LEGO education™

Build Solve Invent™

45200



1

LEGO® Builder



Get excited about our new packaging!

We're switching from plastic to paper-based packaging. That's why you might find a mix of paper and plastic in our boxes!

Nos nouveaux emballages vous emballeront !

Nous passons des emballages en plastique aux emballages à base de papier. C'est pourquoi vous pourriez trouver un mélange de papier et de plastique dans nos boîtes !

¡Te presentamos nuestros nuevos empaques!

Estamos sustituyendo las bolsas de plástico por bolsas con base de papel. ¡Por eso, puedes encontrar una mezcla de papel y de plástico en nuestras cajas!

LEGO.com/sustainable-packaging



LEGO® Builder

BUILDER

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LEGO.com/devicecheck

EN Ask parents' permission before going online I **DE** Eltern um Erlaubnis bitten, bevor du online gehst I **FR** Demande l'autorisation d'un parent avant d'aller en ligne I **IT** Chiedi il permesso ai tuoi genitori prima di andare online I **ES** Pídeles permiso a tus papás antes de conectarte a Internet I **PT** Pede autorização aos pais antes de acederes online I **ZH** 上网前应先征得父母的同意 I **PL** Poproś rodziców o zgodę, zanim wejdziesz do Internetu I **CS** Než půjdeš na internet, požádej rodiče o svolení I **SK** Skôr než pôjdeš na internet, vypýtaj si povolenie od rodičov I **HU** Kérj szülői engedélyt, mielőtt online csatlakoznál! I **UA** Запитуйте дозволу батьків, перш ніж користуватися інтернетом I **RO** Cere permisiunea părinților înainte de a te conecta online I **BG** Поискайте разрешение от родител, преди да влезете онлайн I **LV** Pirms došanās tiešsaistē palūdz atļauju vecākiem I **ET** Enne Interneti kasutamist küsi vanematelt luba I **LT** Prieš prisijungdami prie interneto, atsiklauskite tėvų



Hey!

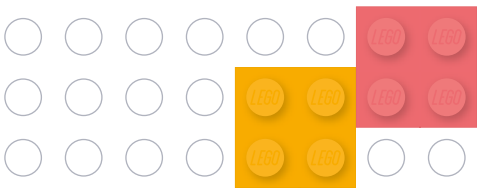
At LEGO® Education, we ignite curiosity and empower children to take learning into their own hands. For over 40 years, LEGO Education has offered experiences that combine the vision of the LEGO Group for learning through play with a deep understanding of the world of education.

We know children learn best through hands-on, playful experiences. **What if you had the power to help take their learning even further?** By inspiring wonder, encouraging their ideas and letting them explore their own solutions, we create space for their confidence and resilience to develop and shine.

Each of the experiments in this box has 3 phases of play; Build, Solve and Invent.

Your child will:
Build an exciting LEGO model that establishes the context for the activity, **Solve** the activity their own way using problem-solving skills and **Invent** a creation that takes their creativity even further.

By sparking joy in children's learning and helping them develop critical skills, we inspire a new generation to take on tomorrow and rebuild the world one LEGO brick at a time.



Hé!

Chez LEGO® Education, nous attisons la curiosité et donnons aux enfants les moyens de prendre l'apprentissage en main. Depuis plus de 40 ans, LEGO Education propose des expériences qui associent la vision du groupe LEGO en matière d'apprentissage par le jeu à une compréhension approfondie du monde de l'éducation.

Nous savons que les enfants apprennent mieux grâce à des expériences pratiques et ludiques. **Et si vous aviez le pouvoir de les aider à approfondir leur apprentissage?** En suscitant l'émerveillement, en encourageant leurs idées et en les laissant explorer leurs propres solutions, nous créons un espace pour permettre à leur confiance et à leur résilience de se développer et de briller.

Chacune des expériences de cette boîte comporte 3 phases de jeu : construire, résoudre et inventer.

Votre enfant pourra :
construire un modèle LEGO passionnant qui établit le contexte de l'activité, **résoudre** l'activité à sa façon en utilisant ses compétences en matière de résolution de problèmes et **inventer** une création qui pousse sa créativité encore plus loin.

En suscitant la joie dans l'apprentissage des enfants et en les aidant à développer des compétences essentielles, nous inspirons une nouvelle génération à conquérir l'avenir et à reconstruire le monde, une brique LEGO à la fois.

¡Hola!

En LEGO® Education, encendemos la curiosidad y empoderamos a los niños para que tomen el aprendizaje en sus manos. Por más de 40 años, LEGO Education ha ofrecido experiencias que combinan la visión de The LEGO Group sobre el aprendizaje a través del juego con un profundo conocimiento del mundo de la educación.

Sabemos que los niños aprenden mejor mediante experiencias prácticas y divertidas. **¿Pero y si tuvieras el poder de ayudarlos a llevar su aprendizaje aún más lejos?** Nutrimos su curiosidad, apoyamos sus ideas y les damos la oportunidad de explorar sus propias soluciones con el fin de abrir un espacio donde su confianza y resiliencia puedan desarrollarse y brillar.

Cada uno de los experimentos de esta caja presenta 3 fases de juego: Construye, Resuelve e Inventa.

Tu peque podrá:
Construir un emocionante modelo LEGO que defina el contexto de la actividad; **Resolver** la actividad a su manera usando sus habilidades de resolución de problemas; **Inventar** una creación que lleve su creatividad aún más lejos.

Al despertar en los niños la alegría de aprender y ayudarles a desarrollar habilidades críticas, inspiramos a una nueva generación para que tome las riendas del mañana y reconstruya el mundo un brick LEGO a la vez.

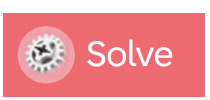
What does a rocket need to land safely on the moon?

This Physical Science experiment focuses on stability and how an object stays standing on a surface, especially one that is uneven. As well as strong legs for stability, the object's center of mass needs to fall within its footprint. Otherwise, the object falls over.

A rocket heading to the Moon has thrusters, sensors and lasers to help it land safely. Rocket engineers include supports that help the rocket land upright on the Moon's dusty and uneven surface.



Build: Build a rocket that takes off from Earth and tries to land on the Moon.



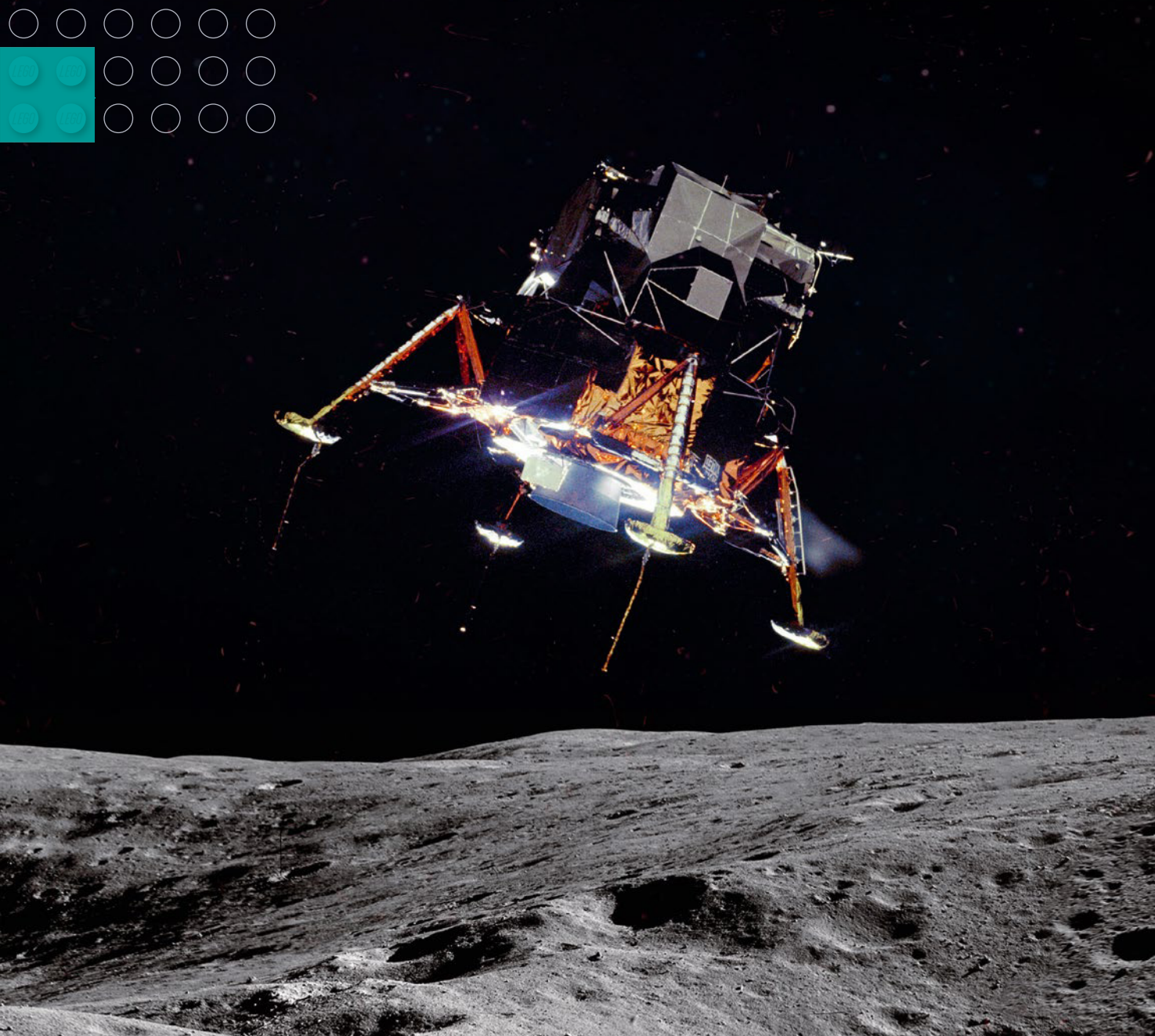
Solve: Create landing legs for the rocket so it can land upright on the Moon's surface.



Invent: Design living quarters for the astronaut using lunar rocks.

You can support learning and spark curiosity by asking questions such as:

- How did you ensure the rocket landed safely?
- What did you put in the astronaut's new home?
- How do you think real rockets take off and land?



De quoi une fusée a-t-elle besoin pour atterrir en toute sécurité sur la Lune?

Construire Résoudre Inventer™

Cette expérience de sciences physiques se concentre sur la stabilité et sur la manière dont un objet reste debout sur une surface, en particulier sur une surface irrégulière. Outre des jambes solides pour assurer la stabilité, l'objet a besoin que son centre de masse se trouve à l'intérieur de son empreinte. Sinon, l'objet tombe.

Une fusée qui se dirige vers la Lune est équipée de propulseurs, de capteurs et de lasers qui l'aident à atterrir en toute sécurité. Les ingénieurs prévoient des supports qui aident la fusée à atterrir à la verticale sur la surface poussiéreuse et irrégulière de la Lune.

Construire

Construire : Construisez une fusée qui décolle de la Terre et tente d'atterrir sur la Lune.

Résoudre

Résoudre : Créez des jambes d'atterrissage pour la fusée afin qu'elle puisse atterrir à la verticale sur la surface de la Lune.

Inventer

Inventer : Concevez des quartiers d'habitation pour l'astronaute à l'aide de roches lunaires.

Vous pouvez soutenir l'apprentissage et éveiller la curiosité en posant des questions telles que :

- Comment as-tu fait pour que la fusée atterrisse en toute sécurité?
- Qu'as-tu mis dans la nouvelle maison de l'astronaute?
- Selon toi, comment les vraies fusées décollent-elles et atterrissent-elles?

¿Qué necesita un cohete para aterrizar con seguridad en la Luna?

Este experimento de ciencias físicas se centra en la estabilidad y en cómo un objeto se mantiene en pie sobre una superficie, especialmente cuando esta es irregular. Además de tener patas robustas, el centro de masa del objeto debe ubicarse encima de su huella sobre el suelo para que se mantenga estable. De lo contrario, el objeto se caerá.

Un cohete que va a la Luna cuenta con propulsores, sensores y rayos láser que le ayudan a aterrizar con seguridad. En sus diseños, los ingenieros de cohetes incluyen soportes que ayudan al cohete a aterrizar en posición vertical sobre la polvorienta e irregular superficie de la Luna.

Construye

Construye: Construye un cohete que despegue de la Tierra e intente aterrizar en la Luna.

Resuelve

Resuelve: Crea unas patas que permitan al cohete aterrizar en posición vertical sobre la superficie de la Luna.

Inventa

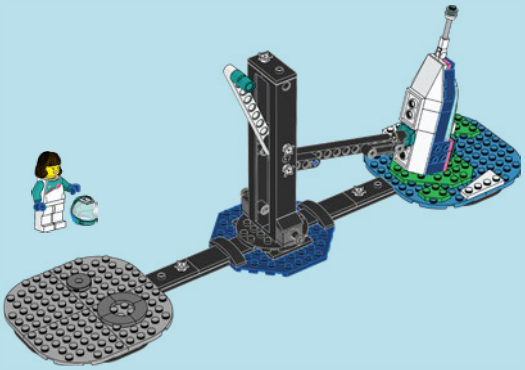
Inventa: Diseña un alojamiento para el astronauta usando piedras lunares.

Puedes apoyar el aprendizaje y despertar la curiosidad haciendo preguntas como las siguientes:

- ¿Cómo te aseguraste de que el cohete aterrizara con seguridad?
- ¿Qué pusiste en el nuevo hogar del astronauta?
- ¿Cómo crees que despegan y aterrizan los cohetes de verdad?

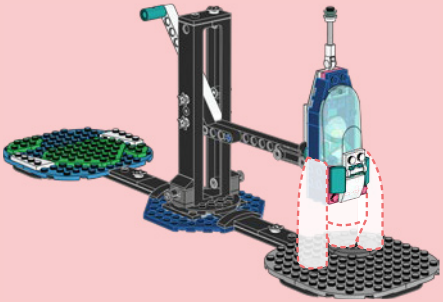
Build · Construire · Construye

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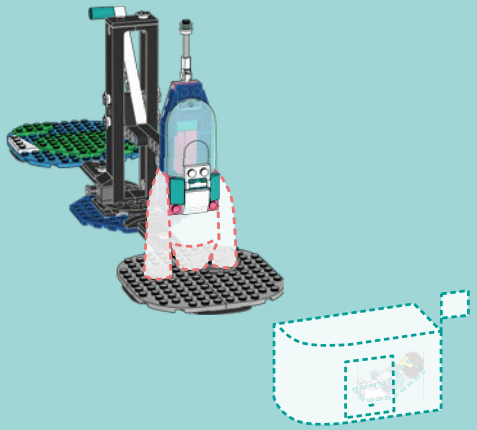

