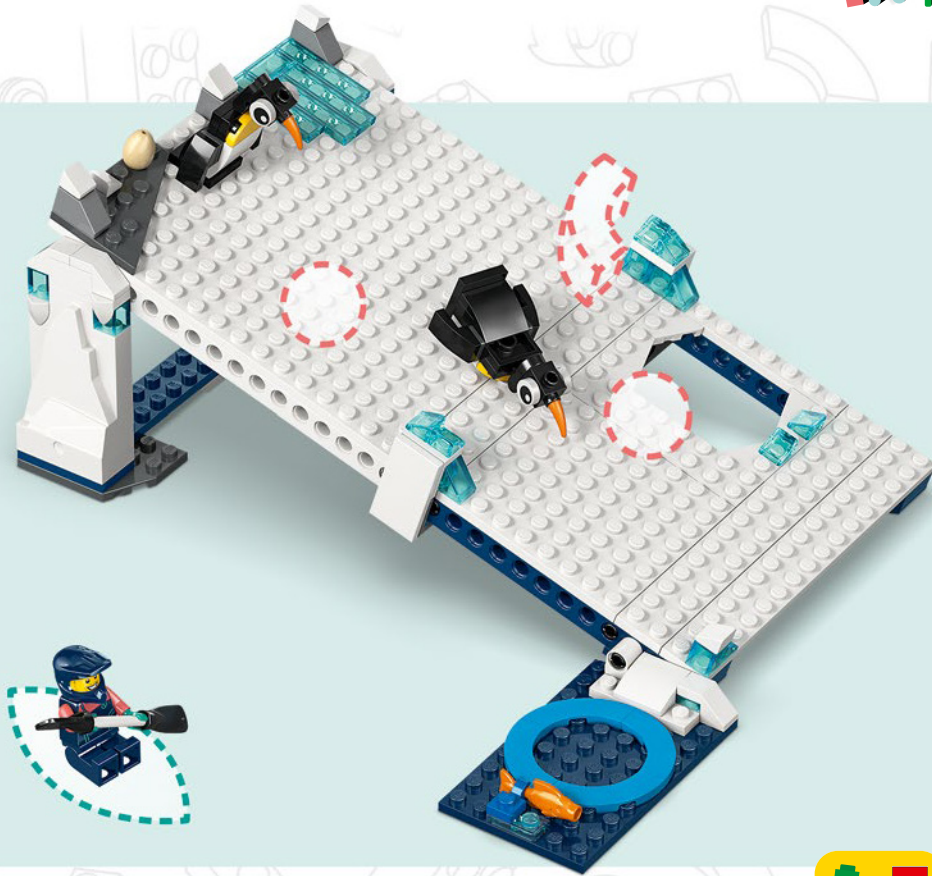




education™

Build Solve Invent™

45201



1



WARNING: CHOKING HAZARD. Toy contains small parts and a small ball. Not for children under 3 years.



LEGO® Builder



Get excited about our new packaging!

We're switching from plastic to paper-based packaging. That's why you might find a mix of paper and plastic in our boxes!

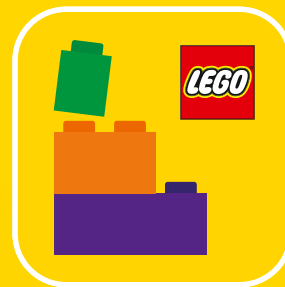
Nos nouveaux emballages vous emballeront !

Nous passons des emballages en plastique aux emballages à base de papier. C'est pourquoi vous pourriez trouver un mélange de papier et de plastique dans nos boîtes !

¡Te presentamos nuestros nuevos empaques!

Estamos sustituyendo las bolsas de plástico por bolsas con base de papel. ¡Por eso, puedes encontrar una mezcla de papel y de plástico en nuestras cajas!

LEGO.com/sustainable-packaging



BUILDER



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LEGO.com/devicecheck

EN Ask parents' permission before going online I DE Eltern um Erlaubnis bitten, bevor du online gehst I FR Demande l'autorisation d'un parent avant d'aller en ligne I IT Chiedi il permesso ai tuoi genitori prima di andare online I ES Pídeles permiso a tus papás antes de conectarte a Internet I PT pede autorização aos pais antes de acederes online I ZH 上网前应先征得父母的同意 I PL Poproś rodziców o zgodę, zanim wejdiesz do Internetu I CS Než půjdeš na internet, požádej rodiče o svolení I SK Skôr než pôjdeš na internet, vypýtaj si povolenie od rodičov I HU Kérj szülői engedélyt, mielőtt online csatlakoznál! I UA Запитуйте дозволу батьків, перш ніж користуватися інтернетом I RO Cere permisiunea părinților înainte de a te conecta online I BG Поискайте разрешение от родители, преди да влезете онлайн I LV Pirms došanās tiešsaistē palūdz atļauju vecākiem I ET Enne Interneti kasutamist küsi vanematelt luba I LT Prieš prisijungdami prie interneto, atsklauskite tėvų



Hey!

At LEGO® Education, we ignite curiosity and empower children to take learning into their own hands. For over 40 years, LEGO Education has offered experiences that combine the vision of the LEGO Group for learning through play with a deep understanding of the world of education.

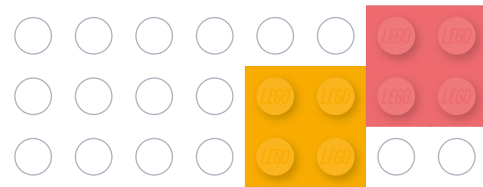
We know children learn best through hands-on, playful experiences. **What if you had the power to help take their learning even further?** By inspiring wonder, encouraging their ideas and letting them explore their own solutions, we create space for their confidence and resilience to develop and shine.

Each of the experiments in this box has 3 phases of play; Build, Solve and Invent.

Your child will:

Build an exciting LEGO model that establishes the context for the activity, **Solve** the activity their own way using problem-solving skills and **Invent** a creation that takes their creativity even further.

By sparking joy in children's learning and helping them develop critical skills, we inspire a new generation to take on tomorrow and rebuild the world one LEGO brick at a time.





Chez LEGO® Education, nous attisons la curiosité et donnons aux enfants les moyens de prendre l'apprentissage en main. Depuis plus de 40 ans, LEGO Education propose des expériences qui associent la vision du groupe LEGO en matière d'apprentissage par le jeu à une compréhension approfondie du monde de l'éducation.

Nous savons que les enfants apprennent mieux grâce à des expériences pratiques et ludiques. **Et si vous aviez le pouvoir de les aider à approfondir leur apprentissage?** En suscitant l'émerveillement, en encourageant leurs idées et en les laissant explorer leurs propres solutions, nous créons un espace pour permettre à leur confiance et à leur résilience de se développer et de briller.

Chacune des expériences de cette boîte comporte 3 phases de jeu : construire, résoudre et inventer.

Votre enfant pourra :

construire un modèle LEGO passionnant qui établit le contexte de l'activité, **résoudre** l'activité à sa façon en utilisant ses compétences en matière de résolution de problèmes et **inventer** une création qui pousse sa créativité encore plus loin.

En suscitant la joie dans l'apprentissage des enfants et en les aidant à développer des compétences essentielles, nous inspirons une nouvelle génération à conquérir l'avenir et à reconstruire le monde, une brique LEGO à la fois.



En LEGO® Education, encendemos la curiosidad y empoderamos a los niños para que tomen el aprendizaje en sus manos. Por más de 40 años, LEGO Education ha ofrecido experiencias que combinan la visión de The LEGO Group sobre el aprendizaje a través del juego con un profundo conocimiento del mundo de la educación.

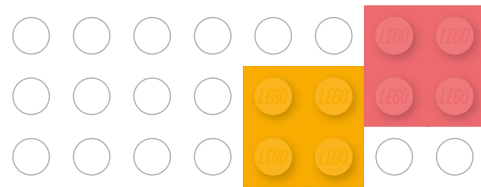
Sabemos que los niños aprenden mejor mediante experiencias prácticas y divertidas. **¿Pero y si tuvieras el poder de ayudarlos a llevar su aprendizaje aún más lejos?** Nutrimos su curiosidad, apoyamos sus ideas y les damos la oportunidad de explorar sus propias soluciones con el fin de abrir un espacio donde su confianza y resiliencia puedan desarrollarse y brillar.

Cada uno de los experimentos de esta caja presenta 3 fases de juego: Construye, Resuelve e Inventa.

Tu peque podrá:

Construir un emocionante modelo LEGO que defina el contexto de la actividad; **Resolver** la actividad a su manera usando sus habilidades de resolución de problemas; **Inventar** una creación que lleve su creatividad aún más lejos.

Al despertar en los niños la alegría de aprender y ayudarles a desarrollar habilidades críticas, inspiramos a una nueva generación para que tome las riendas del mañana y reconstruya el mundo un brick LEGO a la vez.



Why does a penguin slide on its belly?



