

LEGO / STEAM

St. Mary School, Ridgefield

2020-2021
PROJECT UPDATE



Grant Amount: \$7,500
Project Cost: \$7,489



16 Students Impacted
Kindergarten - Grade 4

PURPOSE: To provide an after-school opportunity for students to enhance their abilities in STEAM disciplines by working together to build and experiment with LEGO bricks.

IMPACT: Students build confidence in STEAM subjects through hands-on projects. Students worked through LEGO Education's analog, physical science based BricQ Motion and students in grades 2-4 also began working with BricQ Prime, which added a digital platform to the projects. This grant has impacted students' understanding of STEAM concepts and helped collaboration between students of different ages and abilities and thereby provided the foundation for a genuine community of LEGO builders and learners.

FUTURE PLANS: This program will continue. The awarded teacher is currently seeking ways to bring the LEGO lessons and materials purchased through the grant into her kindergarten classroom. She also hopes to introduce other teachers to these resources as potential additions to their respective classroom lessons.