Solve
Résoudre
Resuelve


2



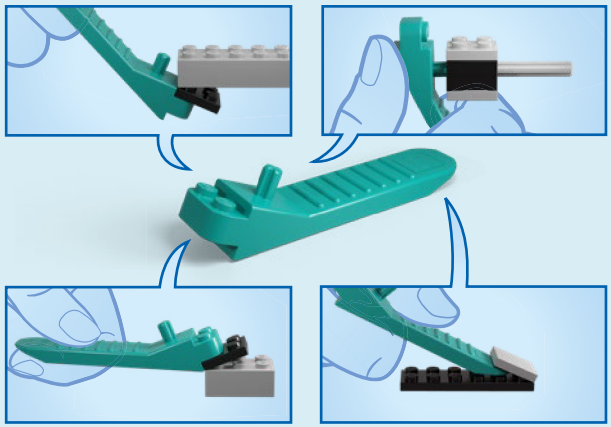

Invent
Inventer
Inventa


3

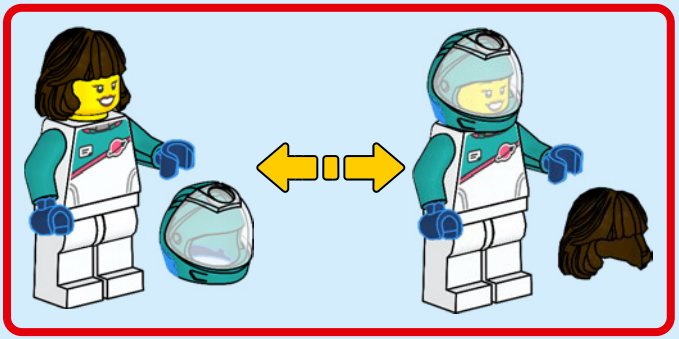


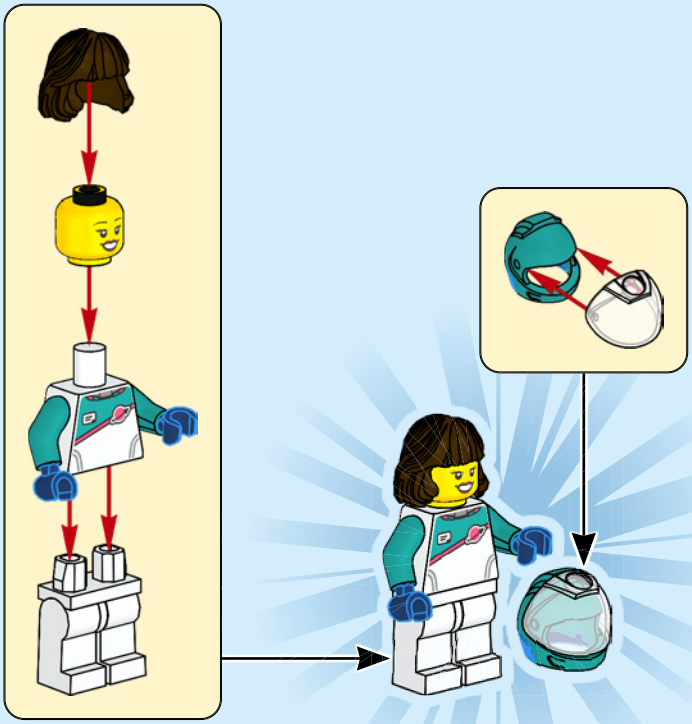
Build · Construire · Construye

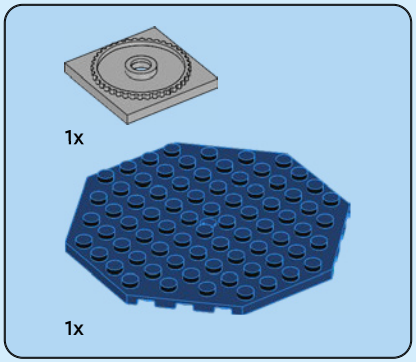




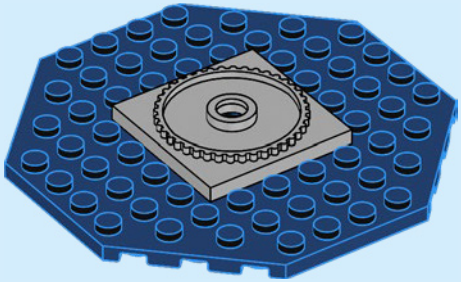

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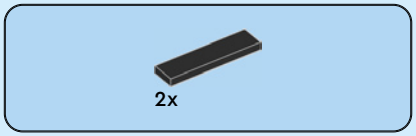




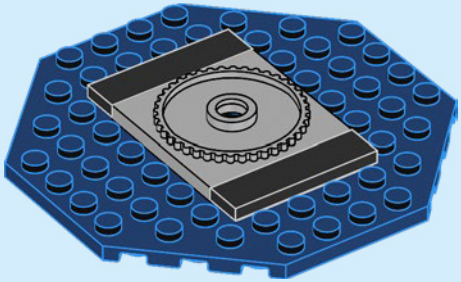


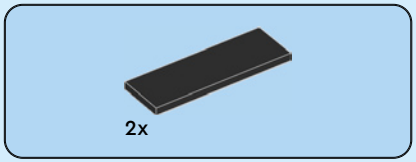
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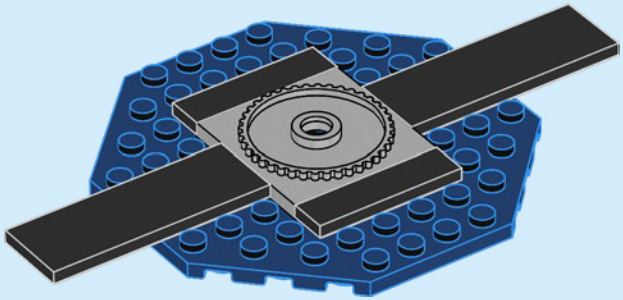


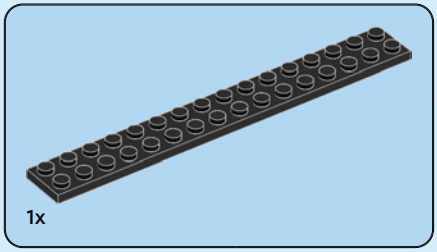
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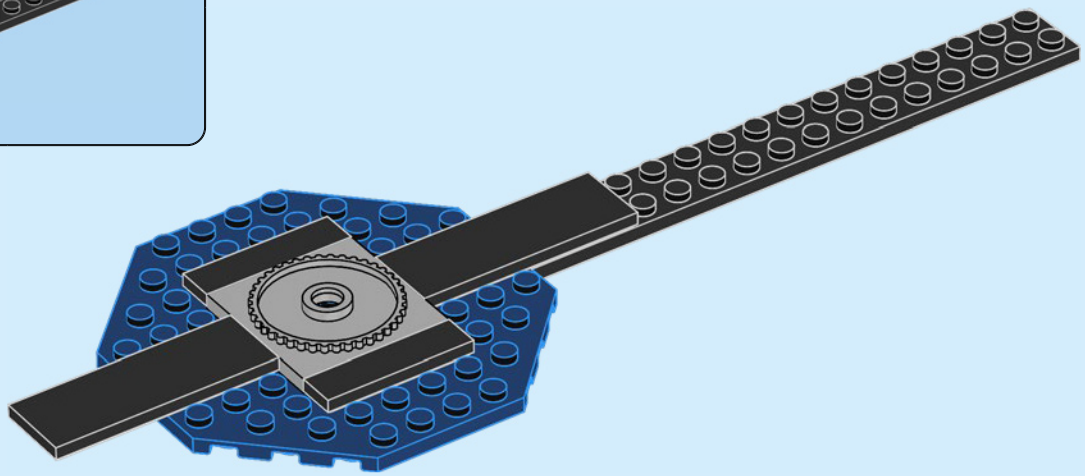


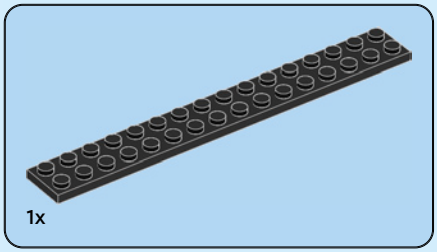
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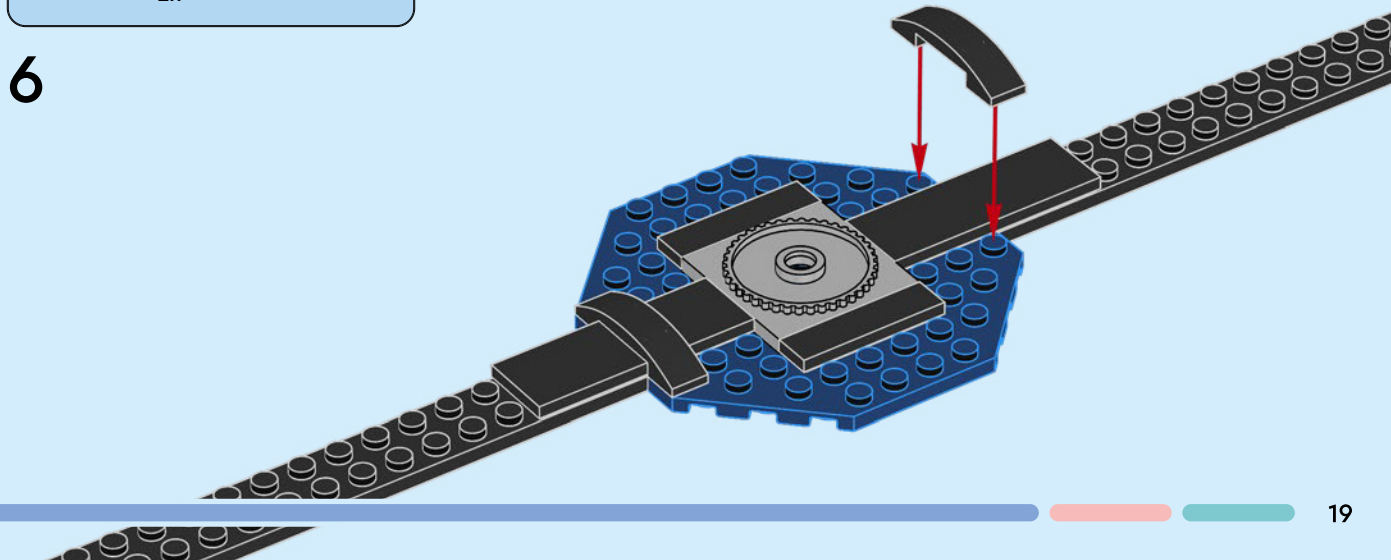


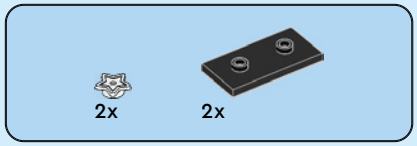


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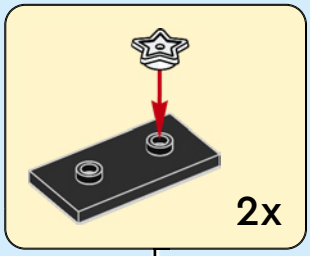


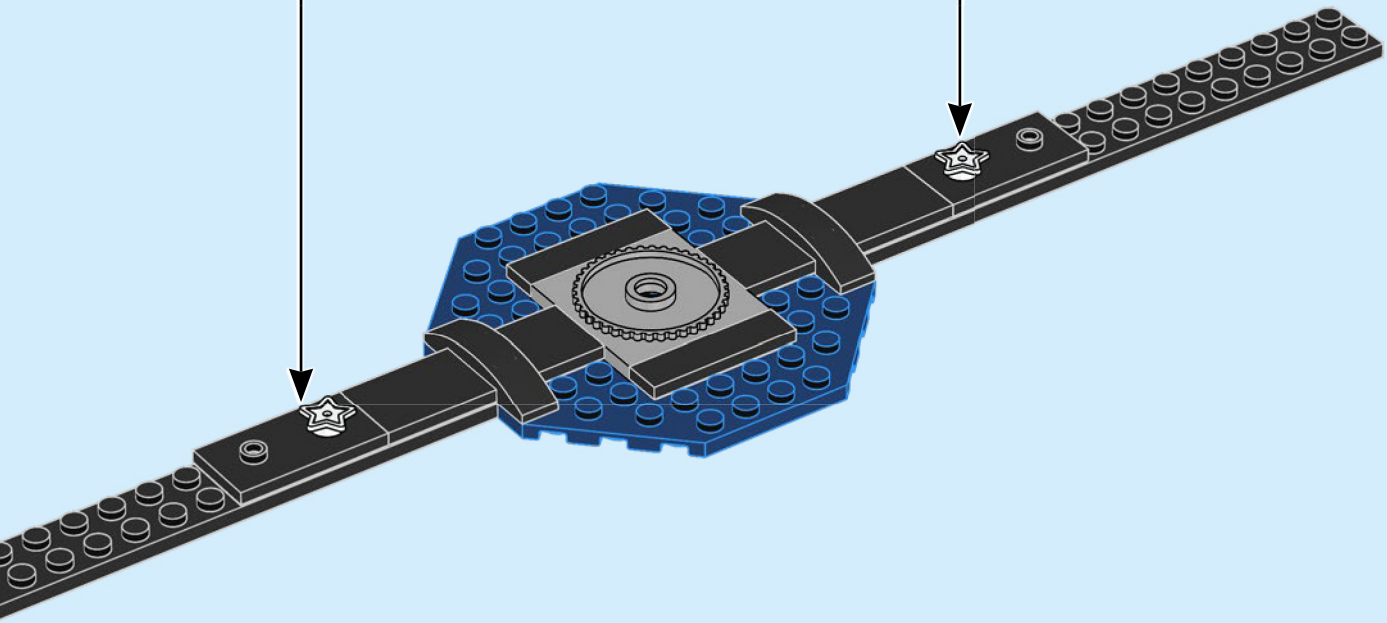
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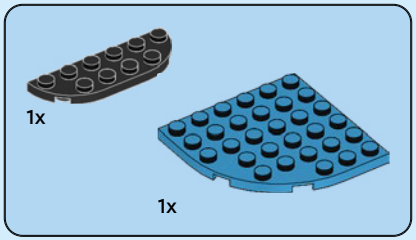




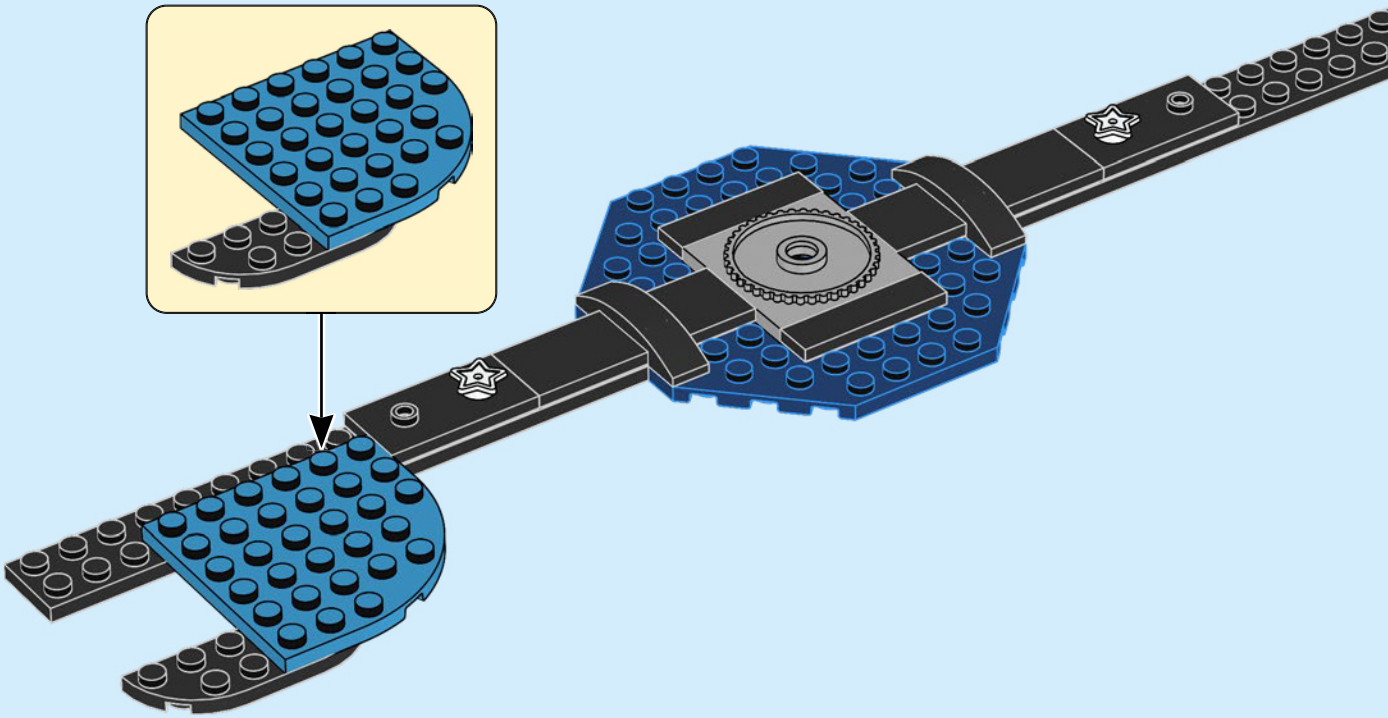
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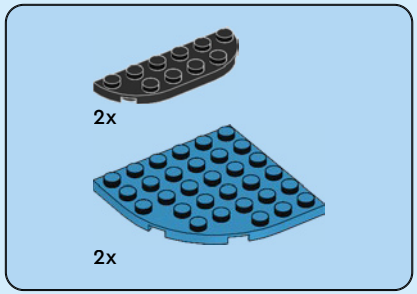