This Life Science experiment explores how animal traits help them survive in certain habitats, such as the Antarctic. Penguins can move more easily on the icy snow of this environment by sliding on their bellies to go faster. Moving easily helps the penguins conserve their energy.



Build

Build: Build a slope and two penguins that need to get to the water by sliding down.



Solve

Solve: Create a path to help guide the penguins to the water.

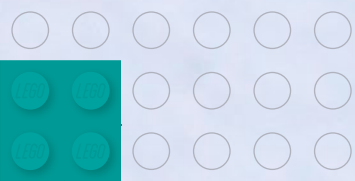


Invent

Invent: Design a boat for the scientist to follow the penguins so that they can take pictures.

You can support learning and spark curiosity by asking questions such as:

- How did you get the penguins into the water?
- What do you think the scientist wants to take pictures of?
- What other ways do you think penguins can travel?



Pourquoi un manchot glisse-t-il sur le ventre?



Cette expérience de sciences de la vie explore comment les caractéristiques des animaux les aident à survivre dans certains habitats, tels que l'Antarctique. Les manchots peuvent se déplacer plus facilement sur la neige glacée de cet environnement en glissant sur leur ventre pour aller plus vite. En se déplaçant plus facilement, les manchots conservent leur énergie.



Construire

Construire : Construisez une pente et deux manchots qui doivent se rendre à l'eau en glissant.



Résoudre

Résoudre : Créez un chemin pour guider les manchots vers l'eau.



Inventer

Inventer : Concevez un bateau pour que le scientifique puisse suivre les manchots et prendre des photos.

Vous pouvez soutenir l'apprentissage et éveiller la curiosité en posant des questions telles que :

- Comment as-tu fait pour amener les manchots à l'eau?
- D'après toi, que veut photographier le scientifique?
- D'après toi, quels sont les autres moyens de déplacement des manchots?

¿Por qué los pingüinos se deslizan de panza?



Este experimento de ciencias de la vida analiza cómo los rasgos de los animales les ayudan a sobrevivir en determinados hábitats, como la Antártida. A los pingüinos les resulta más fácil trasladarse deslizándose de panza sobre la nieve helada de ese entorno. Trasladarse con facilidad ayuda a los pingüinos a conservar su energía.



Constuye

Constuye: Construye una pendiente y dos pingüinos que tengan que llegar al agua deslizándose.



Resuelve

Resuelve: Crea un camino que guíe a los pingüinos hasta el agua.

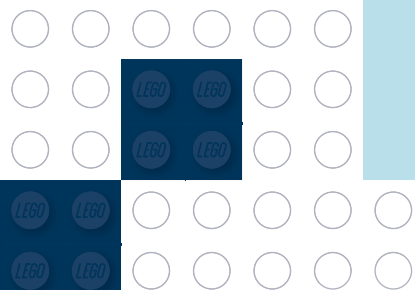
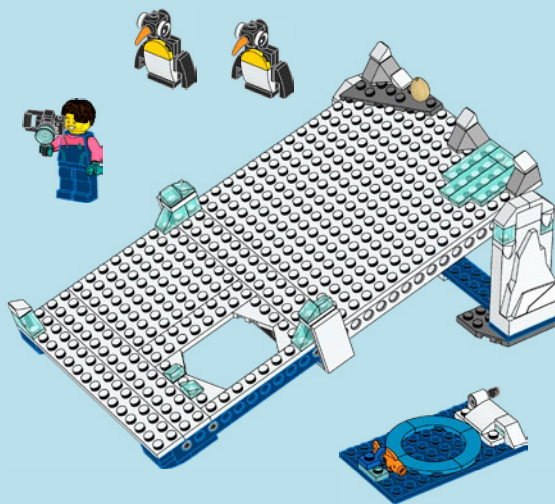
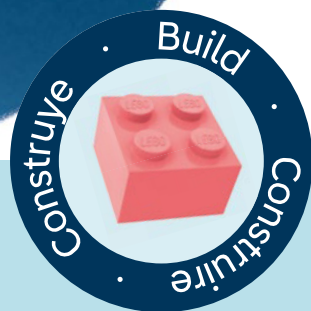


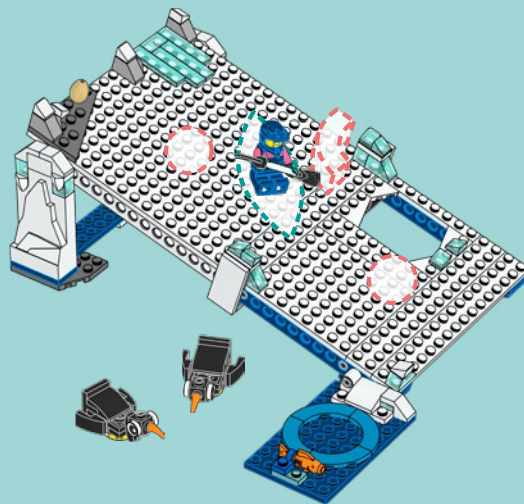
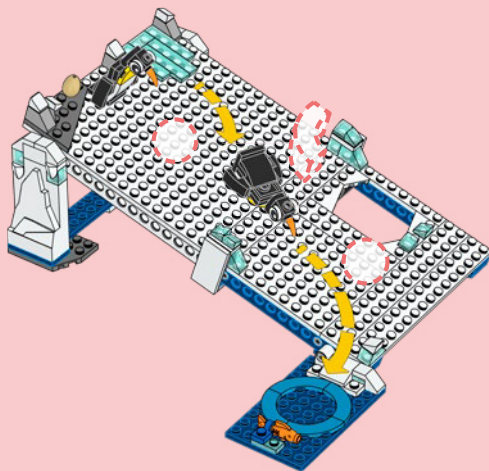
Inventa

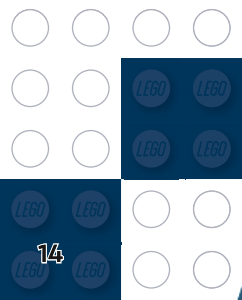
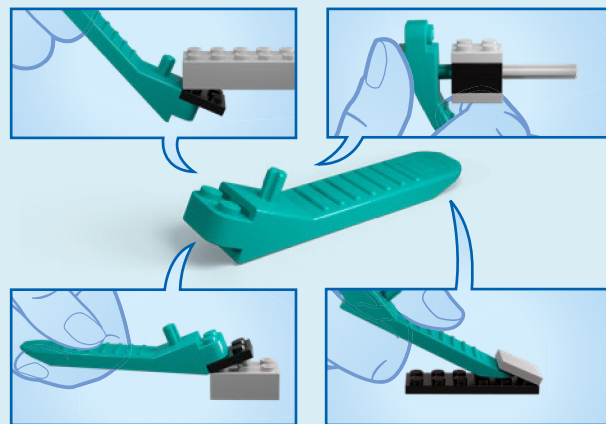
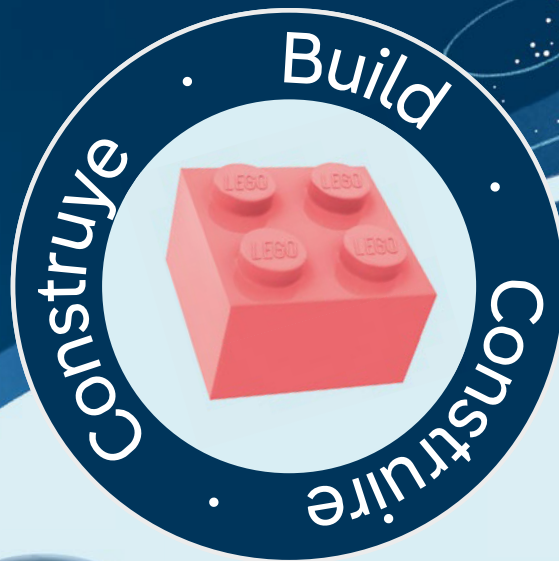
Inventa: Diseña una embarcación con la que el científico pueda seguir a los pingüinos y tomarles fotos.

Puedes apoyar el aprendizaje y despertar la curiosidad haciendo preguntas como las siguientes:

- ¿Qué hiciste para que los pingüinos pudieran llegar al agua?
- ¿A qué crees que quiera tomarle fotos el científico?
- ¿De qué otras formas crees que puedan viajar los pingüinos?







