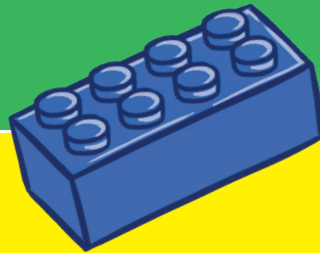
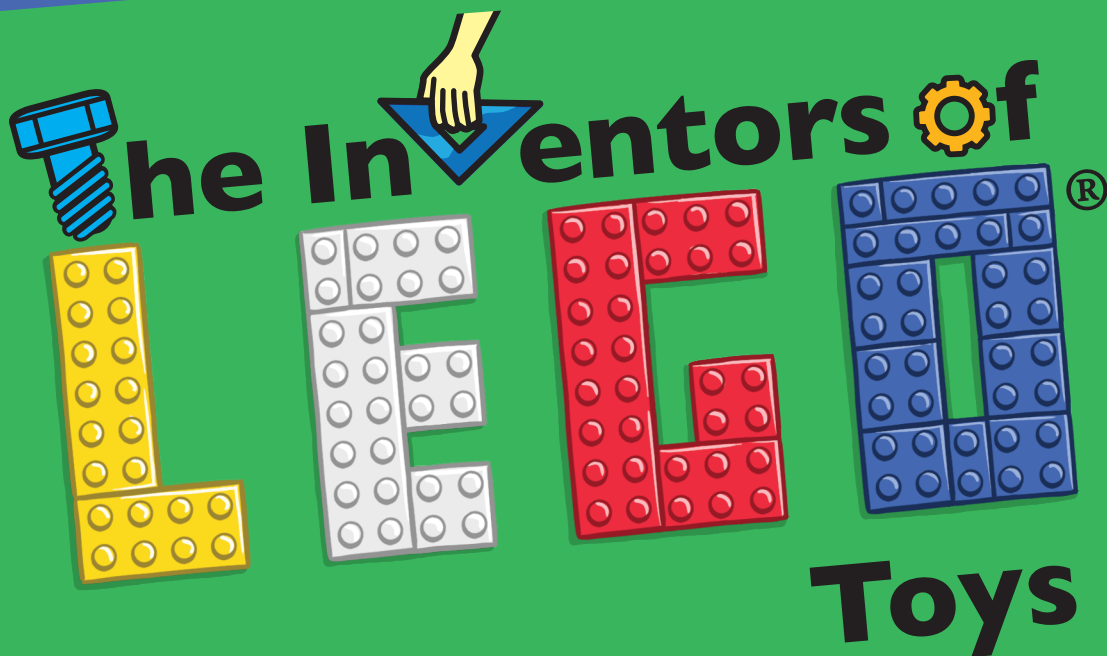


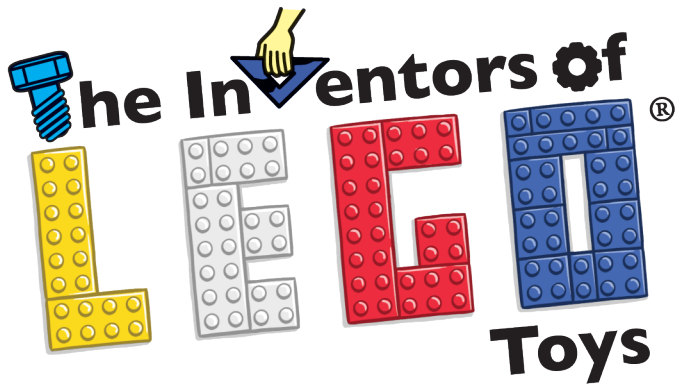
AWESOME MINDS



Activity & Event Guide

This book is an independently authored and published biography of the family that created the LEGO® construction toy and is not sponsored or endorsed by or affiliated in any way with the LEGO Group of companies, owner of the LEGO® trademarks.

AWESOME MINDS



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Activity & Event Guide

BRICK BINGO

For this activity, every player gets 25 basic bricks in various sizes and colors.

Step 1: Players build their bingo boards by placing their bricks in a 5-brick by 5-brick grid. (Optional: Everyone can have a “FREE” space by getting the same size and color brick and putting it in the middle of their board.)

Step 2: The caller pulls bricks from the bin and announces the color and the dimensions. “A red 2-by-2!” “A green 2-by-4!” When players have the brick that is called, they remove it from their grid. The first player to have an entire row or column removed wins.

L“EGG”O TOSS (Teams of 2)

Step 1: Have teams design and build a LEGO® structure using a predetermined number of bricks. (Between 15 and 20 bricks works well.) The goal of the design is to create a structure sturdy enough that it can be tossed back and forth without breaking. (Note: You may want to add to the challenge by creating a rule to keep participants from building a solid block of bricks.)

Step 2: Create two lines with a small distance (about 2 feet) between each partner. Have one participant toss the structure to their partner. If the structure is caught without any bricks coming apart, the team can take a step backward and try again on their next turn. If any bricks fall off while being thrown or caught, or if a teammate drops the structure, that team is eliminated. The last team to catch an unbroken structure wins.

HOW MANY BRICKS?

Fill a clear container with LEGO® bricks that you've pre-counted. Let participants examine the container during the session and guess the number of bricks. Closest number wins!