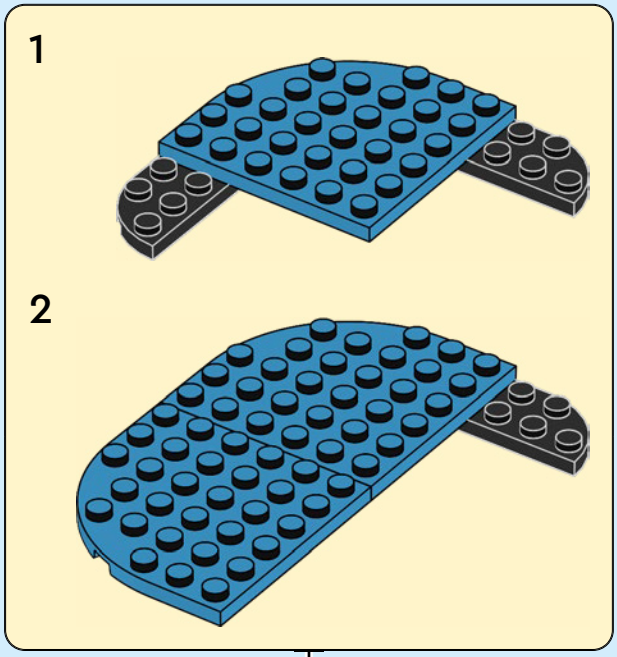


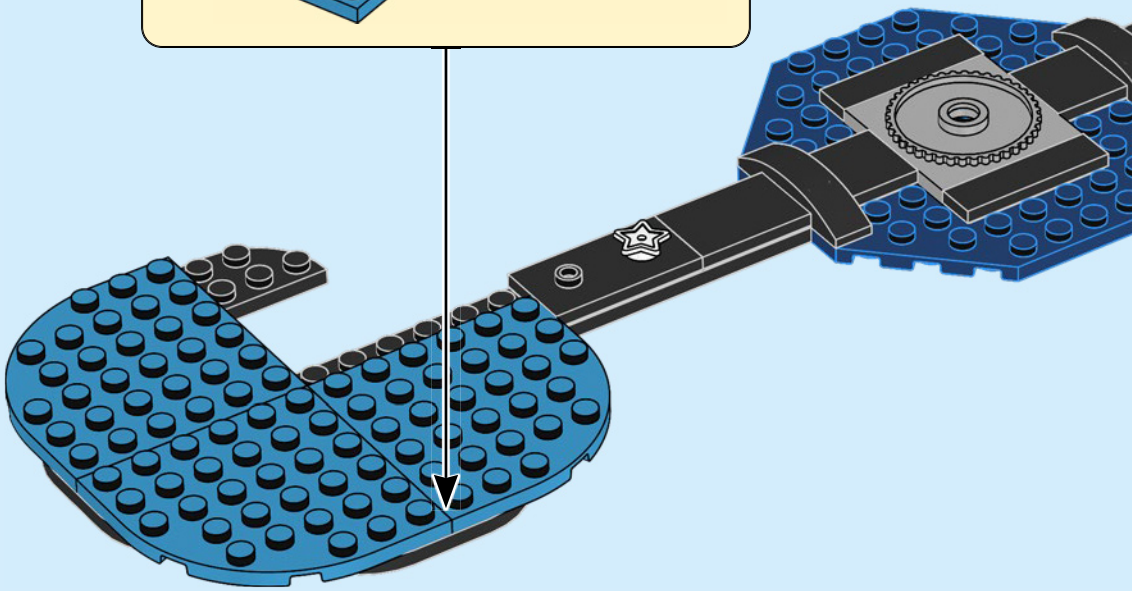
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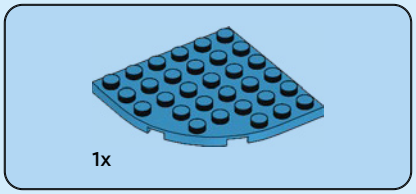




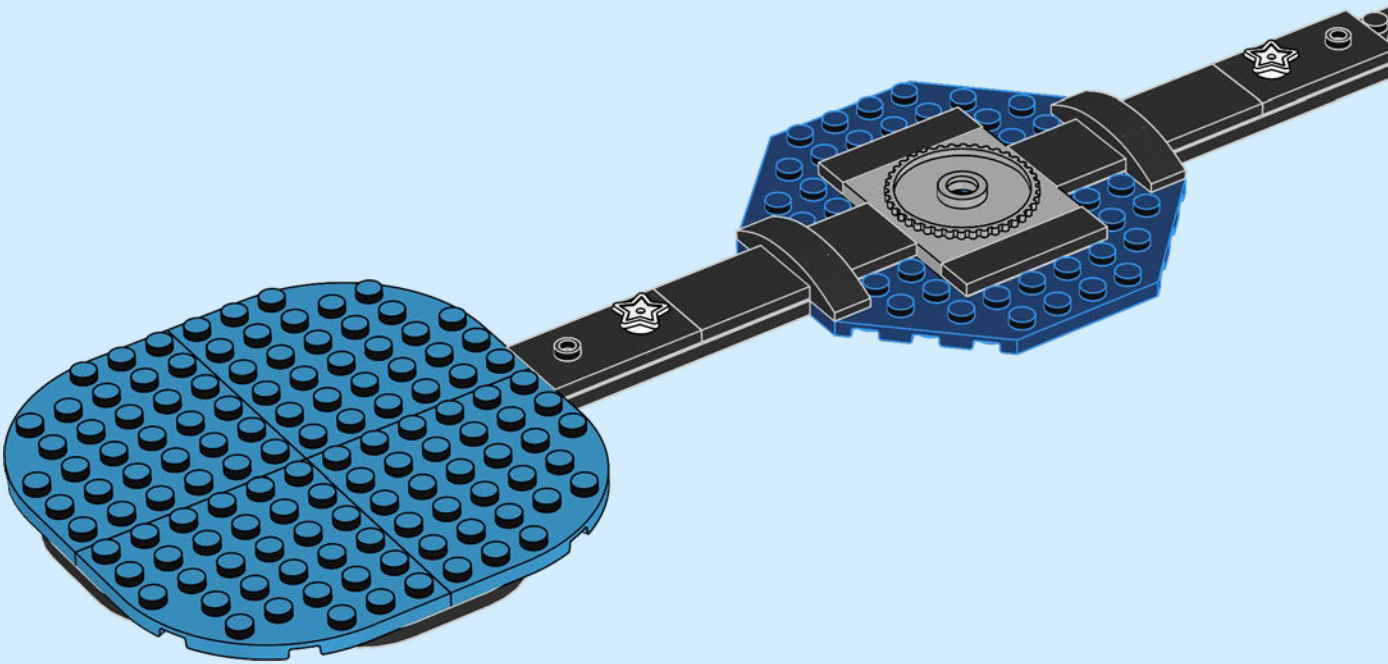
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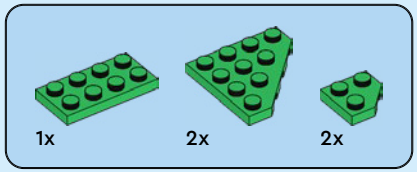




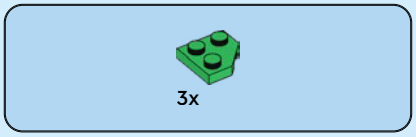


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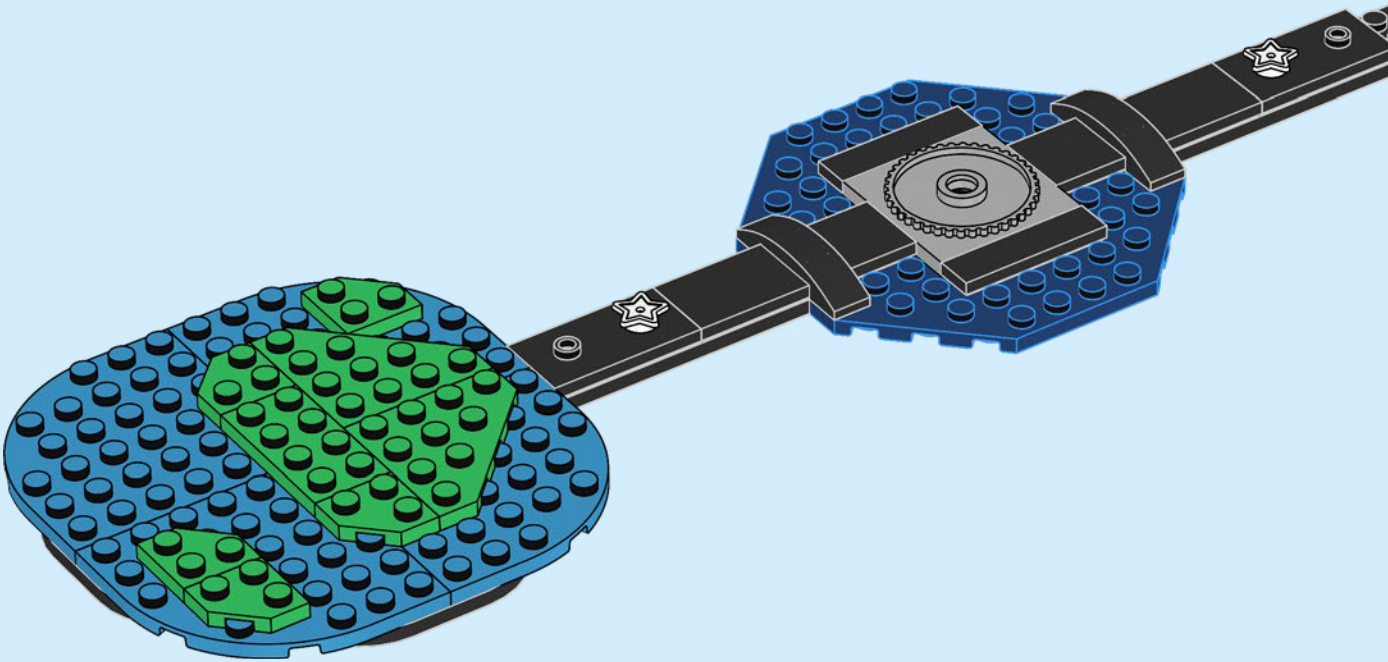


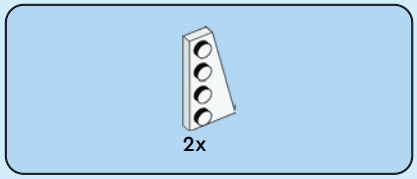


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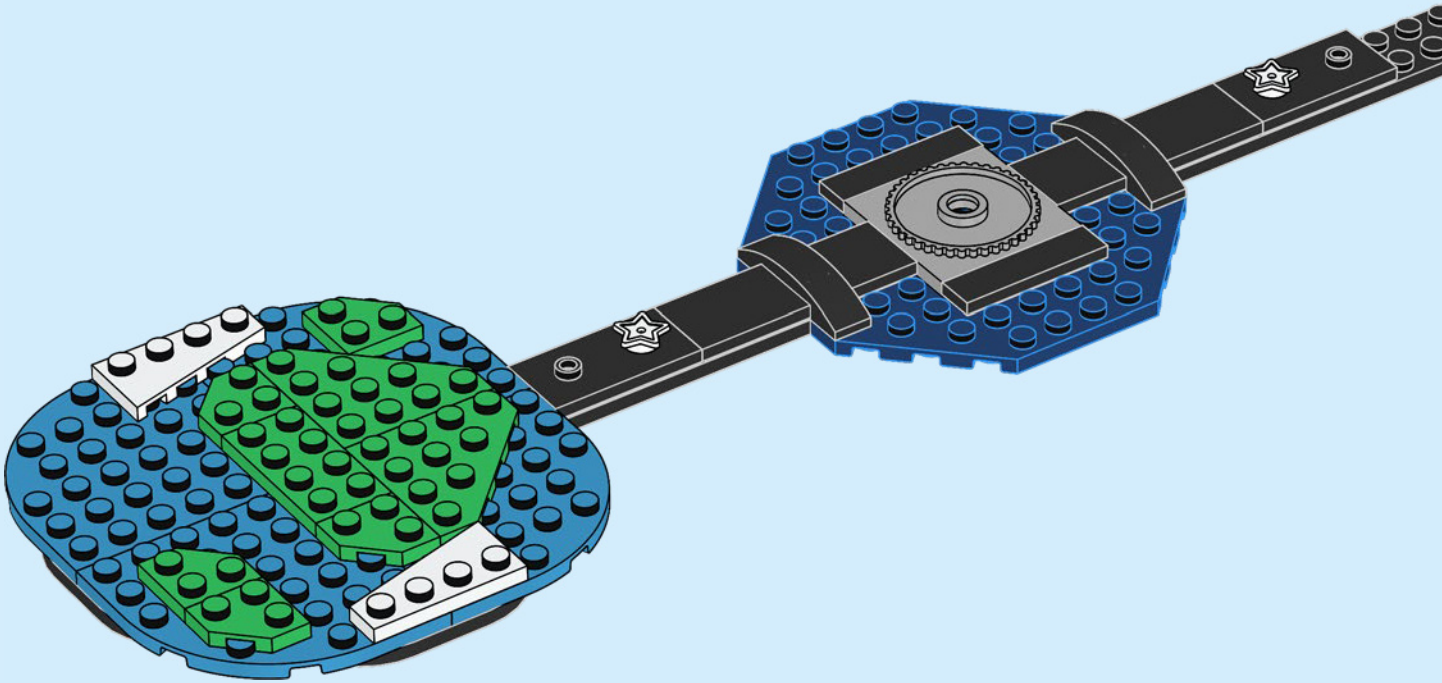


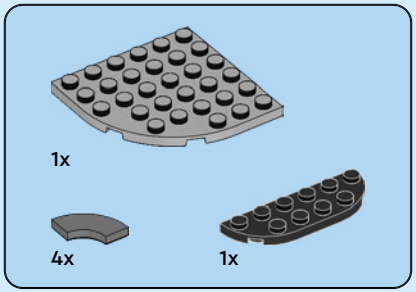
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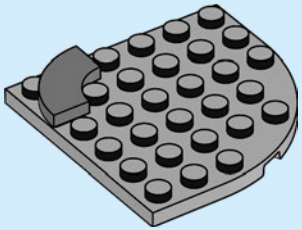
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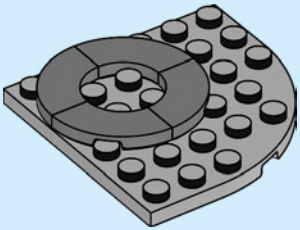


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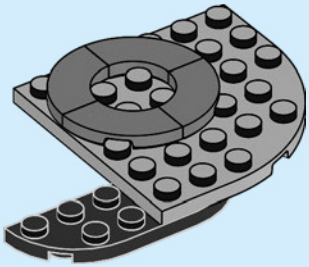
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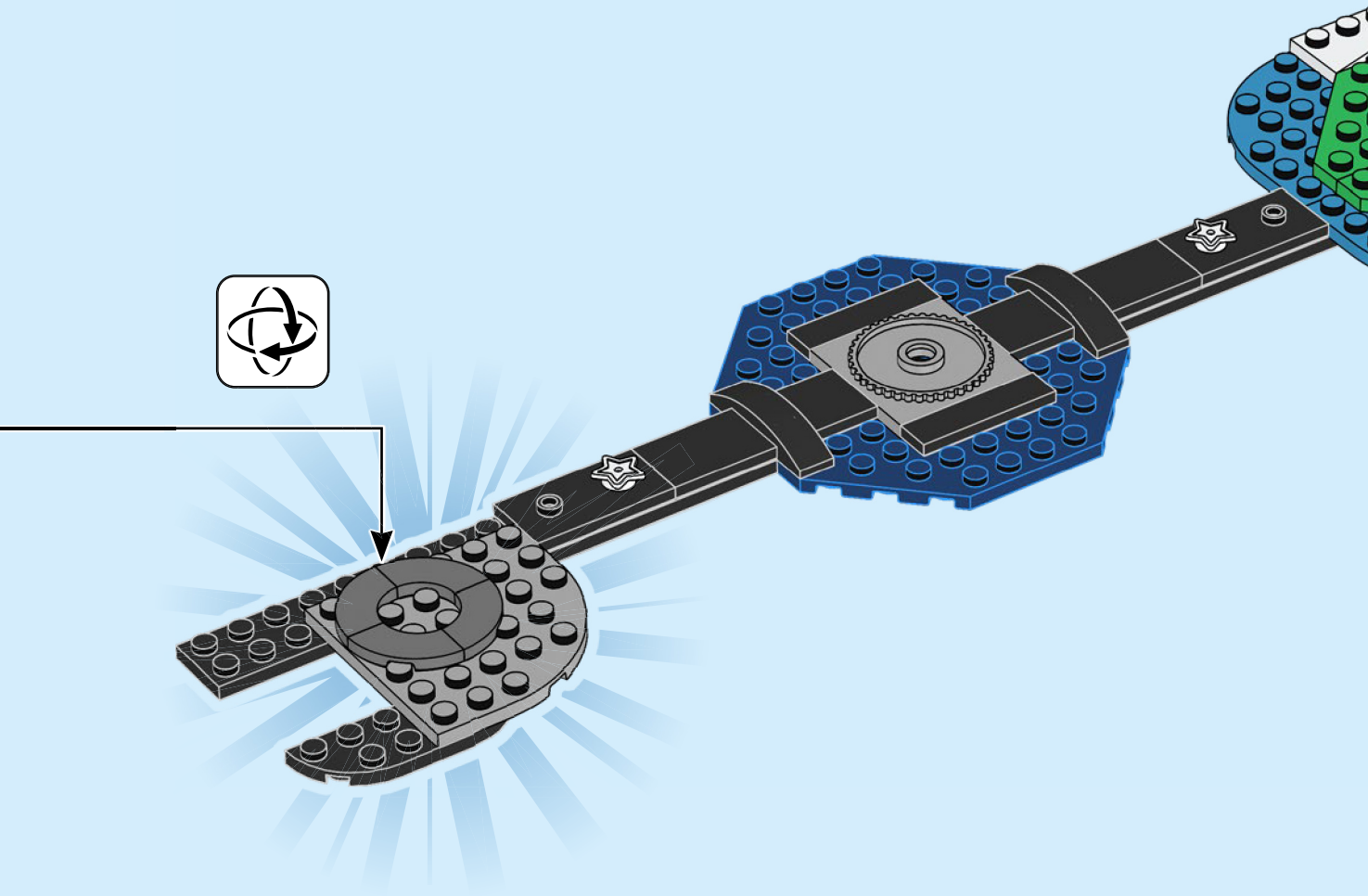