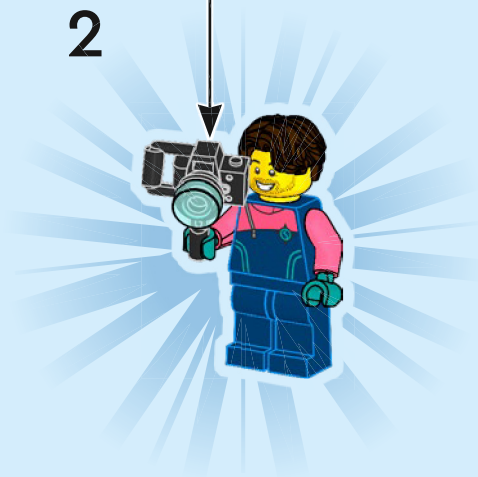
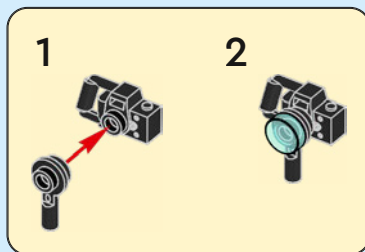
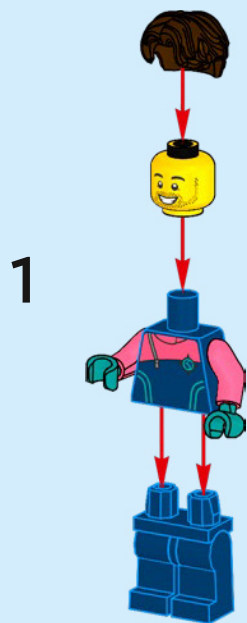


AVERTISSEMENT : RISQUE D'ÉTOUFFEMENT.
Le jouet contient des petites pièces ainsi qu'une petite boule.
Il ne convient pas aux enfants de moins de 3 ans.



ADVERTENCIA: PELIGRO DE ASFIXIA.
Juguete que contiene partes pequeñas y una pelota
pequeña. No recomendado para niños menores de 3 años.



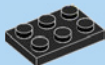




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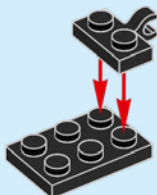


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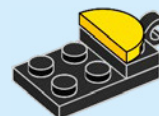
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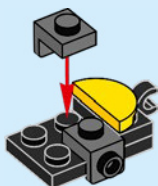
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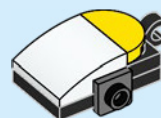




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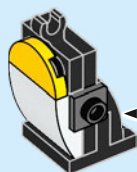
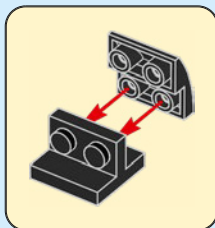


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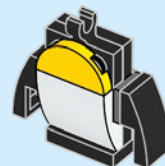
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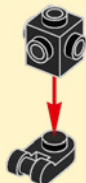
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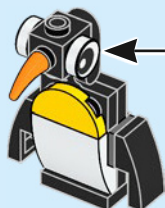
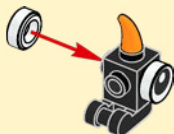
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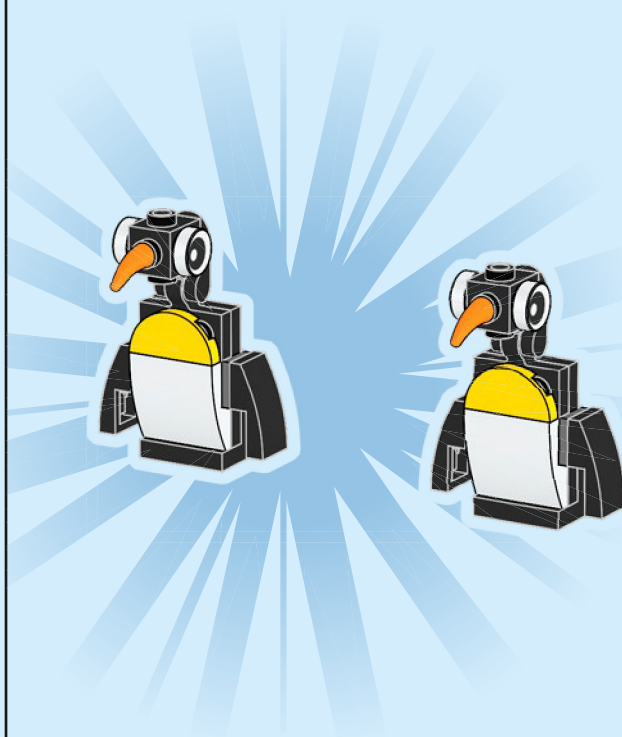
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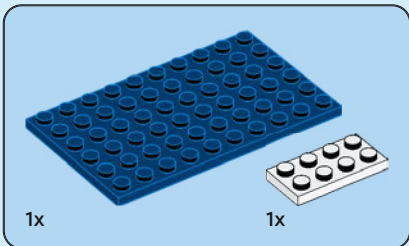


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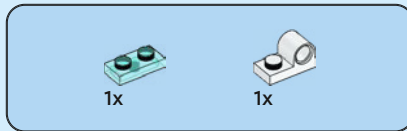
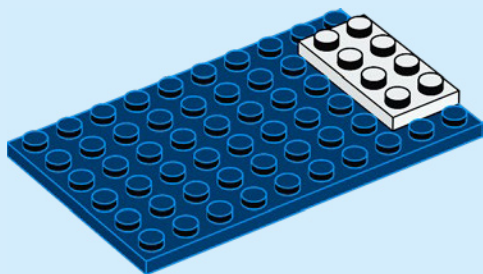


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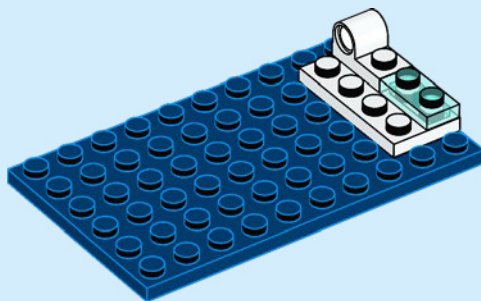




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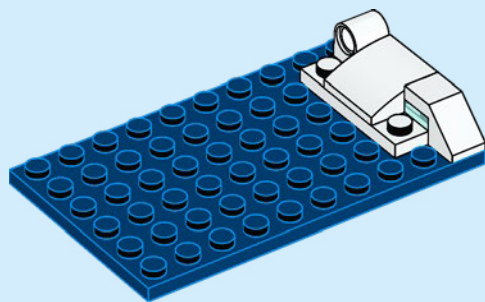


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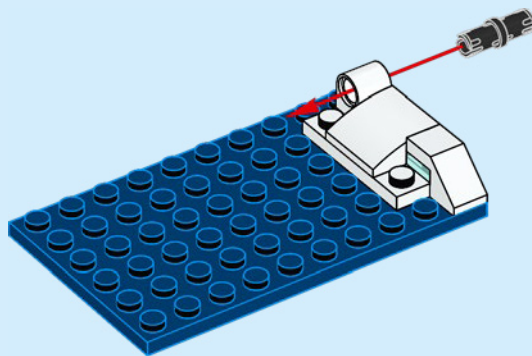
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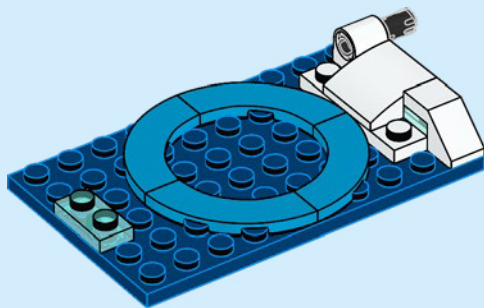


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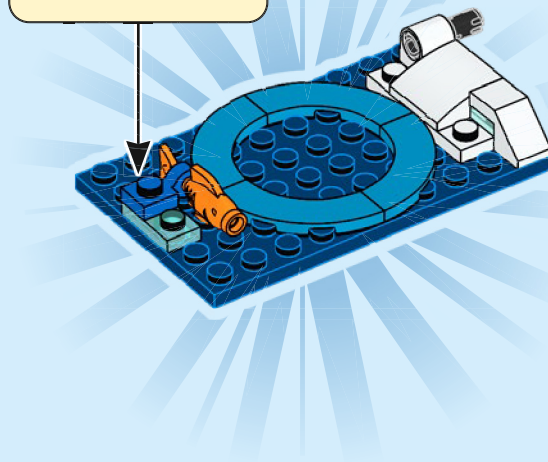
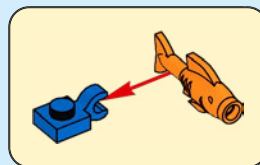


