



# BRICKLAB FAMOUS ARCHITECTURE AROUND THE WORLD CAMP

Grades: 4-6

## Highlights:

- Weave together architecture, history, geography and culture through the exploration of famous structures around the world
- Each day includes a Step-by-Step Build, Engineering Challenge, Math Extension and English Language Arts Extension

**Students:** 30

**Contact Hours:** 12+ hours

*The camp includes 12 "days" of activities, each designed to last about one hour. Use one lesson a day, clump them together into larger blocks or break them apart to be worked in one at a time throughout the course of a school year.*

## Recommended Settings:

- Summer camps
- Classrooms looking for hands-on STEAM lessons
- After-school programs
- Homeschool environments

## Materials:

The camp comes with an Instructor Guide, 15 Student Build Books, a digital curriculum download and all the supplies needed for 12 days of activities:

- BrickLAB bricks - 6500+
- Storage Tubs - 2
- Brick separator
- Mesh bag for cleaning bricks

*Digital curriculum downloads come with the Instructor Guide only, which includes master copies of all student pages.*

## Logistics & Storage:

Each kit is shipped in a sturdy tub for easy access and storage throughout the year.

## Assessment:

Formative or summative assessment in the Wrap Up questions found at the end of each lesson.

## Shipping Availability:

Contact your sales rep for shipping options.

## Curriculum Topics:

- Day 1 - Architecture Boot Camp
- Day 2 - Architecture Boot Camp: Graduation Day
- Day 3 - El Castillo
- Day 4 - Parthenon
- Day 5 - Palsangjeon Pagoda
- Day 6 - Eiffel Tower
- Day 7 - Patuxai Victory Arch
- Day 8 - Empire State Building
- Day 9 - Taj Mahal
- Day 10 - Notre-Dame
- Day 11 - Blueprints
- Day 12 - Castles

## Pricing Options:

- Full kit: \$875
- Digital curriculum download only: \$129

## Training Available:

Professional development webinar training is available. Talk to your sales rep for more information.



# Alignments & Standards

## International Society for Technology in Education

- ISTE-S.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.
- ISTE-S.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
- ISTE-S.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.
- ISTE-S.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

## Next Generation Science Standards

- NGSS 3-5 ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
- NGSS 3-5 ETS1-2 Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
- NGSS 3-5 ETS1-3 Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

## Common Core State Standards for Math

- CCSS.MATH.CONTENT.4.OA.B Gain familiarity with factors and multiples.
- CCSS.MATH.CONTENT.4.OA.A Use the four operations with whole numbers to solve problems.
- CCSS.MATH.CONTENT.5.OA.A.1 Write and interpret numerical expressions.
- CCSS.MATH.CONTENT.6.EE.A Write, read, and evaluate expressions in which letters stand for numbers.
- CCSS.MATH.CONTENT.6.RP.A Understand ratio concepts and use ratio reasoning to solve problems.

## Habits of Mind:

16 “thinking habits” developed by Art Costa and Bena Kallick to empower students to succeed in a 21st century learning environment.

- Applying Past Knowledge to New Situations
- Creating, Imagining, Innovating
- Managing Impulsivity
- Striving for Accuracy
- Thinking Interdependently

## 21st Century Skills:

A set of widely-applicable abilities essential for success in the information age.

- Communication and Collaboration
- Creativity and Innovation
- Critical Thinking and Problem Solving
- Initiative and Self-Direction
- Social and Cross-Cultural Skills