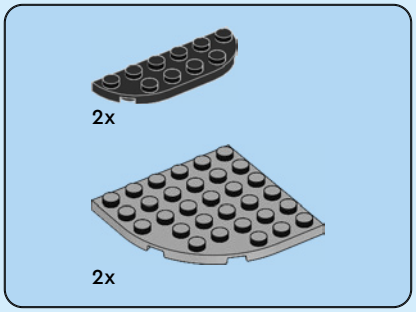
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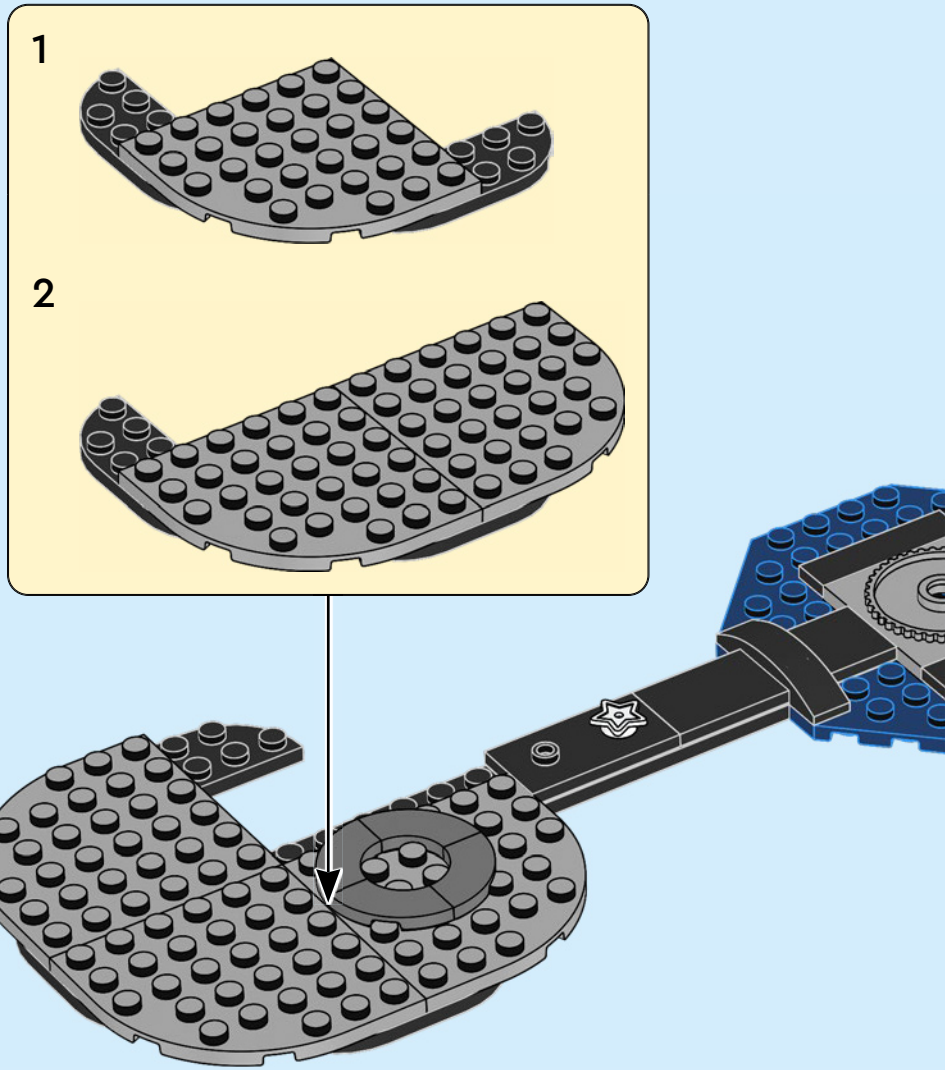
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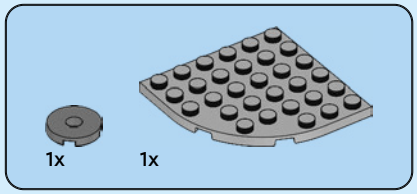




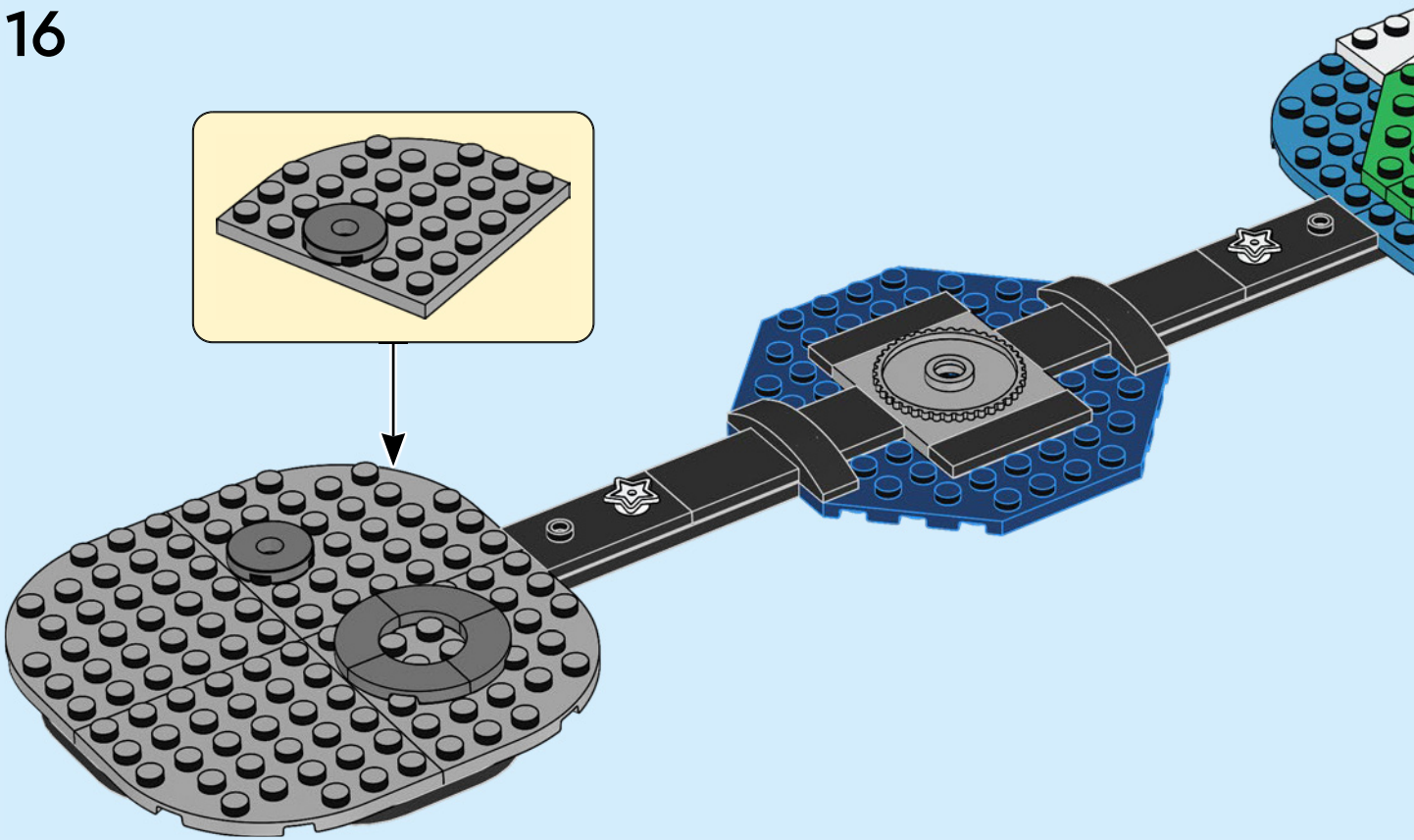


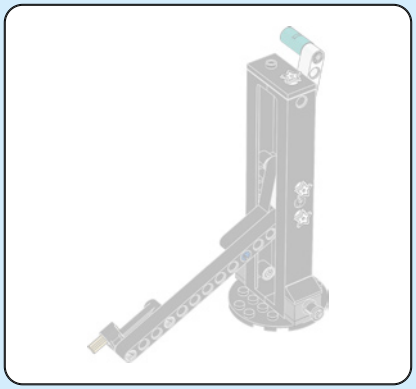
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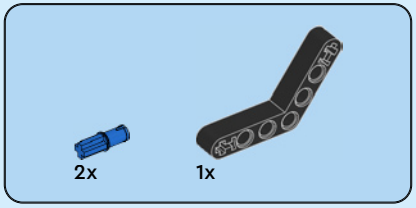




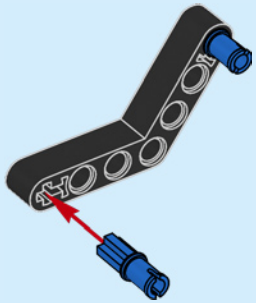
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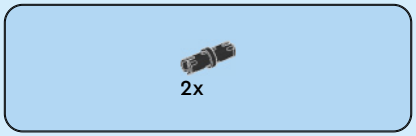




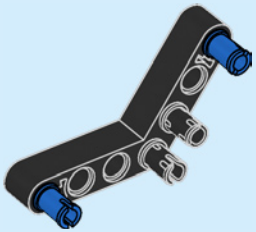


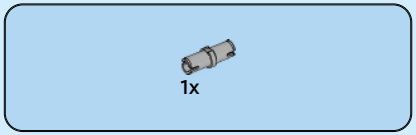
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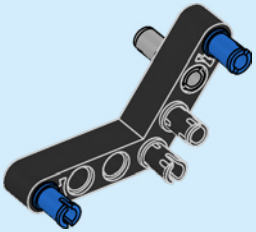


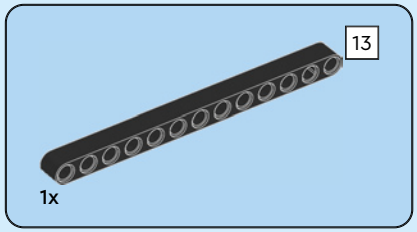
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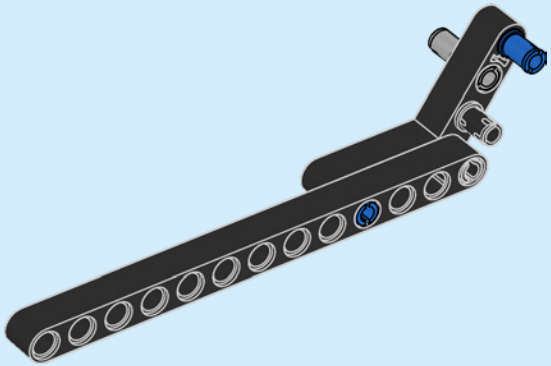


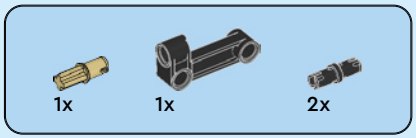
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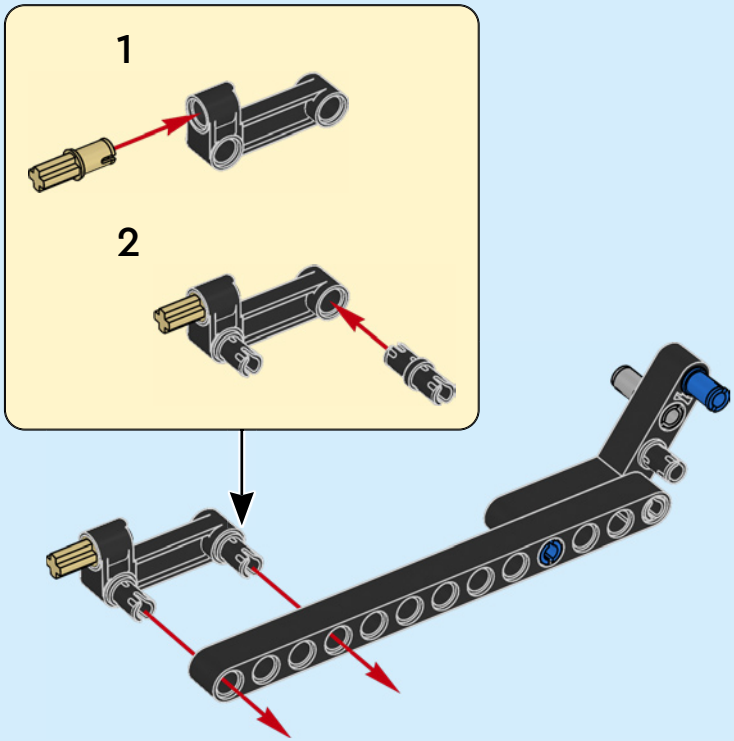


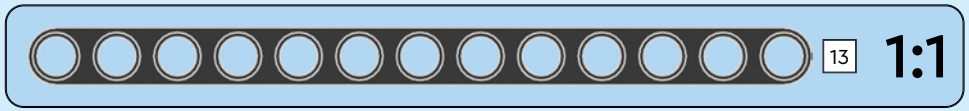
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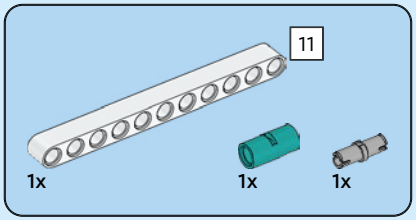




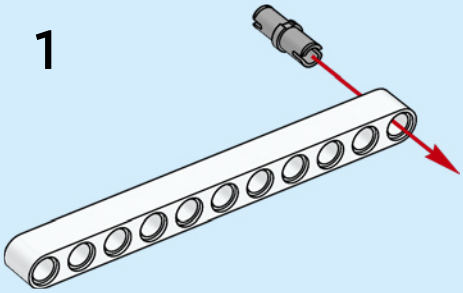
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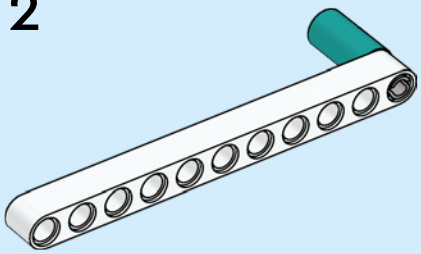