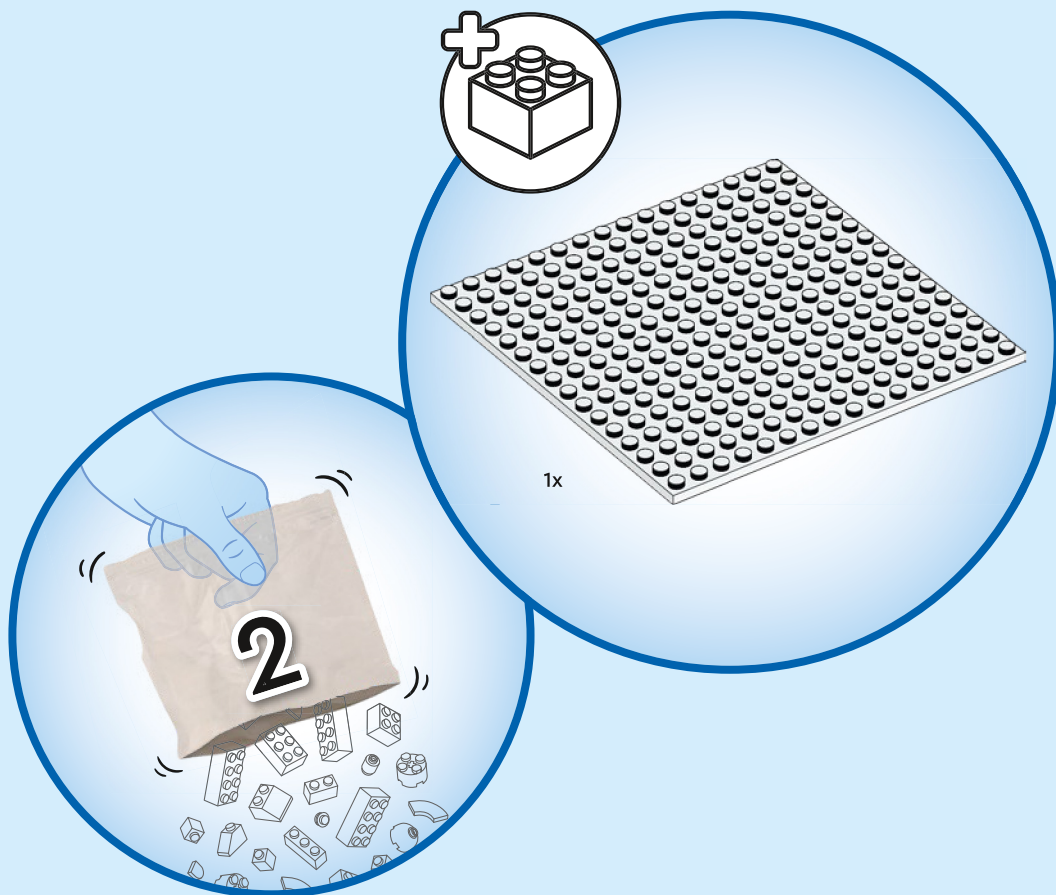
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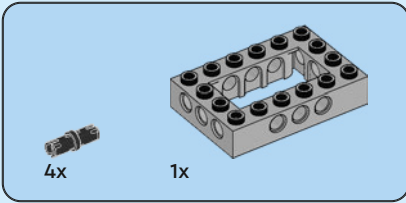
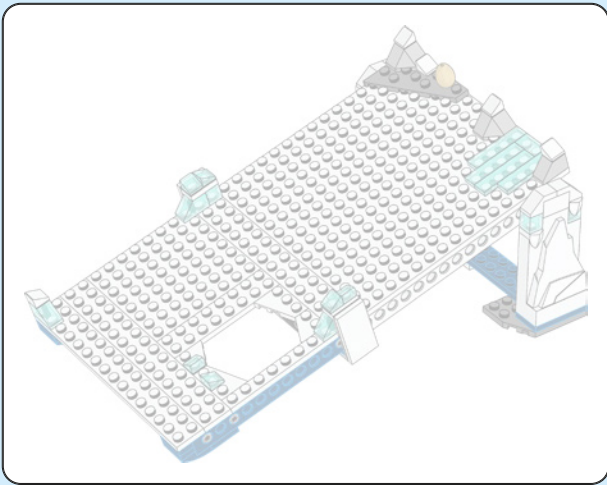


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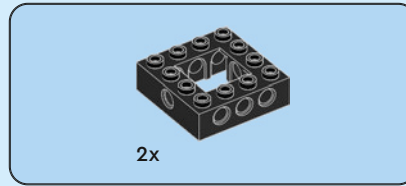
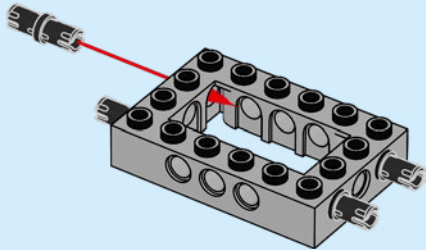
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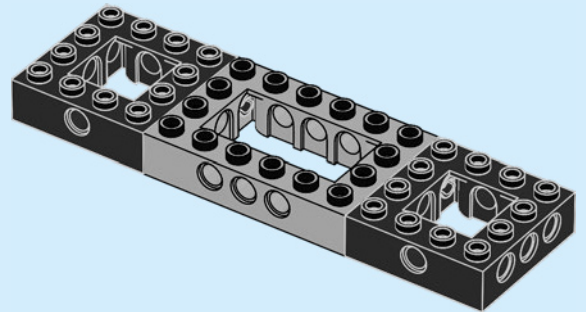




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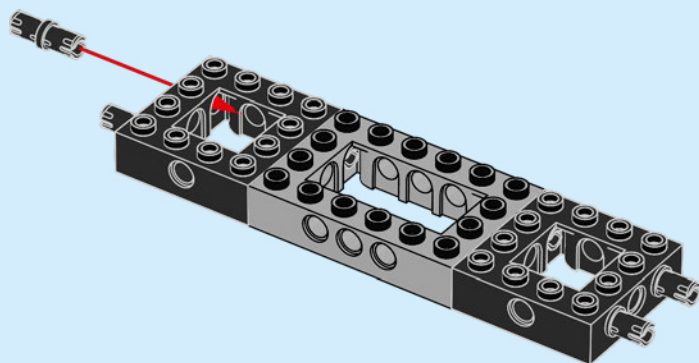


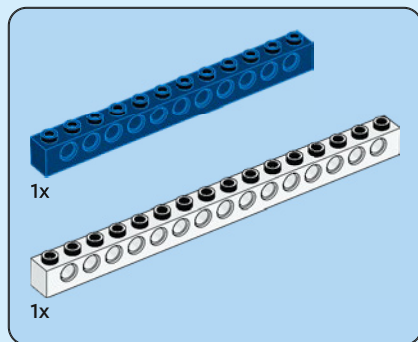
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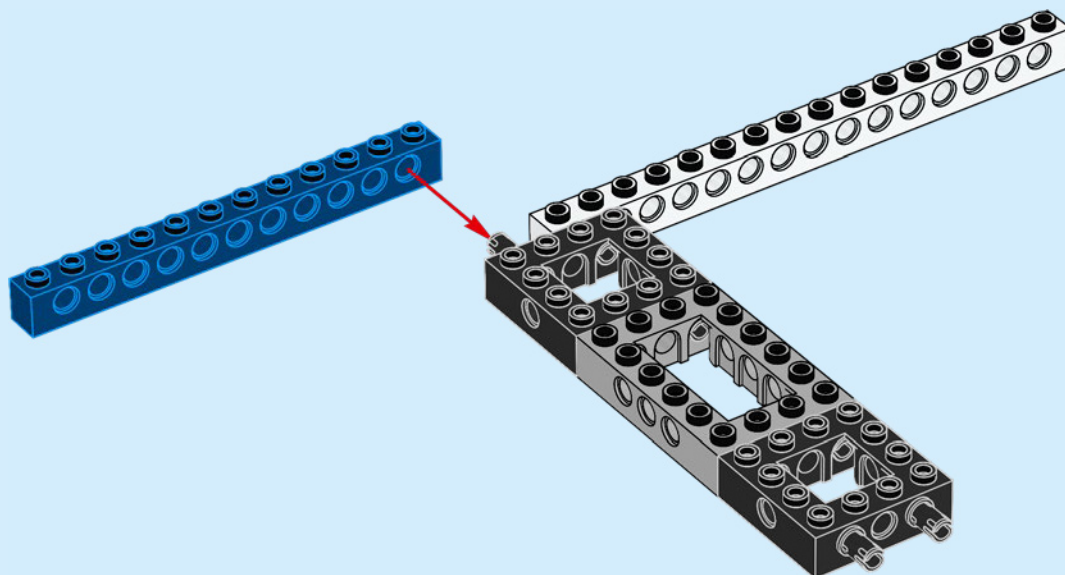


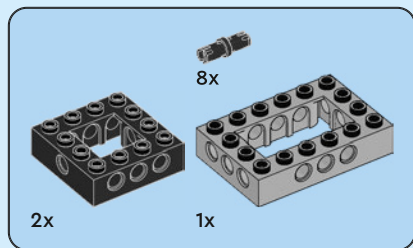
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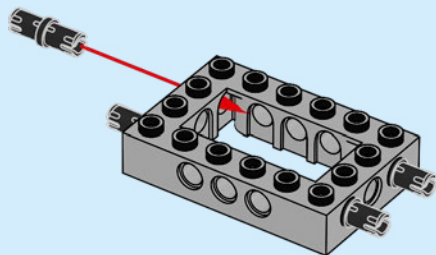
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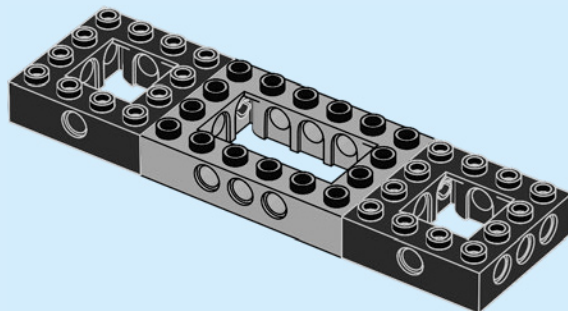


