

Cut out each LEGO challenge card, and see which creations you can make.

## LEGO CHALLENGE

BUILD SOMETHING WITH MOVING PARTS.

## LEGO

CHALLENGE
BUILD YOUR NAME WITH YOUR LEGO BRICKS.

## LEGO CHALLENGE

 MAKE SOMETHING WITH 7 BLUE, 7RED \& 7 YELLOW LEGO BRICKS.

## LEGO

 CHALLENGECREATE A LEGO ANIMAL THAT'S BIGGER THAN YOUR HAND.

## LEGO <br> CHALLENGE

MAKE SOMETHING USING ONLY RED LEGO BRICKS.

## LEGO CHALLENGE

BUILD SOMETHING WITH 50 LEGO BRICKS.

## LEGO <br> CHALLENGE

BUILD SOMETHING WITH A PATTERN.

## LEGO

CHALLENGE
BUILD 2
RACECARS THAT
CAN RACE ACROSS A TABLE.

## LEGO

CHALLENGE
BUILD A PICTURE that IS FLAT AND ONLY 2 BRICKS HIGH.

# LEGO <br> CHALLENGE 

MAKE A LEGO
CREATION THAT
CAN BE USED AS A TOOL.

## LEGO <br> CHALLENGE

USE 100 LEGO BRICKS TO CREATE SOMETHING NEW.

## LEGO <br> CHALLENGE

BUILD THE TALLEST
TOWER THAT CAN STAND ON ITS OWN.

## LEGO

CHALLENGE
BUILD SOMETHING WITH ONLY YELLOW \& BLUE LEGO BRICKS.

## LEGO <br> CHALLENGE

MAKE SOMETHING WITH AN ODD NUMBER OF LEGO BRICKS.

## LEGO

 CHALLENGE BUILD SOMETHING USING ONLY SQUARE LEGO BRICKS.
## LEGO CHALLENGE

MAKE SOMETHING THAT CAN FLY.

## LEGO <br> CHALLENGE

BUILD SOMETHING WITH THE SAME NUMBER OF LEGO BRICKS AS YOUR $A G E$.

## LEGO <br> CHALLENE

MAKE A SEE-SAW YOUR LEGO
FRIENDS CAN PLAY ON.

## LEGO CHALLENGE

CREATE THE NEWEST MACHINE. WHAT DOES IT
DO?

## LEGO

 CHALLENGEBUILD SOMETHING WITH 3 DIFFERENT COLORS \& 31 BRICKS. 1 COLOR SHOULD HAVE AN ODD NUMBER \& THE REST EVEN.

## LEGO <br> CHALLENGE

CREATE SOMETHING THAT IS HEAVY, AND ANOTHER VERSION THAT IS LIGHT.

## LEGO

CHALLENGE
CREATE A NEW GAME YOU CAN PLAY WITH LEGO BRICKS.

## LEGO <br> CHALLENGE

BUILD A SET OF 9 STAIRS.

## LEGO

CHALLENGE
MAKE A
LANDSCAPE WHERE ANIMALS CAN LIVE.

LEGO CHALLENGE

BUILD A
PLAYGROUND
YOUR LEGO KIDS CAN PLAY ON.

## LEGO

 CHALLENGE MAKE A GARDEN WITH FLOWERS, VEGGIES, \& PLANTS.
# LEGO <br> CHALLENGE 

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CHALLENGE

## STEM Steps To Success

- What is the problem?
- How have others solved the problem?
- What are the limitations/guidlines?
- Who can help me solve this problem?


## COLLECT

## IMAGINE

- How can I solve the problem?
- Have I found an "out of the box" solution?
- Do I have more than one solution?
- What materials do I have/need?
- What steps will I take to solve the problem?
- What could go wrong?
- I will test my plan!
- I will take notes of my process/observations!
- I will draw/take pictures as I work, for reference later!
- I will reflect on my design.
- What changes can I make to improve my plan/solution?
- What does my data tell me about my first attempt?
- I create another plan and retest!