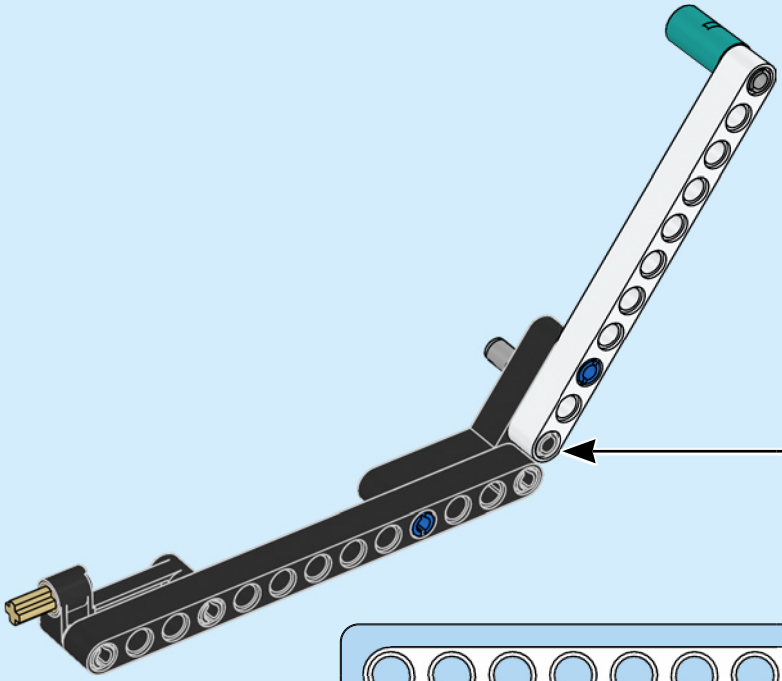


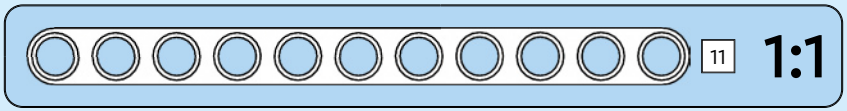


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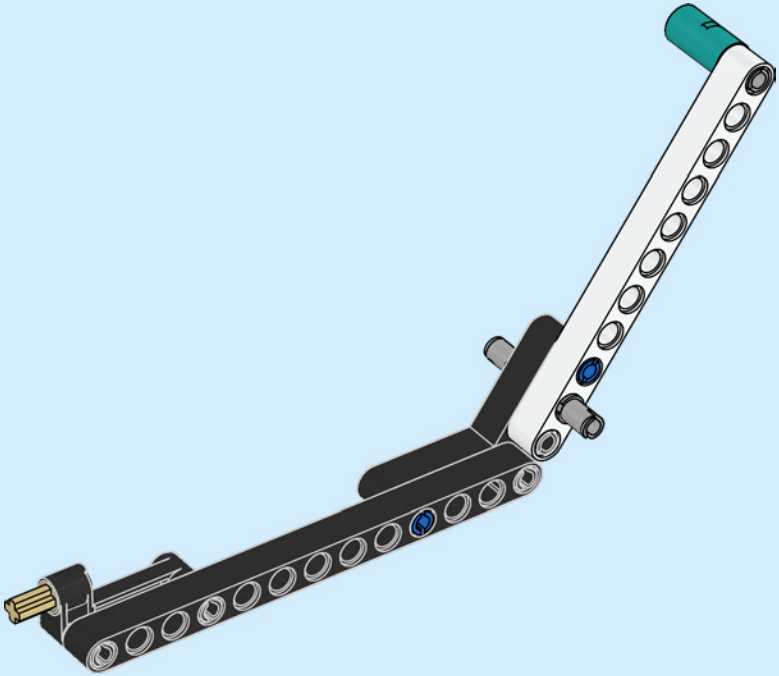






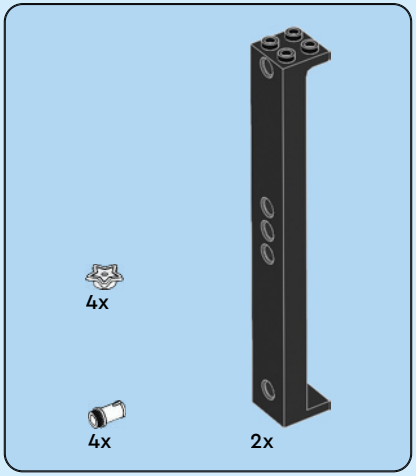
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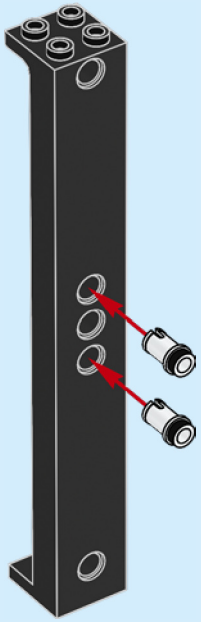


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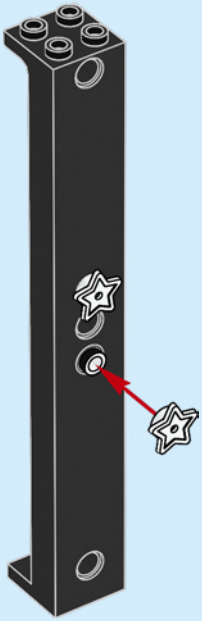


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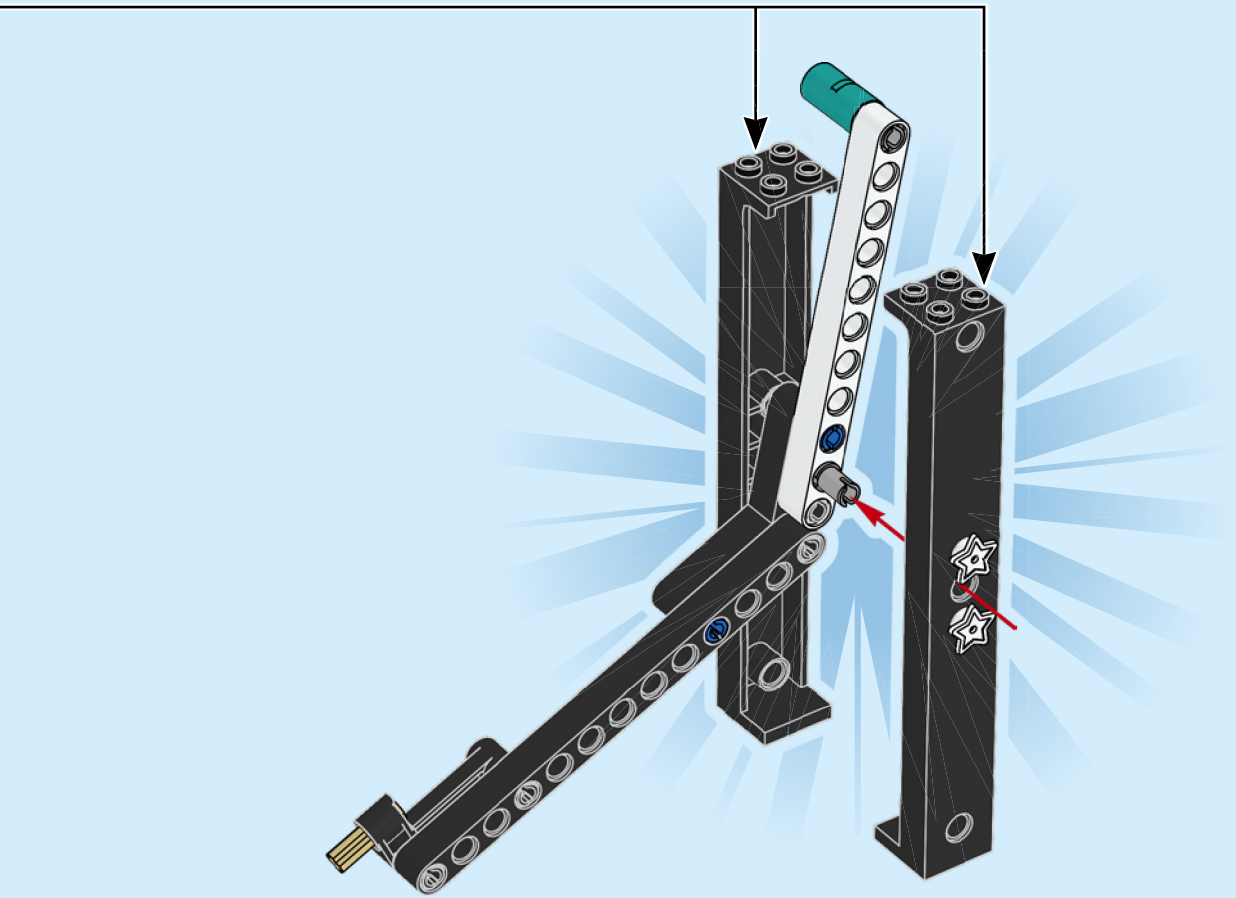
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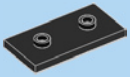


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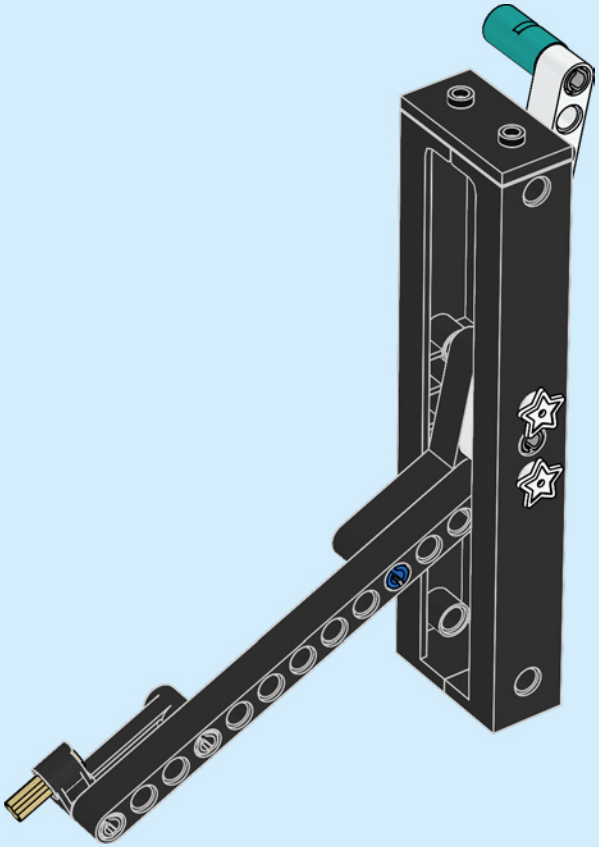
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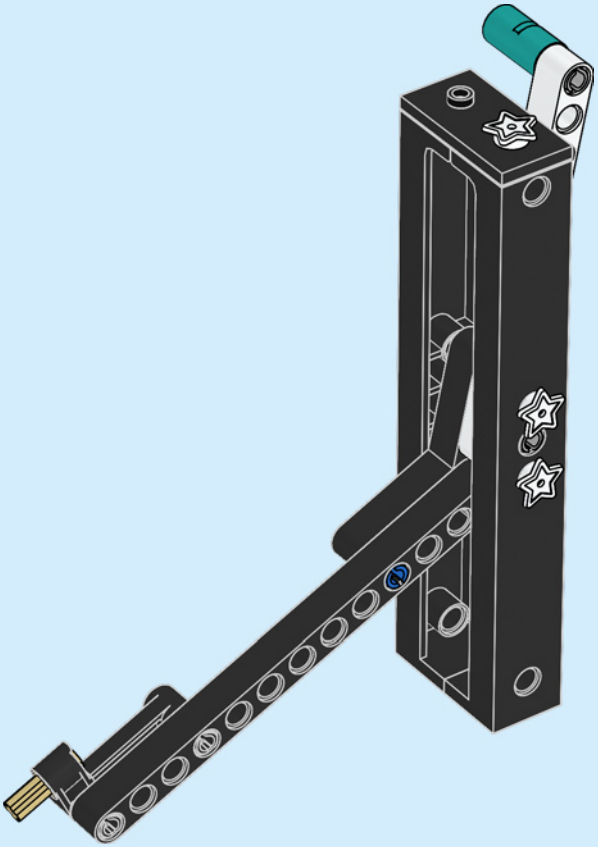
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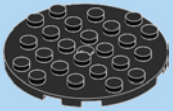




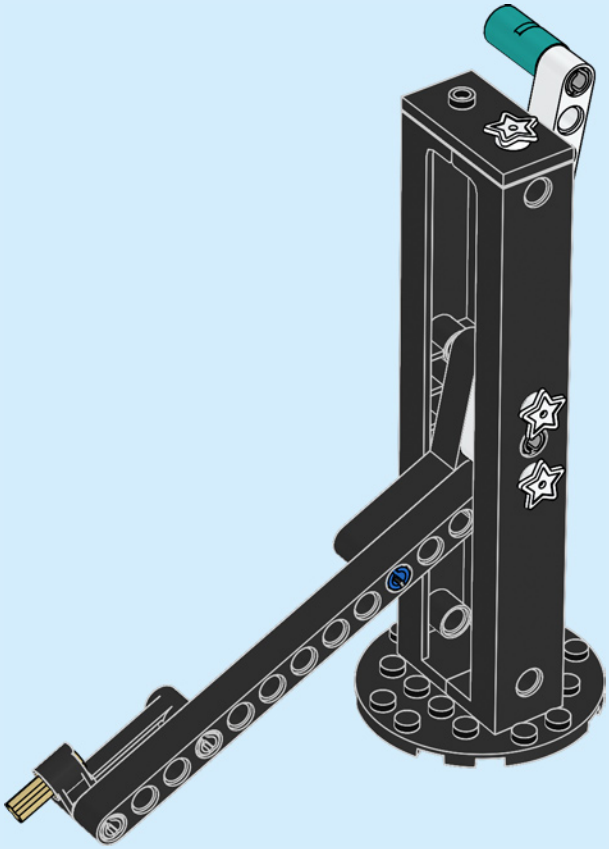
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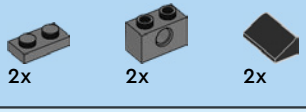
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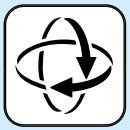


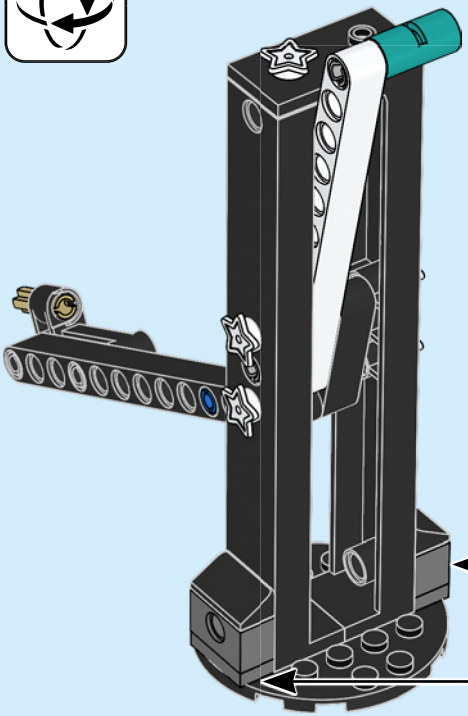
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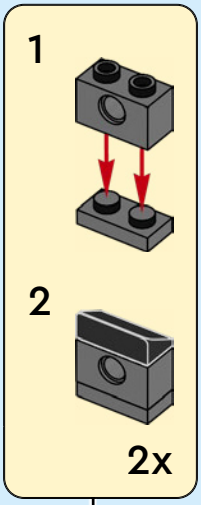




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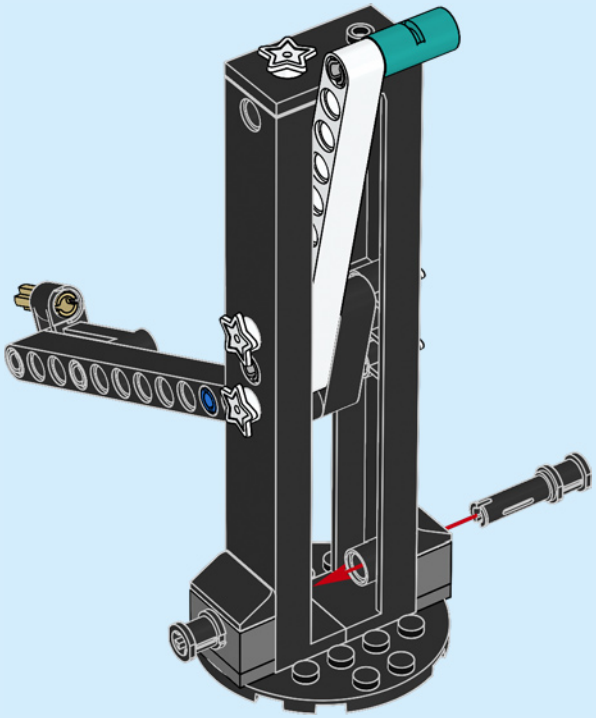