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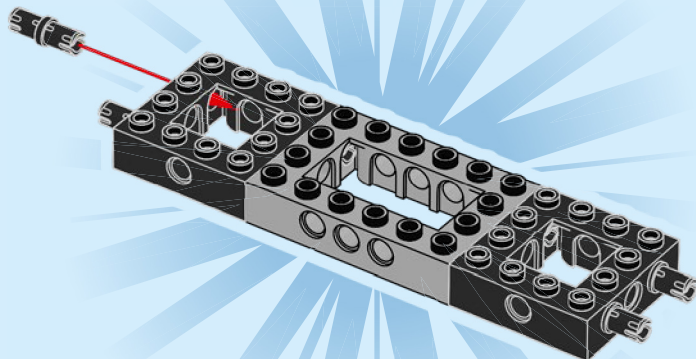
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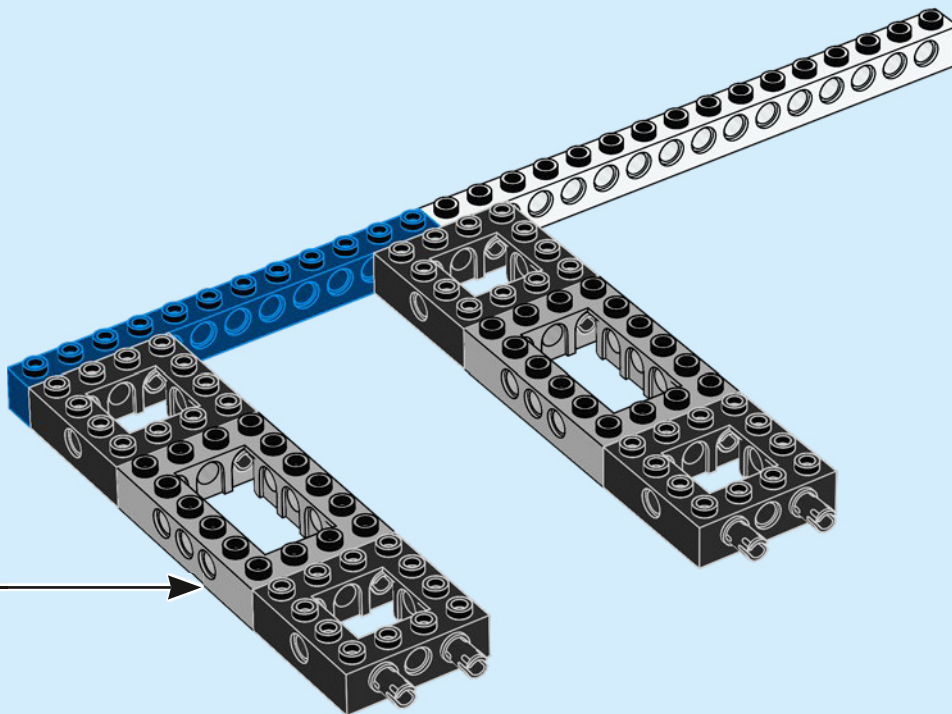


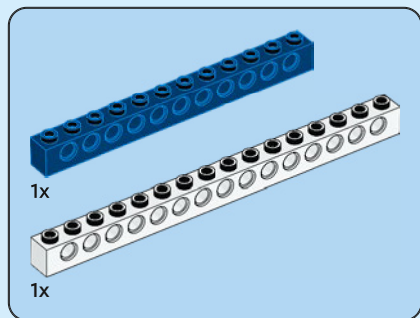
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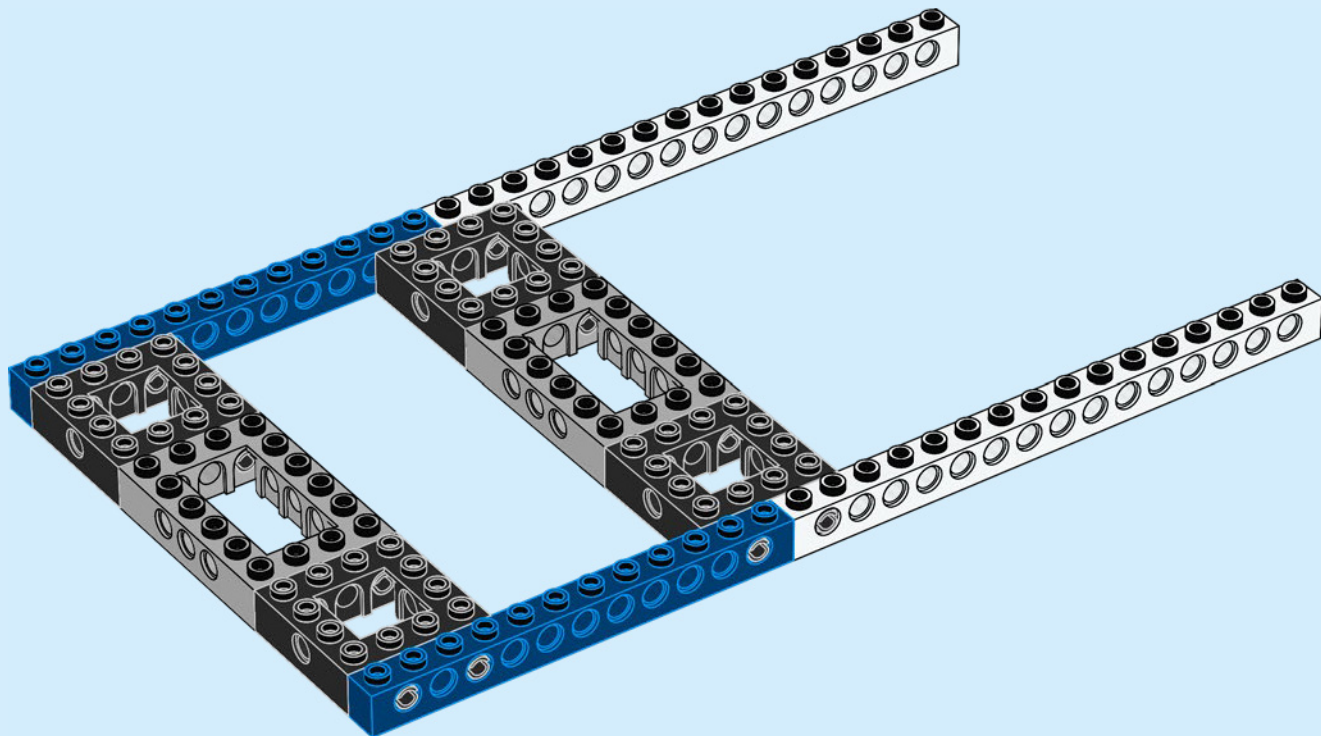
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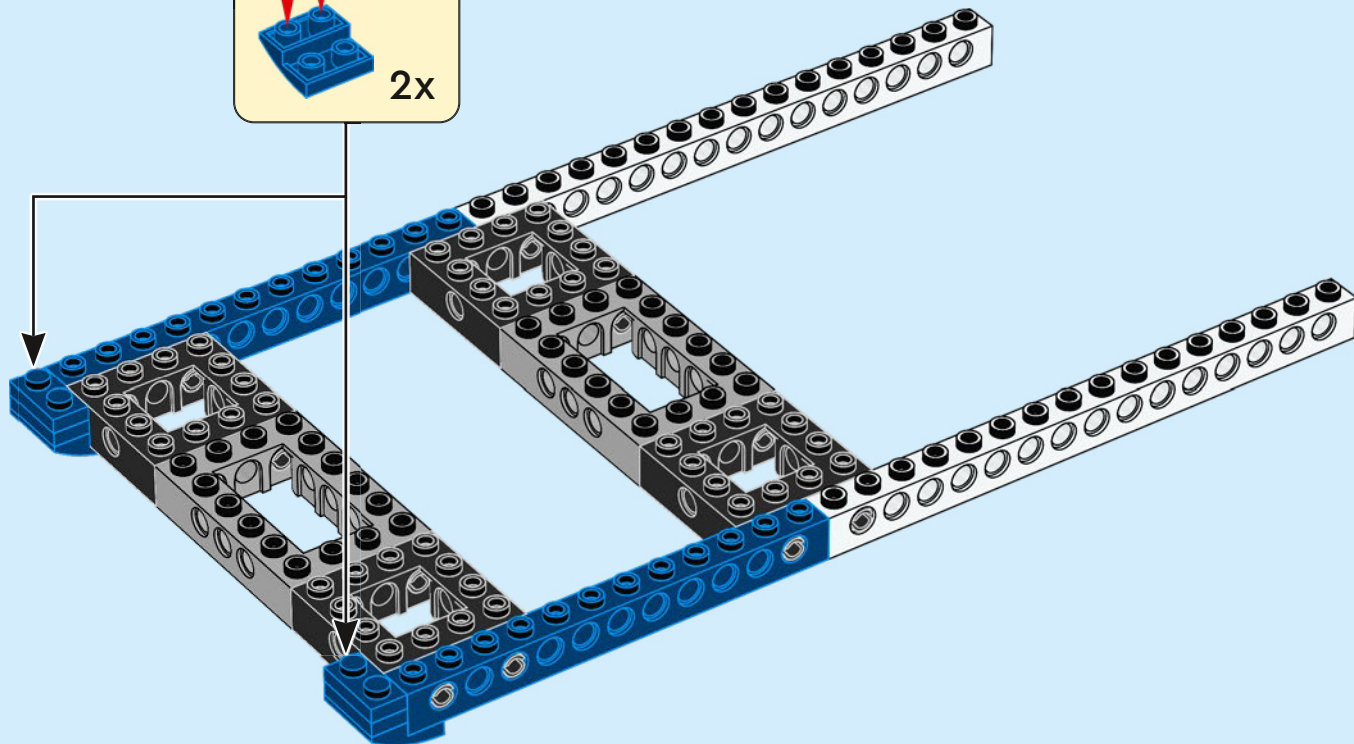
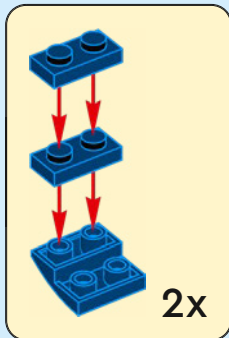