WORD SEARCH

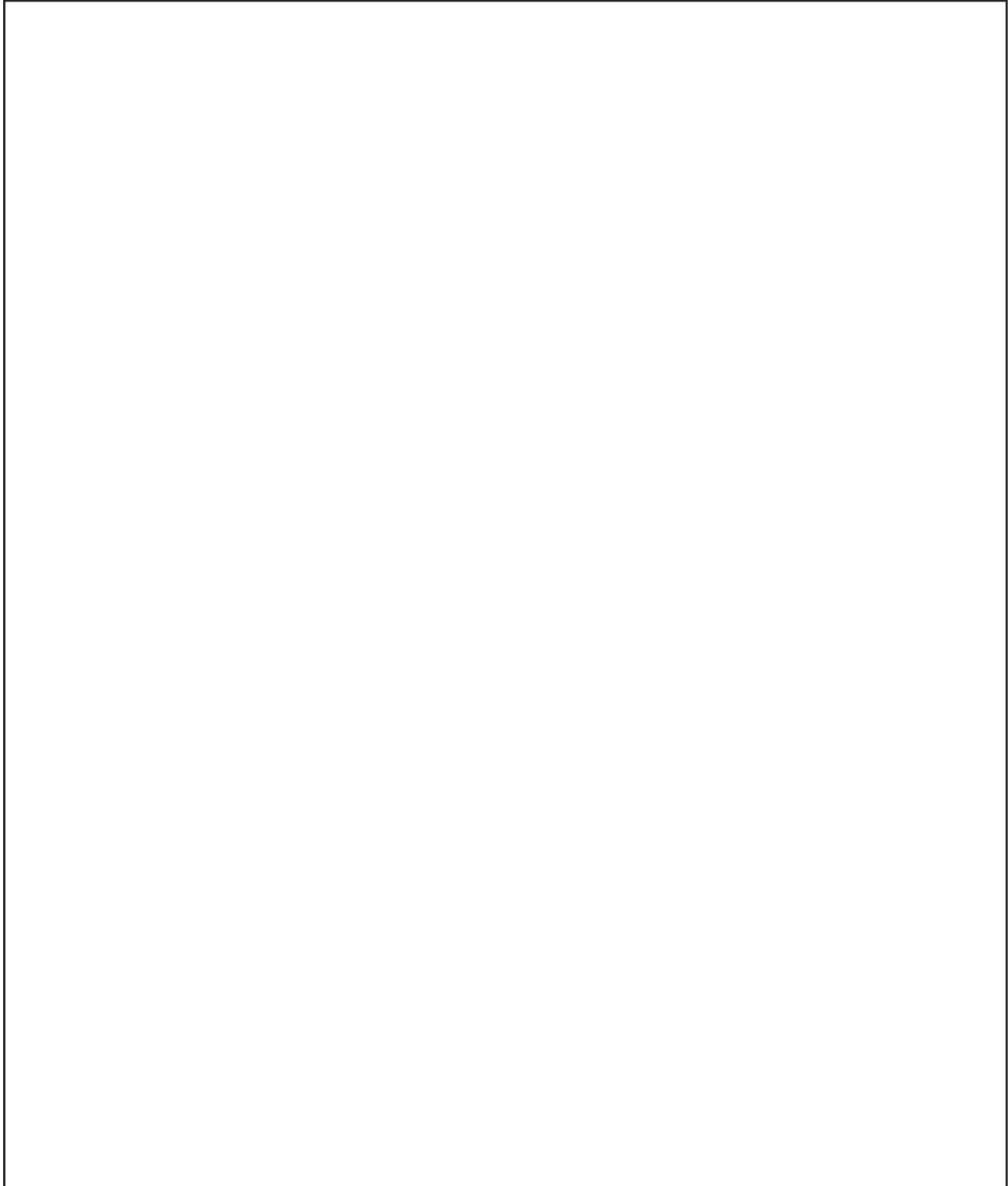
Can you find these words about the history of the LEGO® company?

OLE	CHRISTIANSEN	MINIFIG	SYSTEM
TOYS	CARPENTER	FACTORY	BRICK
PATENT	GODTFRED	LEGO	DENMARK
BILLUND	INVENTOR	PLASTIC	CLUTCH

D	L	O	B	J	T	K	P	M	W	V	X	W	Z	C
E	J	E	R	L	Q	O	W	L	N	G	C	C	Y	M
N	J	J	I	K	E	O	Y	F	U	O	H	P	B	P
M	I	F	C	S	U	G	E	S	Y	D	R	A	P	X
A	N	G	K	C	Y	W	O	V	R	T	I	T	L	A
R	V	T	S	Y	C	S	V	E	H	F	S	E	A	O
K	E	B	U	M	F	L	T	Q	J	R	T	N	S	L
P	N	F	C	F	Y	V	U	E	J	E	I	T	T	B
S	T	A	V	F	S	B	O	T	M	D	A	V	I	I
E	O	C	L	X	N	Z	P	L	C	W	N	C	C	L
E	R	T	T	K	N	G	H	R	E	H	S	T	G	L
D	Z	O	E	C	A	R	P	E	N	T	E	R	V	U
M	I	R	E	X	Y	Z	H	H	Y	N	N	G	T	N
J	D	Y	C	D	G	M	Q	T	H	H	V	R	R	D
R	O	S	Z	O	C	M	I	N	I	F	I	G	T	X

INVENTOR'S NOTEBOOK

When we think about famous inventions, technology like the telephone or the automobile often comes to mind. But toys need to be invented, too. Do you have an idea for a great new toy? Sketch it in the box below, then build a prototype of your invention using LEGO® bricks.

A large, empty rectangular box with a thin black border, intended for a student to draw a sketch of their invention. The box occupies most of the page below the introductory text.

WRITING PROMPT

Godtfred Christiansen, who led the company through the development of theLEGO® brick we know today, spent a lot of time thinking about the characteristics of a good toy. What do you think makes a good toy? Why are some toys fun to play with and other toys aren't? If you could speak to the decision-makers in a toy company, what would you want them to know about kids and how they play?