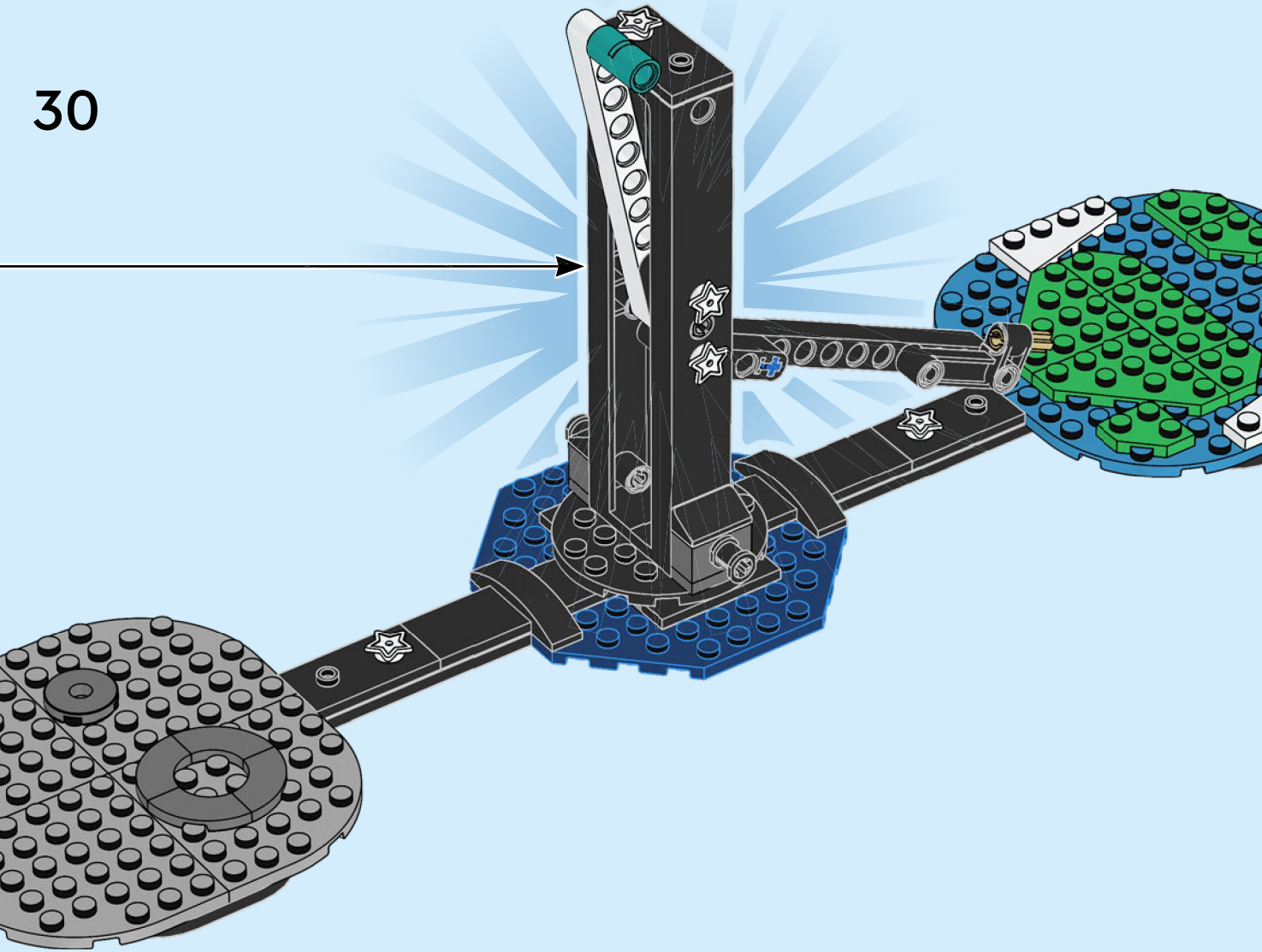


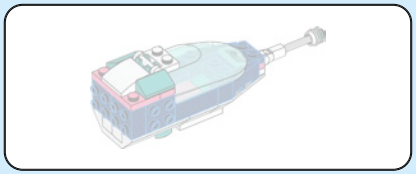
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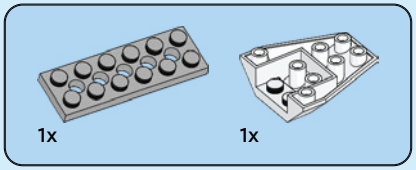
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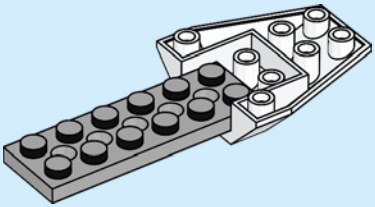
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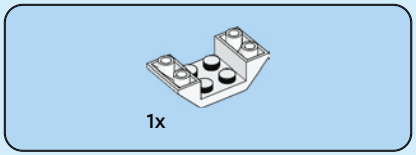




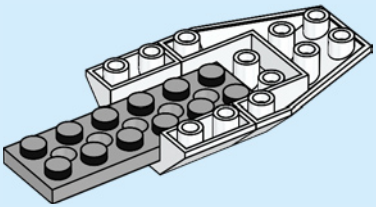


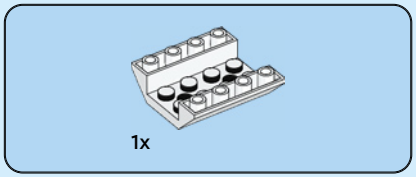
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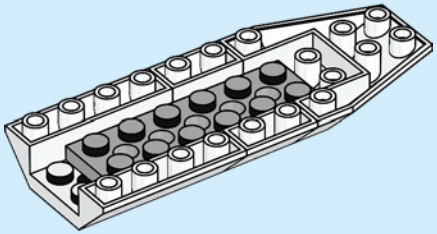


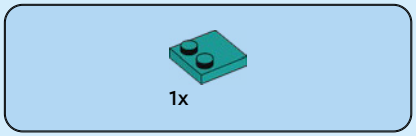
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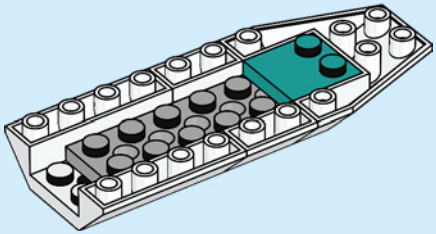


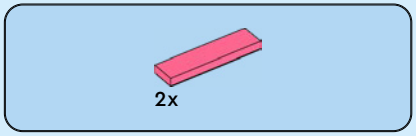
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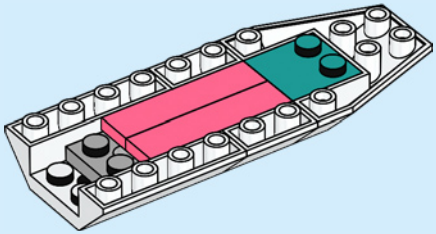


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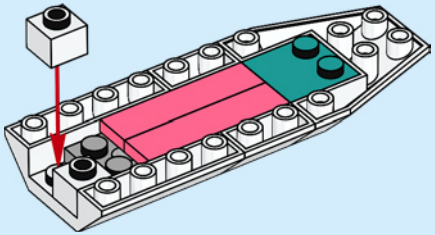


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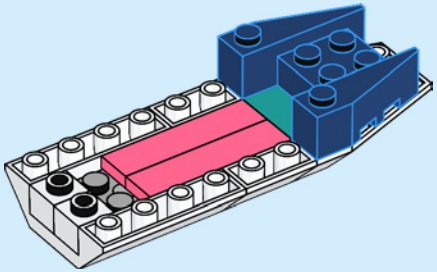


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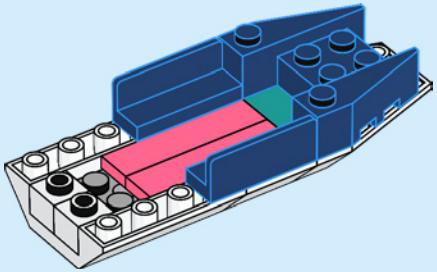


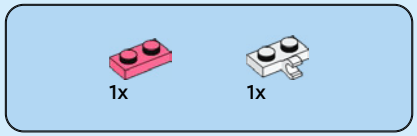
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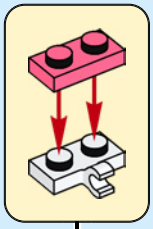


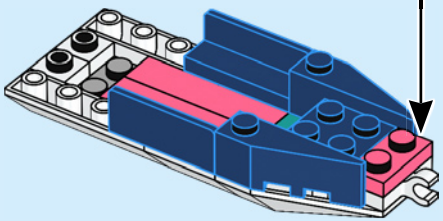
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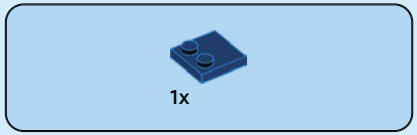




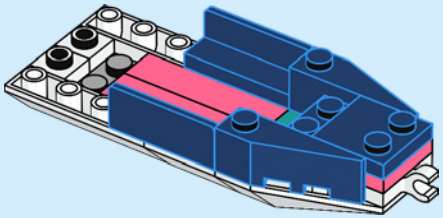
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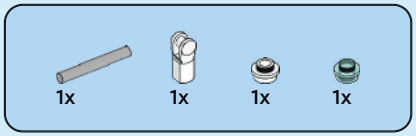




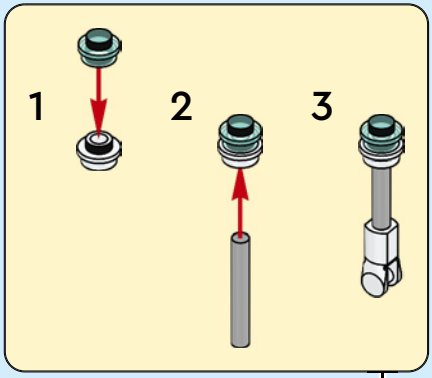


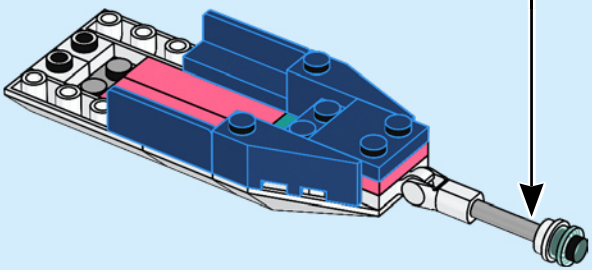
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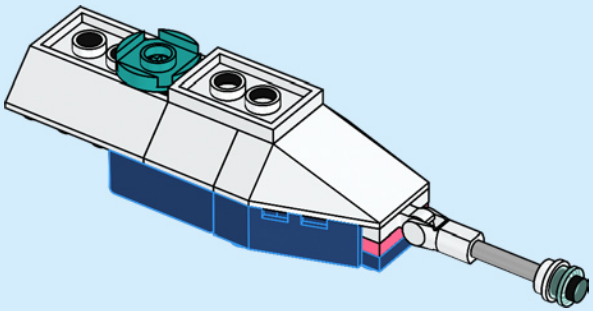
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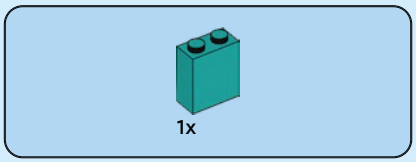




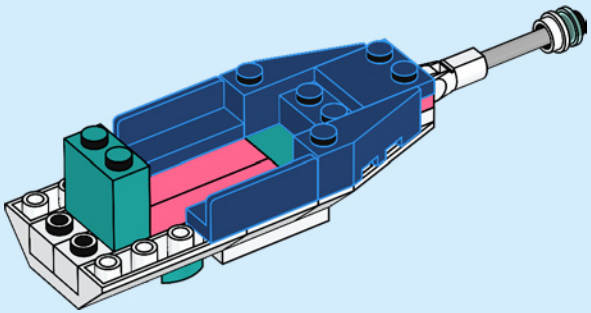


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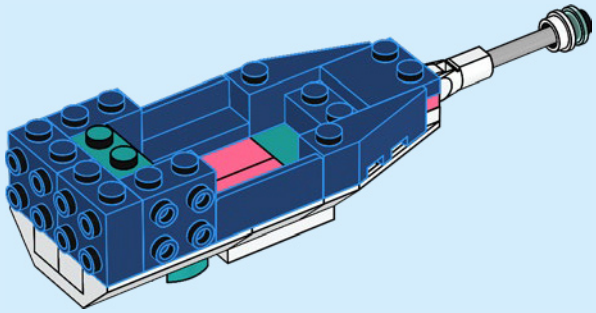


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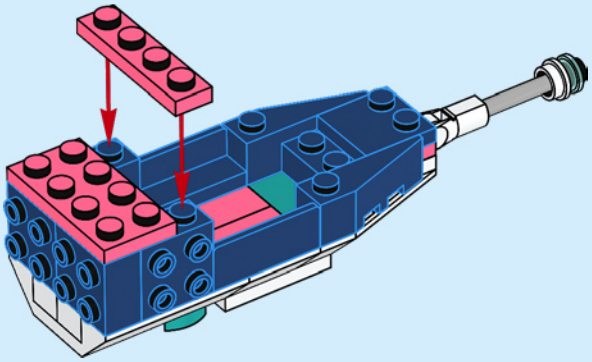


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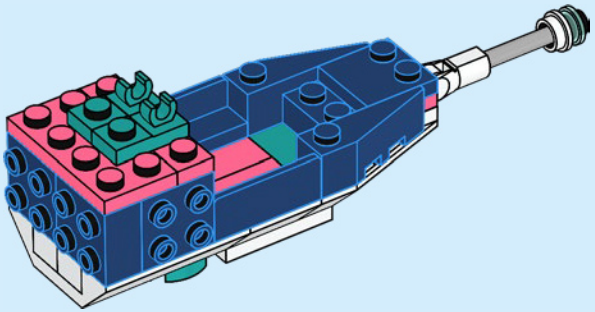


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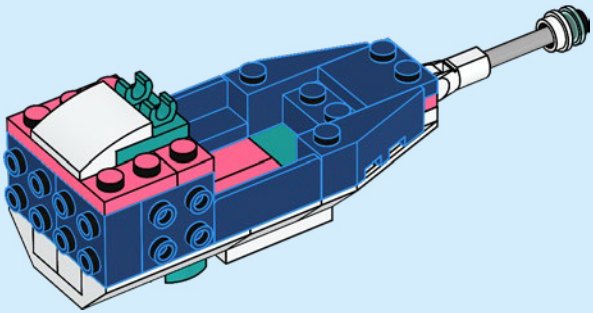

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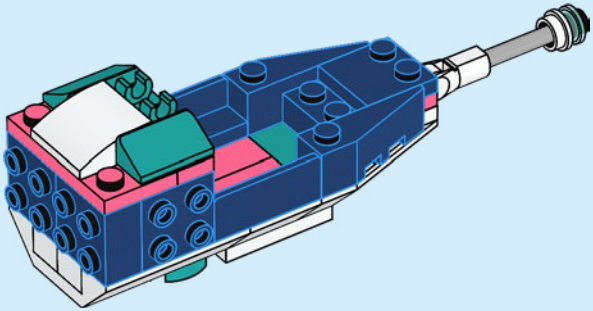

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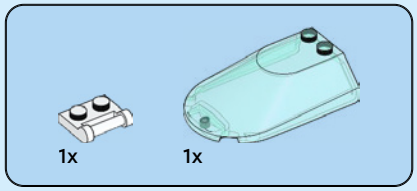
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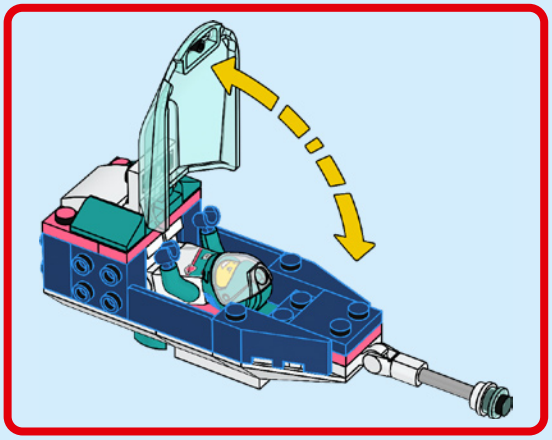