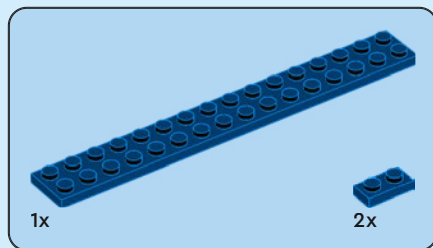
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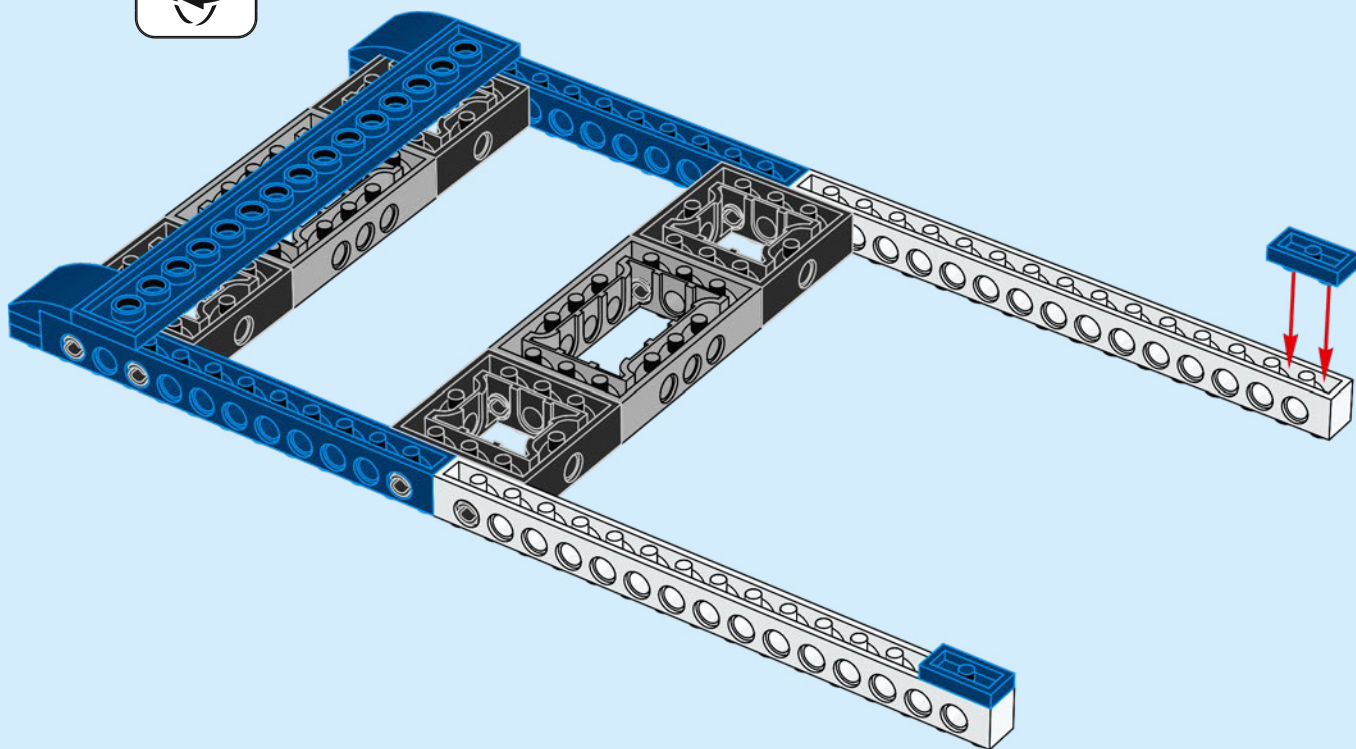
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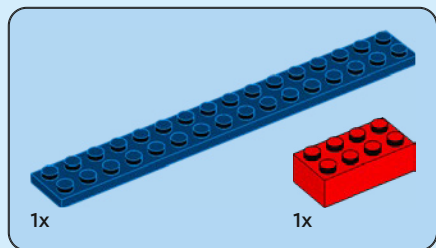
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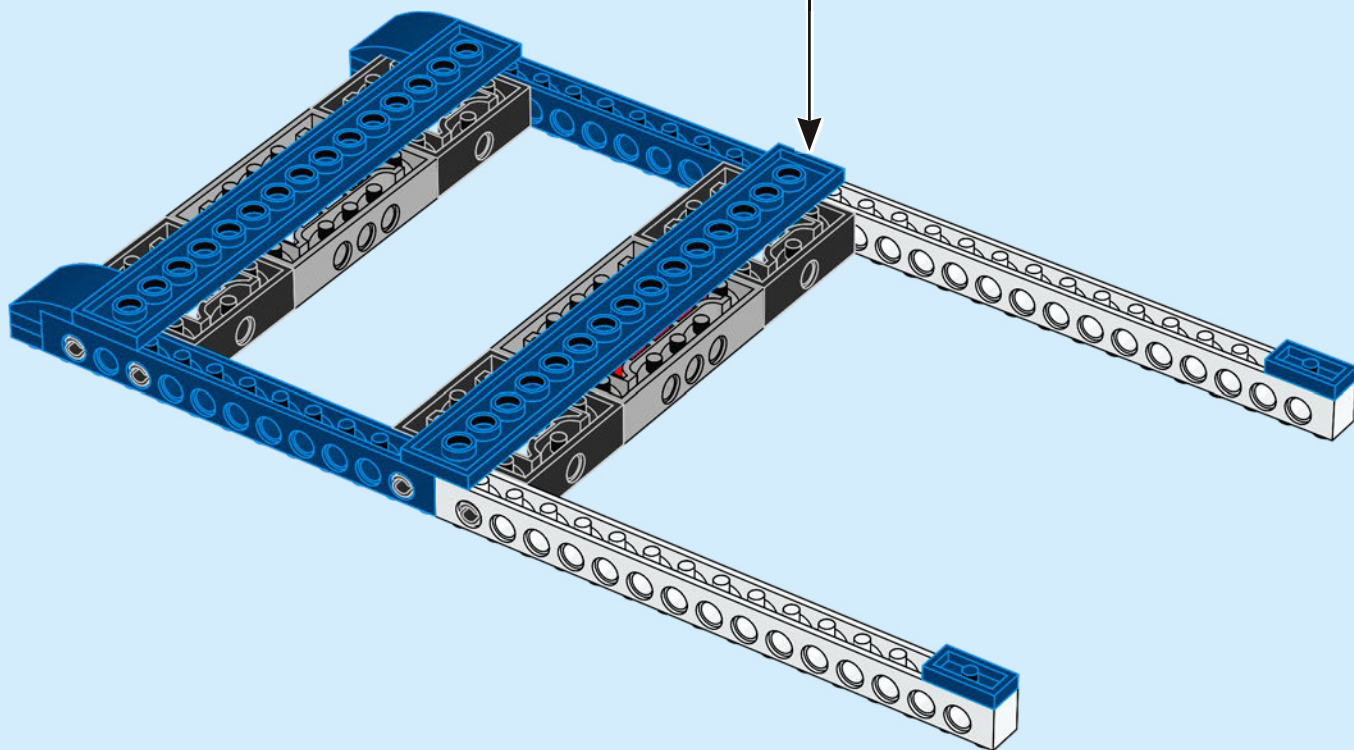
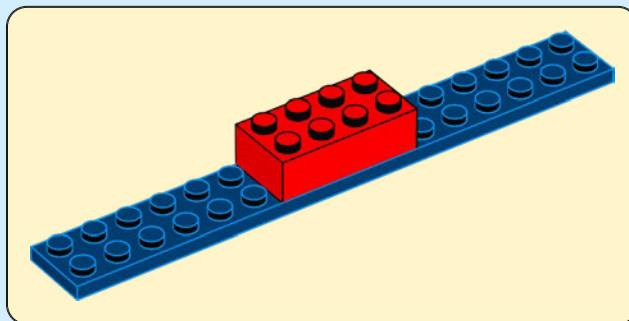


