shows awareness of safety and increasingly demonstrates knowledge of safety skills when participating in daily activities

While each solutions provides opportunities to identify students developmental level in basic safety practices, the following lesson is specific to this domain.

### **My XL World**

- Lesson 4 - Outdoor Activities
  - Students build a model of their favorite outdoor activity. They then combine the models into a playground and discuss the following:
    - What do you need to be careful of when you're doing this activity? (Talk about potential safety issues.)

Developmental Domain: PD-HLTH — Physical Development–Health

## PD-HLTH 6: Personal Care Routines: Hygiene

Child increasingly responds to and initiates personal care routines that support hygiene

### My XL World

- Lesson 2 - Health Care Worker
  - Students are able to describe what healthcare workers do know how to take good care of their teeth and mouth

Developmental Domain: PD-HLTH — Physical Development–Health

## **PD-HLTH 7: Personal Care Routines: Feeding**

Child responds to feeding and feeds self with increasing proficiency

While LEGO Education solutions can provide modeling for development in this domain, it is best assessed in application during snack and lunch time.

Developmental Domain: PD-HLTH — Physical Development–Health

## **PD-HLTH 8: Personal Care Routines: Dressing**

Child understands, responds to, and initiates personal care routines and shows increasing knowledge and skills of how and when to apply them

While LEGO Education solutions can provide modeling for development in this domain, it is best assessed in application.

Developmental Domain: PD-HLTH — Physical Development–Health

## **PD-HLTH 9: Active Physical Play**

Child engages in physical activities with increasing endurance and intensity

While LEGO Education Early Learning solutions have their foundations in productive play, they are not a substitute for physical activities with increasing endurance and intensity. Other tools/activities would better measure development in this domain.



Developmental Domain: PD-HLTH — Physical Development–Health

**PD-HLTH 10: Nutrition**

Child demonstrates increasing knowledge about nutrition and healthful food choices

Elements of any solution in LEGO Education Early Learning can be used as a role play tool for communicating basic understanding of nutrition and a balanced diet.

Developmental Domain: HSS - History-Social Science

## **HSS 1: Sense of Time**

Child increasingly communicates or demonstrates awareness about past and future events and relates them to present activity

The following lessons connect to demonstrating awareness of Past, Present and Future, but other lessons and elements can be used to model this.

### **Coding Express**

- Lesson 1 - First Trip Children talk about past and present events in their own lives and in the lives of family members
- Lesson 2 - Train Sound- Children talk about past and present events in their own lives and in the lives of family members

### **StoryTales**

- Lesson 5 – Little Seed (Students role play planting a seed, identifying present and future for the seed to grow into a flower)
- Lesson 8 – Vacation Stories (Students recall a PAST vacation story and identify a FUTURE vacation they would want to take)

### **Build Me Emotions**

- Students can use any of the lessons to identify the PAST in how they have felt in a similar situation, the PRESENT in how they are feeling now and what they might do in the FUTURE in similar situations.

Developmental Domain: HSS - History—Social Science

## **HSS 2: Sense of Place**

Child demonstrates increasing awareness of the characteristics of physical environments and connections among their attributes, including the people and activities in them

### **My XL World**

As this solution is designed to support developmental understanding of place and community, all lessons could serve as a tool for all levels.

- Through My XL World unit, children will explore Rainbow Town, along with their new friends, Uma, Victor, Wei, Xavier, Yasmin, and Zoe. They will learn about roles and responsibilities in the community, and how to take care of the people around them.
- Children also acquire new vocabulary and a deeper understanding of contextual language through the unit that illustrates people, places, and things in real life.
- Some activities involve less familiar scenarios to provide children the opportunity to explore the world beyond their immediate surroundings

### **Coding Express**

- Students create a train environment with stations, stops, hazards and destinations. Taking the familiarity of a train and combining it with the new action bricks, early learners will learn through play about sequencing, looping, conditional coding, and cause and effect by placing the new action bricks within the train's track.

### **STEAM Park**

- Students construct a STEAM Park full of dynamic moving rides, fun games, and scenes and solve problems that demonstrate their understanding of the connections between elements in this space.

Developmental Domain: HSS - History-Social Science

## **HSS 3: Ecology**

Child develops an awareness of and concern for the natural world and human influences on it

### **My XL World**

- Lesson 8 - Trash Recycling
  - Learning how people affect their environment in positive and negative ways
  - Using creativity to solve simple problems and showing the ability to make choices

### **StoryTales**

- Lesson 4 - Little Seed
  - Discussion about gardens - children describe a garden and what it needs to grow.
  - Children combine their plant models or build new models to create a garden. They then use figures to roleplay taking care of the garden.

### **Booster Set**

- Animals

Developmental Domain: HSS - History-Social Science

## **HSS 4: Conflict Negotiation**

Child shows increasing understanding of the needs of other children and is increasingly able to consider alternatives and to negotiate constructively in conflict situations

**All solutions in LEGO Education Early Learning are designed for groups of students to be working together to collaborate, discuss, investigate, build, and play.**

As such, any lesson in any of the solutions can be used to identify development in this area because conflict negotiation is a natural element of these goals.

The lessons below offer specific alignment to this domain.

### **Build Me Emotions**

- Lessons 5-12 all have the following as their driving focus.
  - Children are able to understand how their actions affect others.
  - Children are able to resolve conflicts in constructive ways.
  - Children are able to express emotions in appropriate ways.

Developmental Domain: HSS - History-Social Science

## **HSS 5: Responsible Conduct as a Group Member**

Child develops skills as a responsible group member in an education setting, acting in a fair and socially acceptable manner and regulating behavior according to group expectations

All solutions in LEGO Education Early Learning are designed for groups of students to be working together to collaborate, discuss, investigate, build, and play. As such, any lesson in any of the solutions can be used to identify development in this area.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: VPA - Visual and Performing Arts

## **VPA 1: Visual Art**

Child engages, develops skills, and expresses self with increasing creativity, complexity and depth through two-dimensional and three-dimensional visual art

All lessons in every solution from LEGO Education Early Learning can be used to identify development in this domain.

**STEAM Park**

**Coding Express**

**My XL World**

**Tech Machines**

**Build Me "Emotions"**

**Story Tales**

Developmental Domain: VPA - Visual and Performing Arts

## VPA 2: Music

Child expresses and creates by making musical sounds, with increasing intentionality and complexity

While the below lesson can be used to support this evaluation, other tools/activities might provide and more accurate understanding of student development in this domain.

### **Coding Express**

The lesson below can be used in identification in BUILDING section of this domain.

- Lesson 6 Music
  - Investigate the melody of each action brick.
  - Sequence the action bricks to match the song.
  - Compose a new song by remixing the action bricks.



Developmental Domain: VPA - Visual and Performing Arts

## VPA 3: Drama

Child increases engagement, skill development, and creative expression in drama

### Story Tales

- Each lesson includes opportunities for improvised role play.

### STEAM Park

- Lesson 6 Performing Arts
  - Students create a set and use models to act out a drama using the set.

Developmental Domain: VPA - Visual and Performing Arts

**VPA 4: Dance**

Child develops capacity to respond, express, and create through movement in dance

Other tools/activities would better serve identification in this area.