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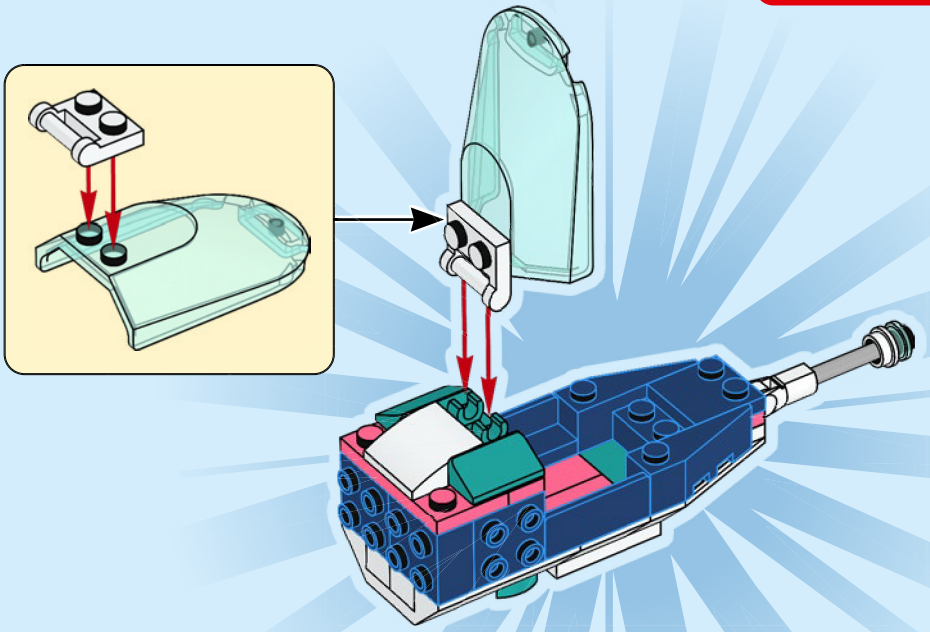
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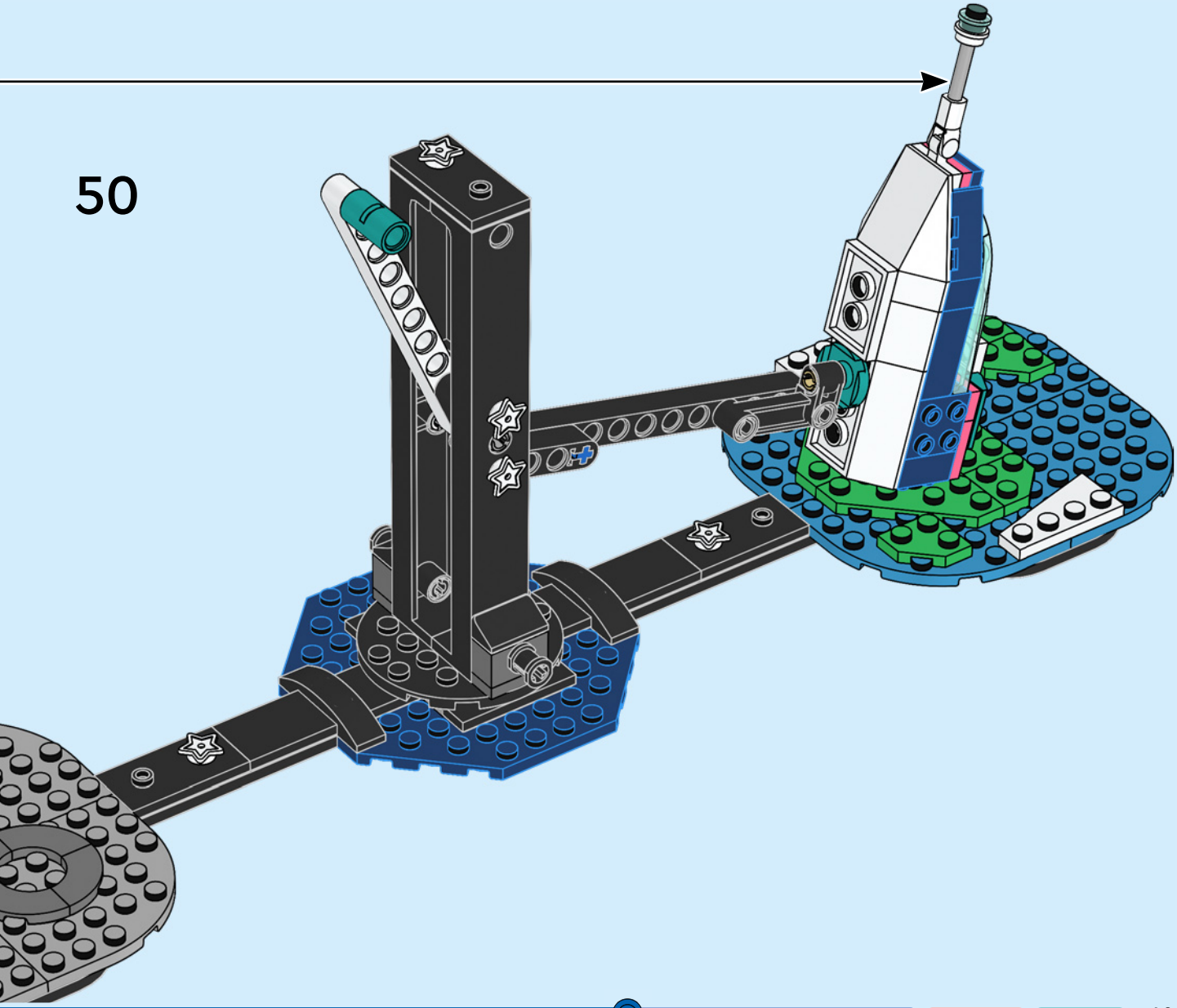


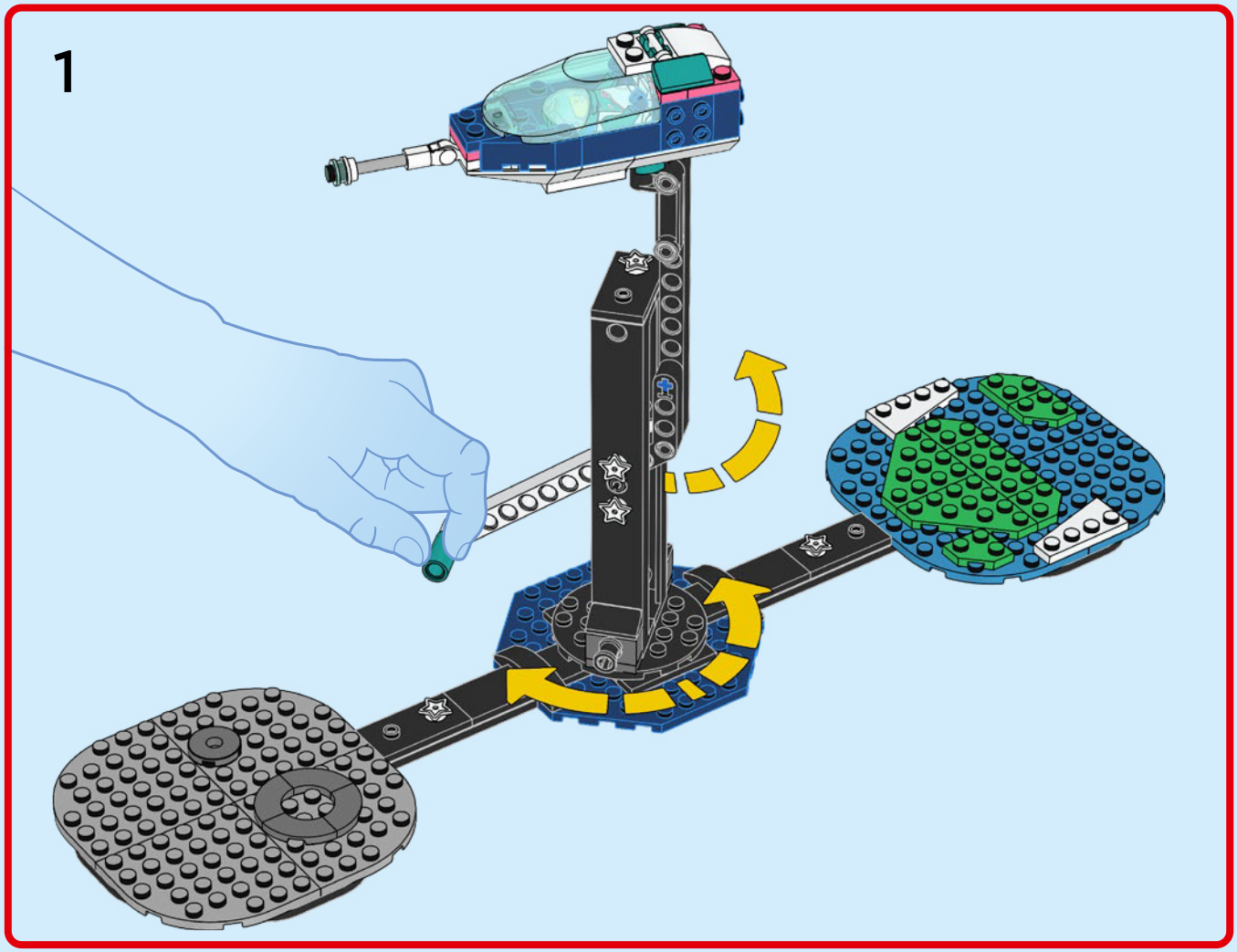
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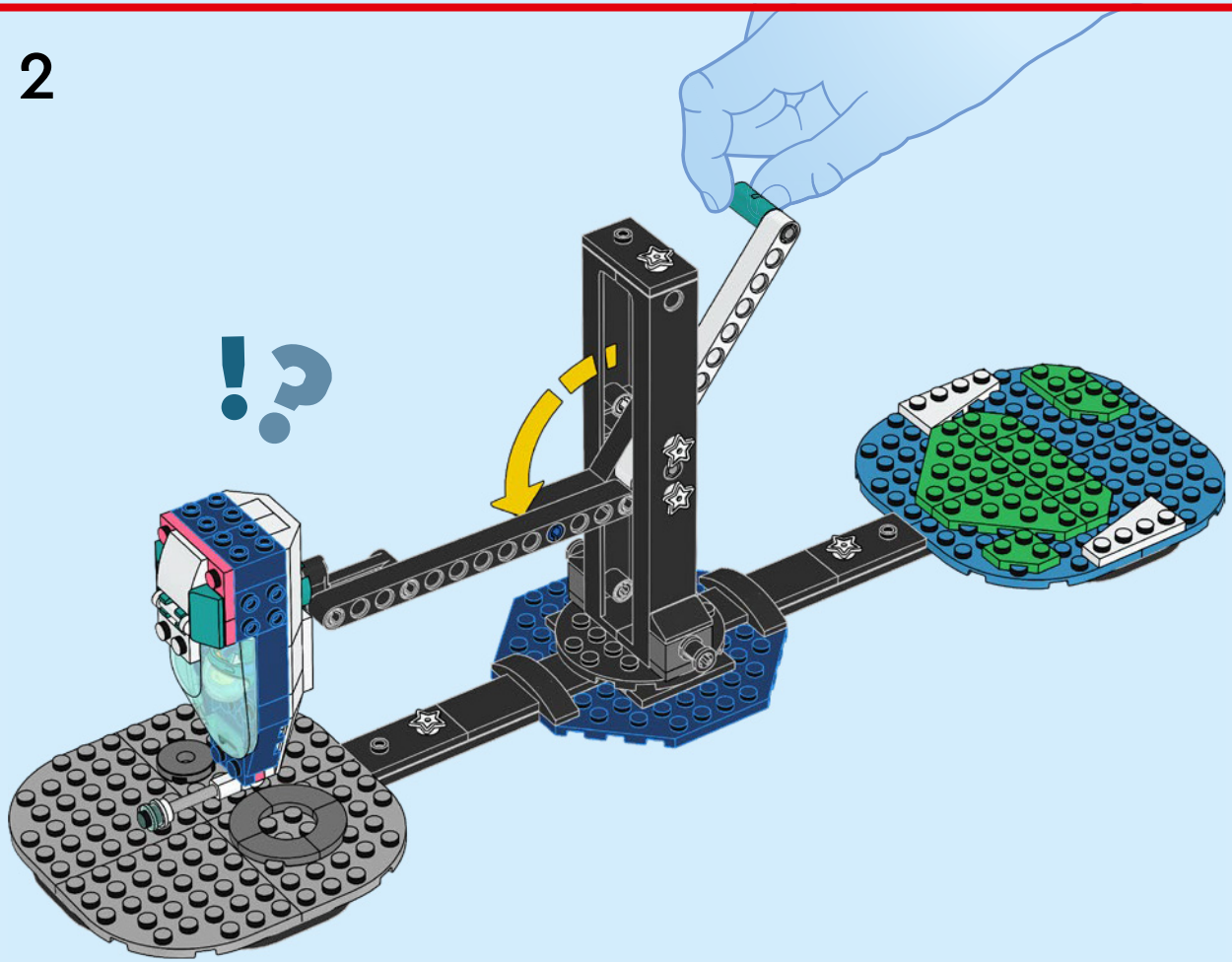