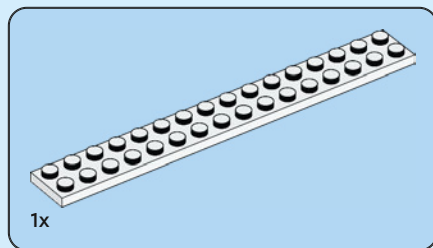
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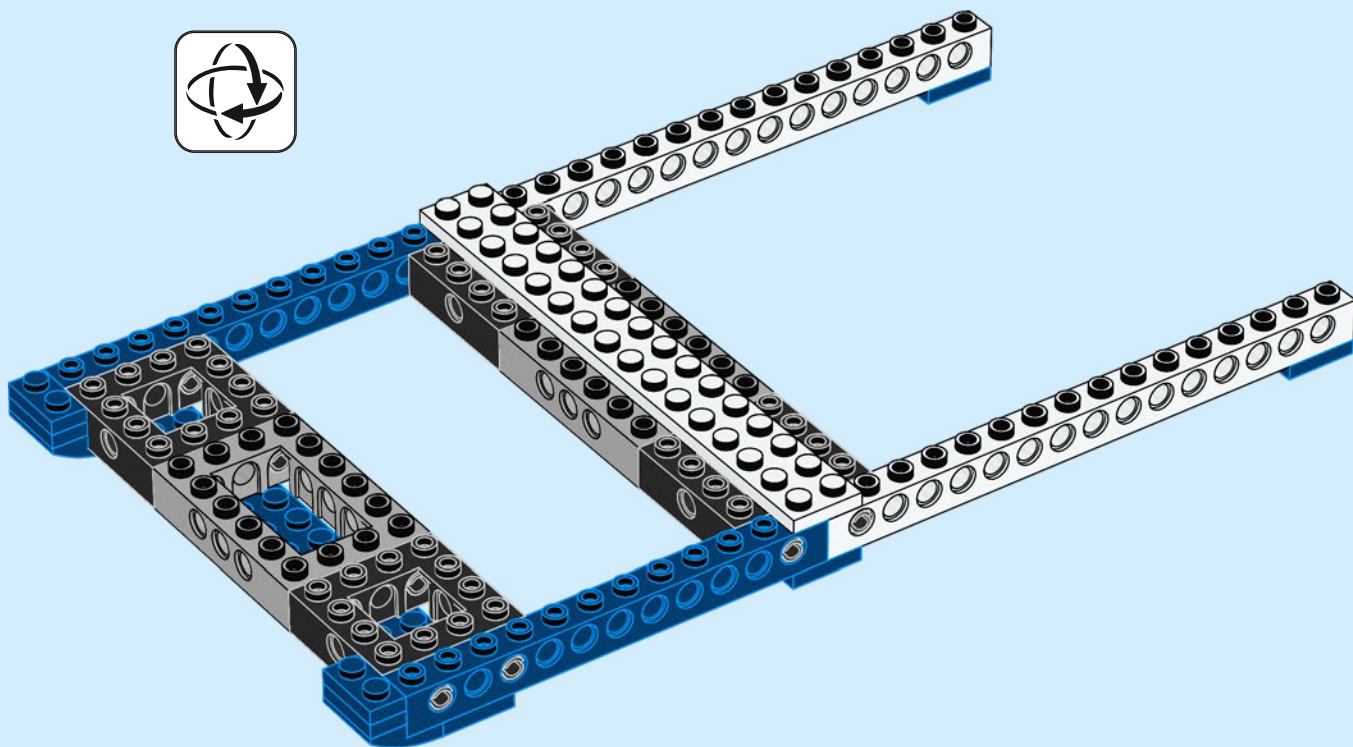


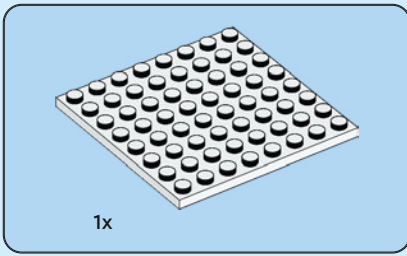
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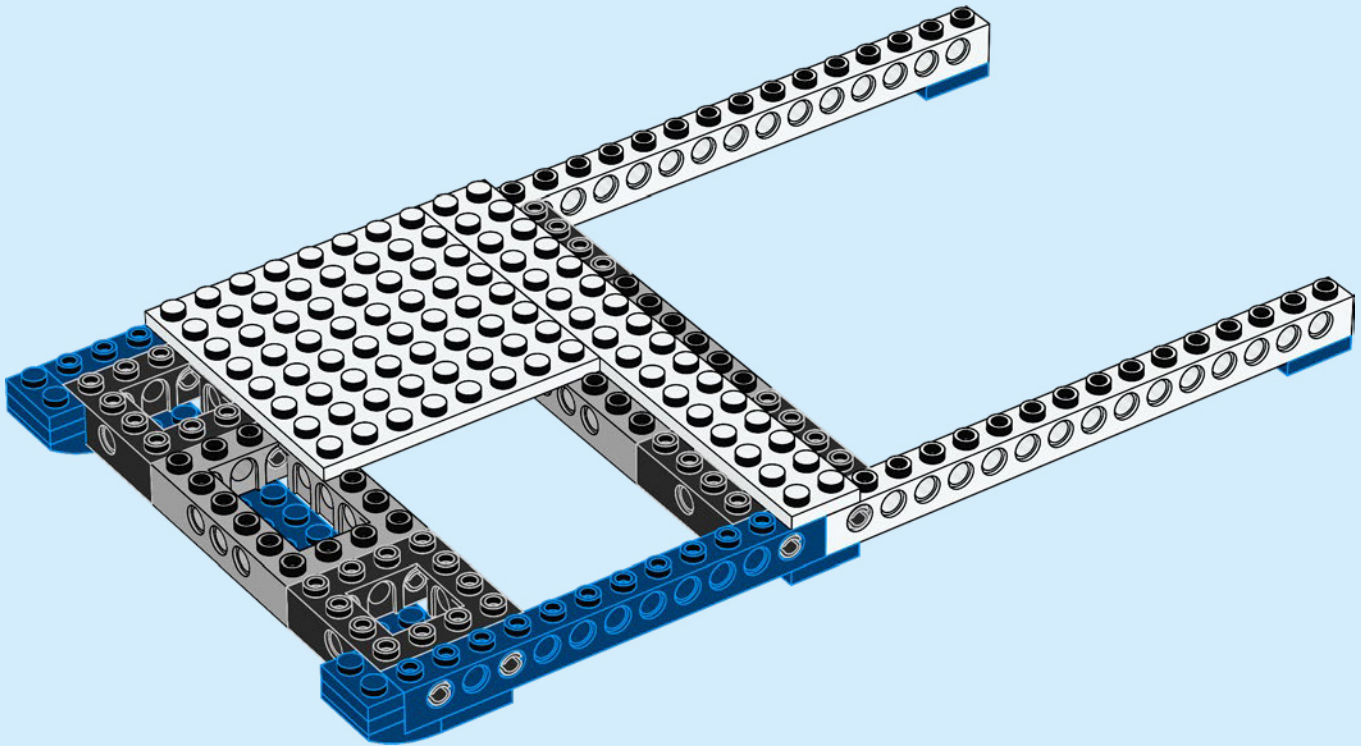


