

Getting Started

TechMachines | 45002 | Ages 3-6 | For up to 6 children

The Getting Started activity card help you introduce the Tech Machines set in your classroom. It is designed to familiarize your preschoolers with the unique elements of the set. After completing it, you can move on and download the Teacher Guide. It provides more in-depth activities.



1. It's time to get to know the set! Show the children one element at a time and ask if they have ever seen it before, and if so, where. Encourage the children to identify possible uses for the element (e.g., show a wheel and discuss how wheels roll).



2. Introduce the screwdriver to the children and model how to use it to connect elements. Point out that they will hear a "click" when the elements are secured. Have the children practice putting wheels on a vehicle by asking each child to take a turn screwing on one of the wheels.



3. Now the children are ready to connect all of the pieces! Tell them that there is a crazy machine competition and ask them to build a machine for the competition. As the children build, help them to attach elements like the long and short beams, wheels, shields, etc. Once the children have finished building, line up all of their models and have a gallery walk, as people do at shows and competitions.

4. Introduce the building cards and tell the children that the cards are like puzzles. Explain that they have to find all of the necessary pieces in order to build the model shown on the card. Give each child a building card and ask them to find all of the pieces and to put them together. They can build the model shown on their card, or put the pieces together in their own way to create a unique model.



5. Tell the children that they are construction workers who need to build a neighborhood of houses. Talk about the different machines they might need for this project. Ask each child to choose a building card and to build the machine that is shown. Have them role-play how their machine would work on the construction site.



Learning Objectives

Early Math, Science and Engineering:

- Developing spatial awareness
- Observing and describing
- Problem-solving
- Designing, building, and testing models
- Demonstrating the functions of models



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