

# Getting Started

**Tubes** | 45026 | Ages 3-6 | For 2-6 children

This Getting Started activity card will help you introduce the Tubes set to your preschoolers. The activities are designed to familiarize children with the unique elements of the set, which includes tubes of two different shapes, red hoops, and yellow doors. After completing these activities, you can explore more fun tube-related activities using the building cards, or combine the Tubes set with other early learning solutions from LEGO® Education to create even more playful learning experiences.



## 1. Color, shape and pattern

Ask the children to sort the bricks by color or shape and observe the differences between the tubes. After that, create various color patterns by connecting some of the tubes.



## 2. Telephone – Telescope

Connect four curved tubes to make a telephone. Have the children speak into the “telephone.” Then ask:

- What did you hear?
- Can you still hear yourself clearly?
- Why or why not?

Now have the children whisper into the “telephone.” Then ask:

Turn the telephones into telescopes by twisting the tubes. The children can also use the telescope as an amplifier.



## 3. Build your dream animal

Show the children all of the lovely animals on the building cards. Ask them to use the animals as inspiration to build their favorite animal, then share it with the other children and tell why it's their favorite animal.



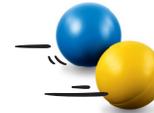
## 4. Symmetry

Many of the models on the building cards are symmetrical. Ask the children to build one or two models and describe the left and the right sides. Are they balanced or the same? Why?



## 5. Which ball goes further?

Encourage the children to build some of the models on the building cards. Have them try rolling the ball through the tube to see how the arrangement of the tubes affects how far the ball rolls. Which model makes the ball go further and why?



## Learning Objectives

Children will:

- Categorize materials according to one or two attributes (e.g., shape, size, color)
- Experience the design process
- Develop fine motor skills
- Be able to think, question, and reason about observed and inferred phenomena.
- Develop spatial awareness



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