

BRICKLAB MAGIC BEANS

Grades: 1-3



Students: 30

Contact Hours: 12+ hours

This program 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
- Elementary classrooms looking for hands-on STEAM lessons
- After-school programs
- Homeschool environments

Pricing Options:

- Complete Program: \$995⁰⁰
- Curriculum Printed Copy: \$295⁰⁰ *
- Curriculum Digital Download: \$129⁰⁰ **

Materials:

- Instructor Guide: 1
- Student Build Books: 15
- Digital Curriculum Download: 1
- Storage tubs: 2
- BrickLAB bricks: 6500+
- Mesh bag (for brick cleaning): 1
- 12 Fabulously Funny Folktale Plays by Justin Martin: 5
- Brick separator: 1

** Print curriculum includes 1 Instructor Guide, 15 Student Build Books and 5 copies of 12 Fabulously Funny Folktale Plays only.*

*** 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.

Shipping Availability:

Contact a PCS STEAM Program Specialist for shipping options.

Highlights:

- Full STEAM experience as students put on theatrical productions of favorite folktales with characters and props made from bricks
- Boost skills in reading fluency, vocabulary comprehension, spatial visualization and engineering design
- Comes with custom mix of classic and vibrant BrickLAB bricks

Curriculum Topics:

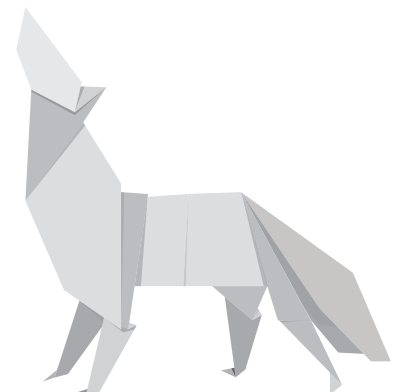
- Day 1 - Stone Slop
- Day 2 - Aladdin and the Magic Pickle Jar
- Day 3 - The June Bug and the Flea
- Day 4 - The Prince Frog
- Day 5 - Queen Midas
- Day 6 - Jack and the Giant Sunflower
- Day 7 - Claynocchio
- Day 8 - Clinky Planky Tenbo
- Day 9 - Three Silly Goats Gruff
- Day 10 - The Elves and Young Stu Baker
- Day 11 - Thaddeus Thumb
- Day 12 - The Pig Who Cried Wolf

Assessment:

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

Training Available:

Professional development webinar training is available. Talk to a PCS STEAM Program Specialist for more information.



Alignments & Standards

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
- Finding Humor
- Listening with Understanding and Empathy
- Managing Impulsivity
- Persisting
- Taking Responsible Risks
- Thinking and Communicating with Clarity and Precision
- Thinking Flexibly
- Thinking Interdependently

21st Century Skills:

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

- Communication and Collaboration
- Creativity and Innovation
- Initiative and Self-Direction
- Social and Cross-Cultural Skills

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Common Core Math and English Language Arts Standards

- CCSS.MATH.CONTENT.K.CC.B.5 Count to answer “how many?” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.

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Next Generation Science Standards

- NGSS K-2-ETS1-1 Ask questions, make observations and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- NGSS K-2-ETS1-2 Develop a simple sketch, drawing or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

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International Society for Technology in Education

- ISTE-S.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.

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