



Scope and Sequence: 35-Hour Option

Units				Hours
Getting Started: LEGO® Education STEAM Park Lessons				1.5
Functional Elements				0.5
Welcome to STEAM Park				0.5
Gears				0.5
Guided Experience: Engineering Notebook Sessions 1-10				10
Session 1 (see guidebook)				1
Session 2 (see guidebook)				1
Session 3 (see guidebook)				1
Session 4 (see guidebook)				1
Session 5 (see guidebook)				1
Session 6 (see guidebook)				1
Session 7 (see guidebook)				1
Session 8 (see guidebook)				1
Session 9 (see guidebook)				1
Session 10 (see guidebook)				1
STEAM Learning: LEGO® Education STEAM Park Lessons				8.5
Ramps	Probability	Chain Reaction	Make a Machine to Help Mr. Bear	
Moving on Water	Performing Arts	Make a Fun Cannon Game	Additional Maker Lessons	
Playful Learning: LEGO® Foundation Six Bricks Activities				5
Brick Breaks (2 Hours)	Games (1.5 Hours)	Team Challenges (1.5 Hours)		
<ul style="list-style-type: none"> • Can You Remember? • Back-to-Back • Sorting • Patterns • Can You Copy? • Kim's Game • Sammy Snake 	<ul style="list-style-type: none"> • Cover It • Double or Half • Skip Count • What is It? • Play Now 	<ul style="list-style-type: none"> • Tall Tower • Two-Stud-Trick • Build the Picture • More Cube Fun • Build a Bridge • Hanging Around • Communication House 		
STEM Learning: FIRST STEM Curriculum Series				10
Core Values Activities (1.5 Hours)	Coding Activities (1.5 Hours)	Design and CAD Activities (1.5 Hours)		
Simple Machines Activities (1.5 Hours)	Engineering Design Activities (1.5 Hours)	Capstone Activities (2.5 Hours)		