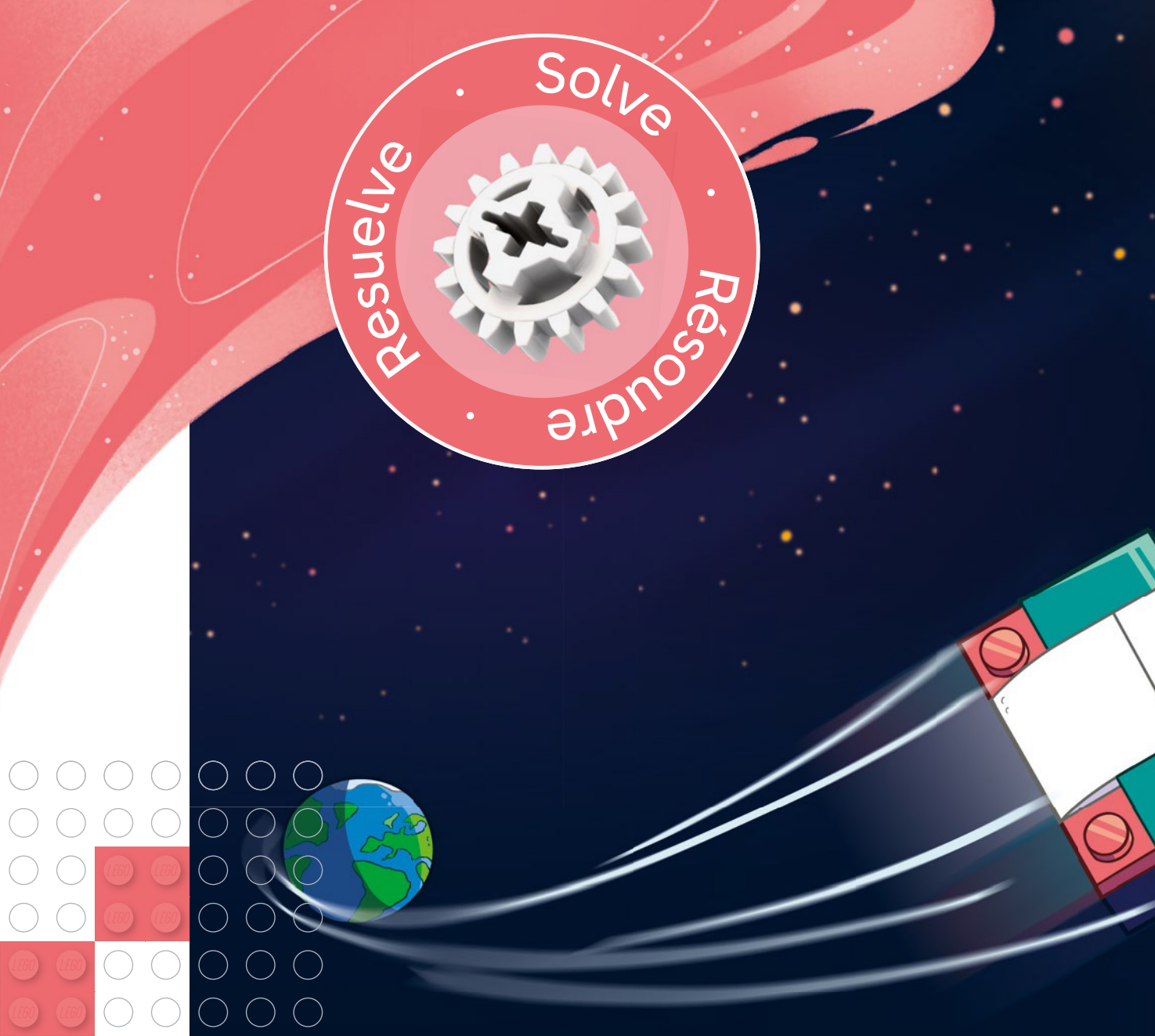
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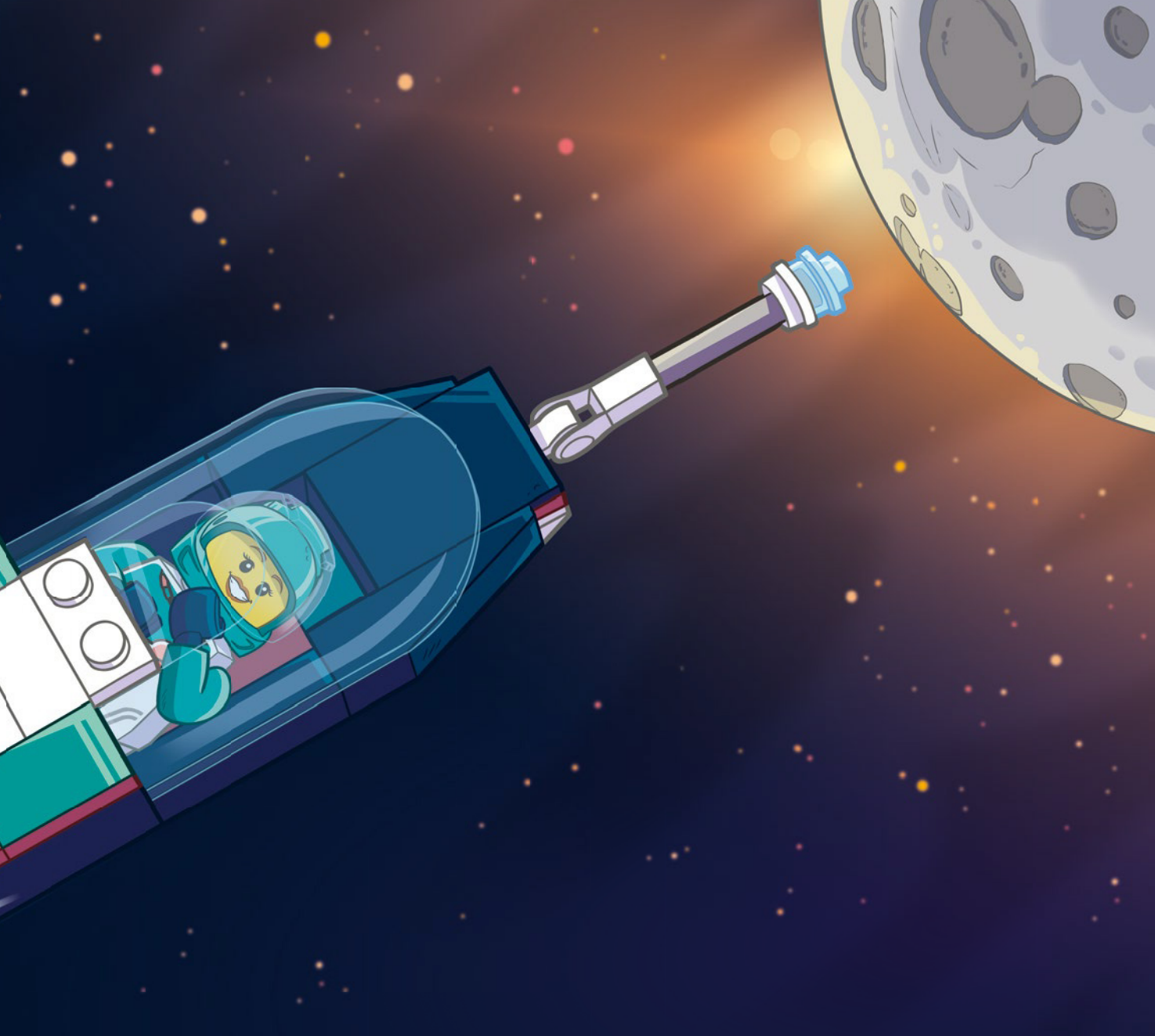


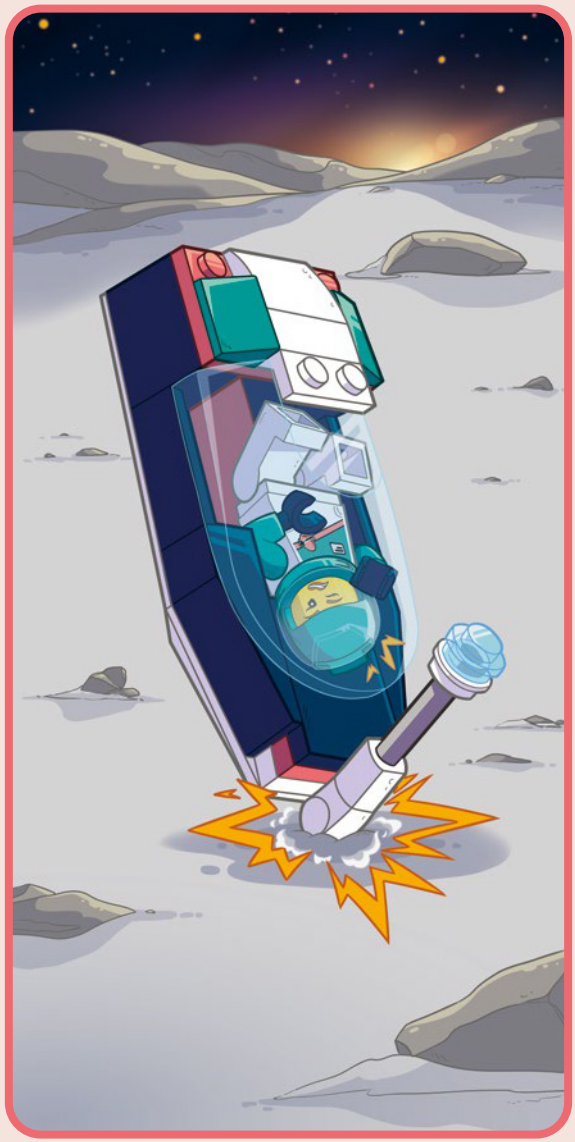

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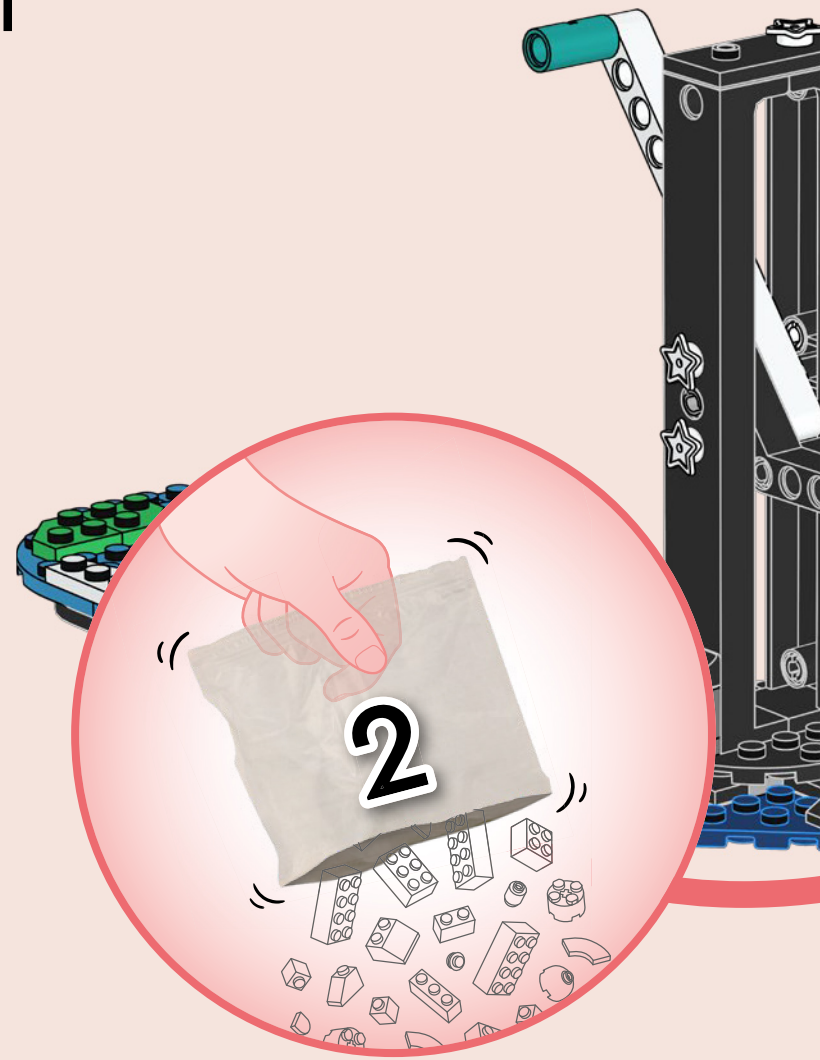


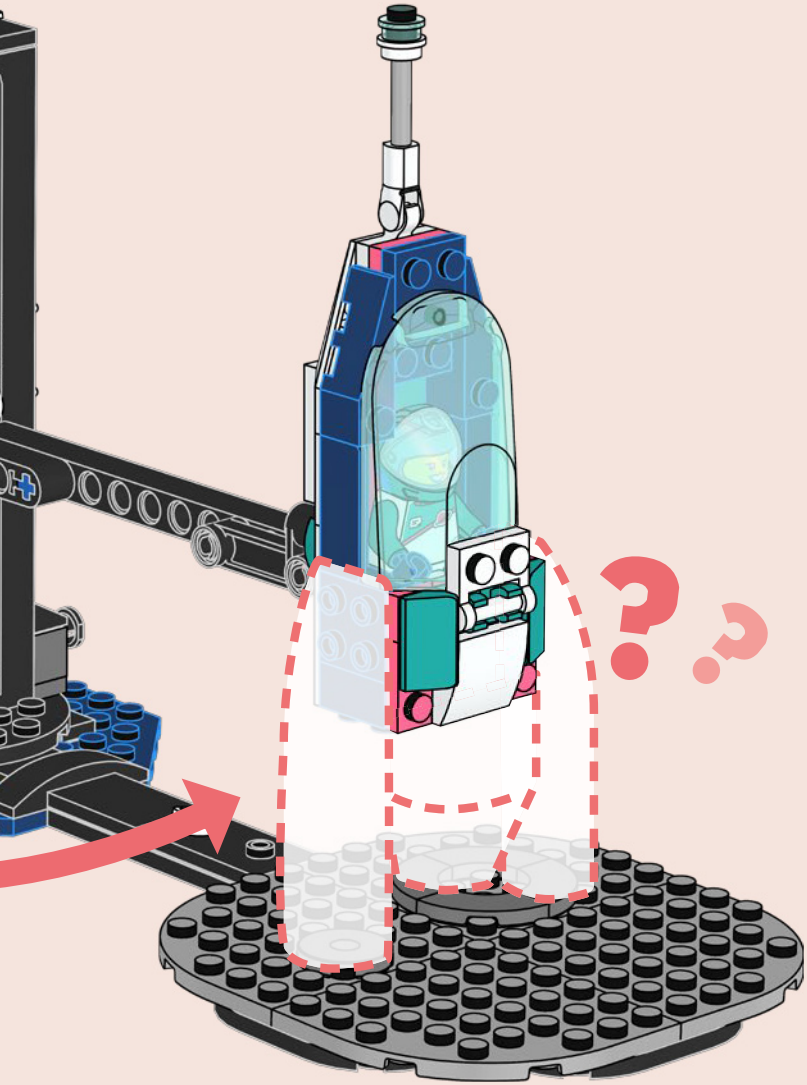

Solve
Résoudre
Resuelve





1





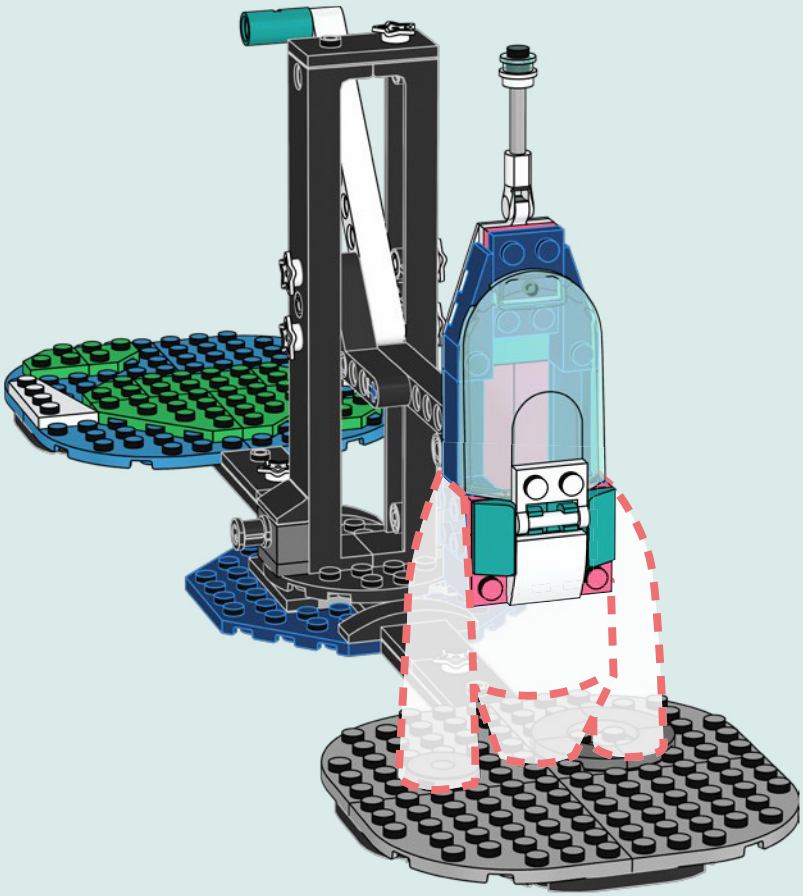



Invent
Inventer
Inventa

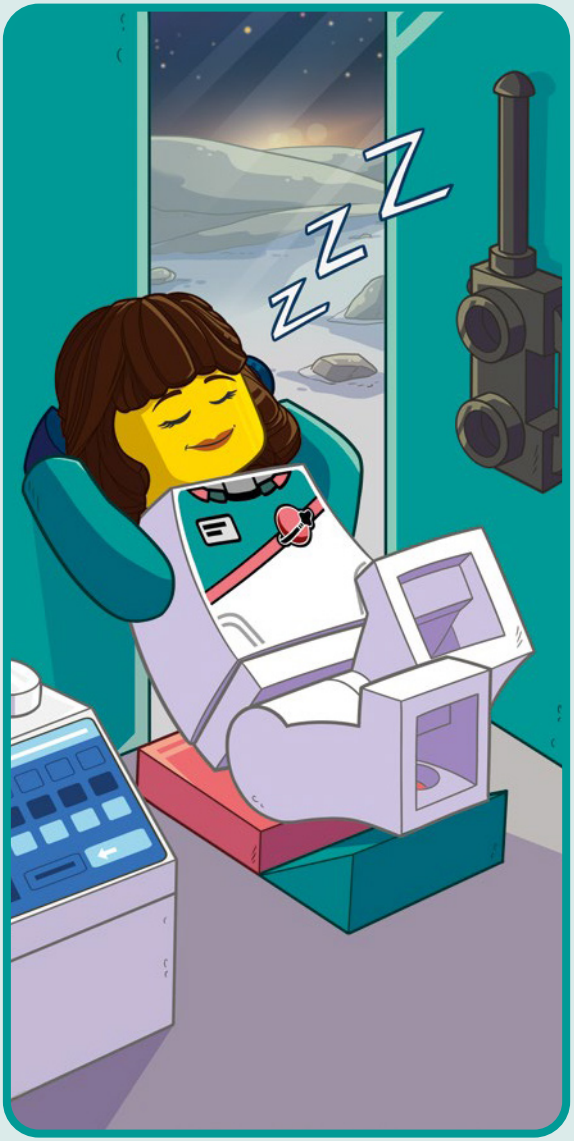




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