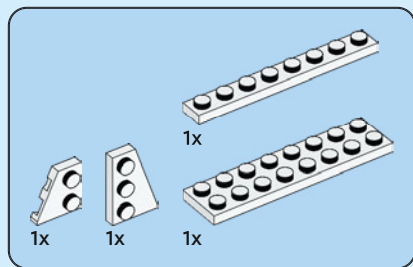
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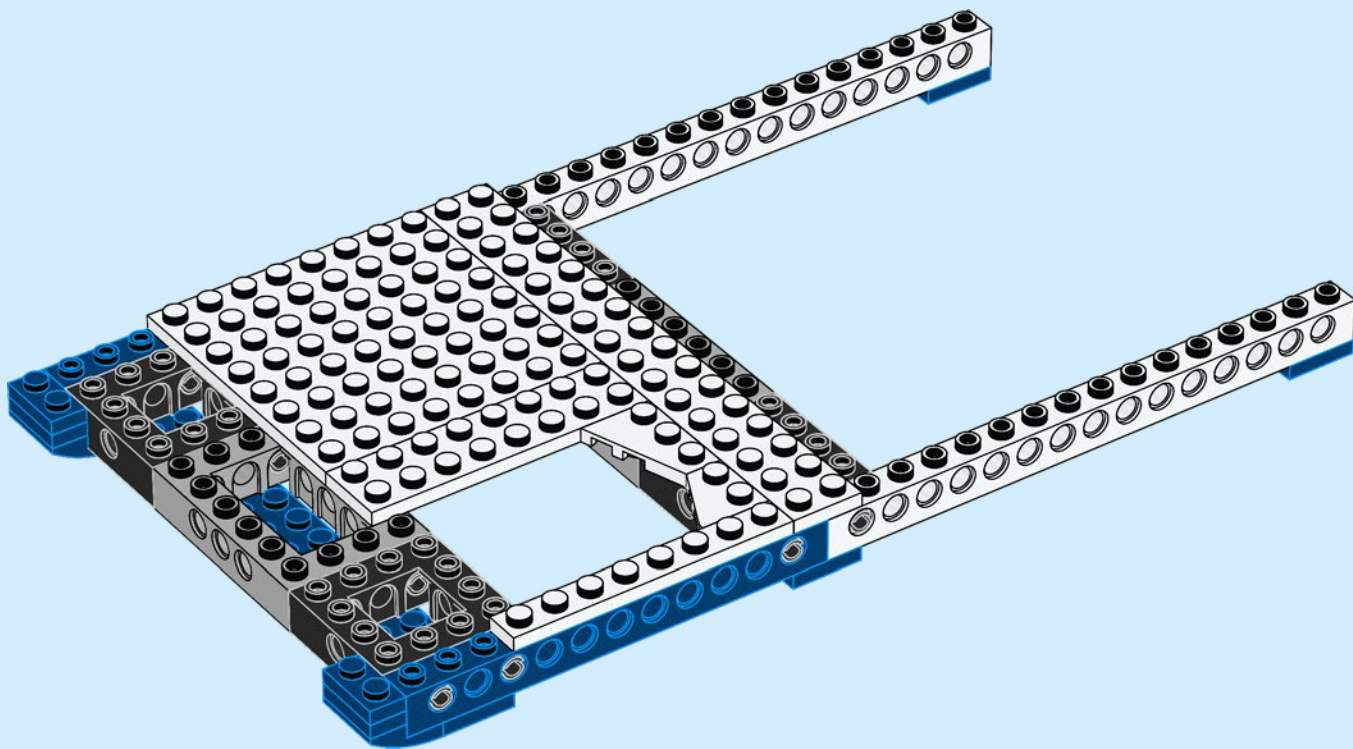


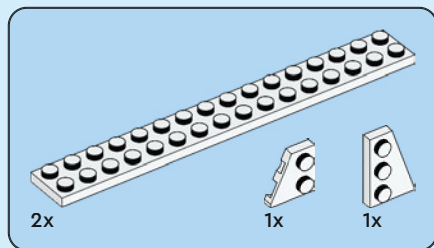
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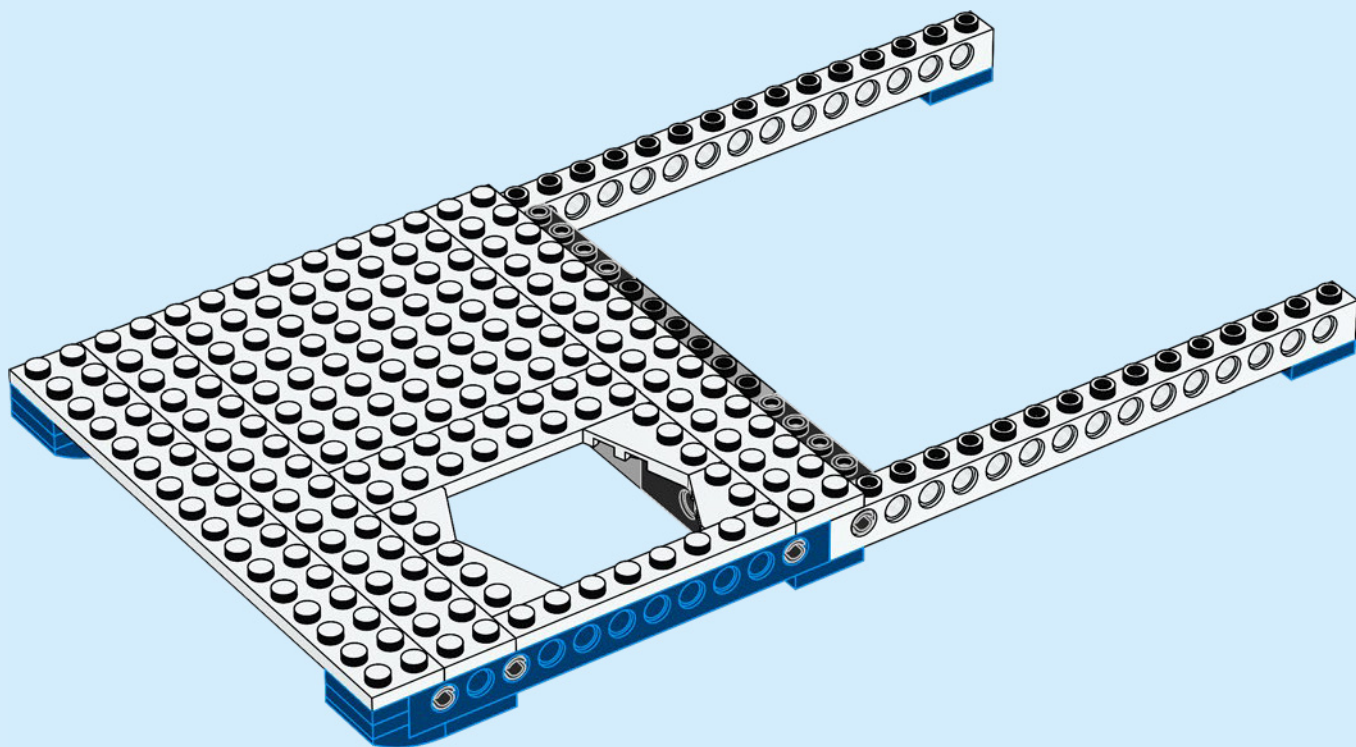


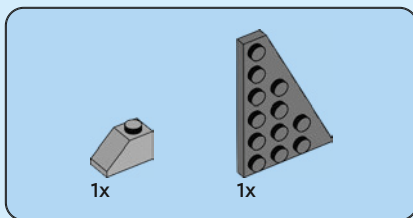
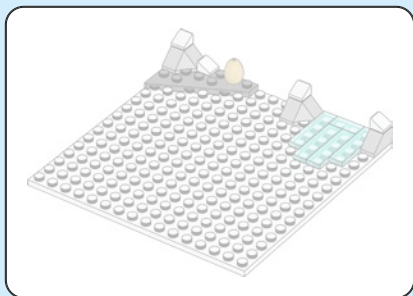
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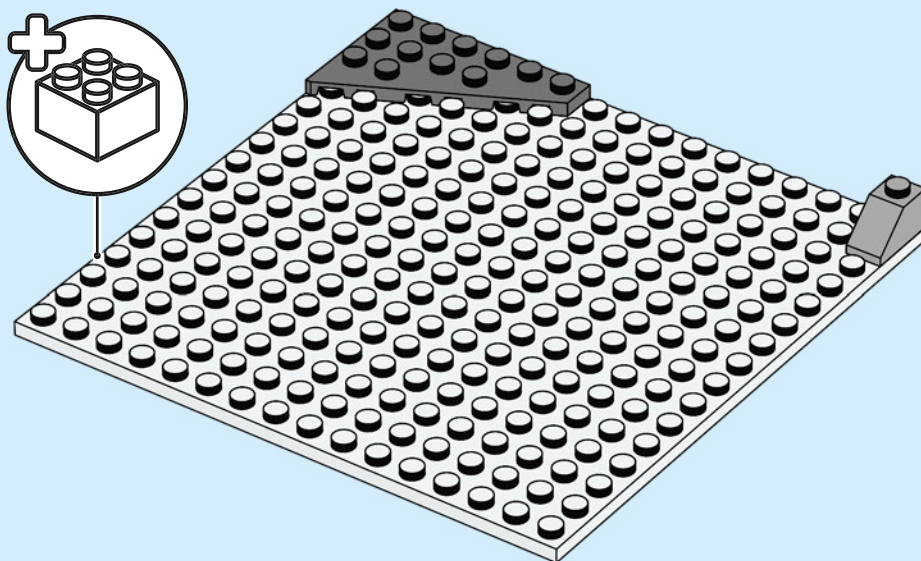


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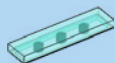


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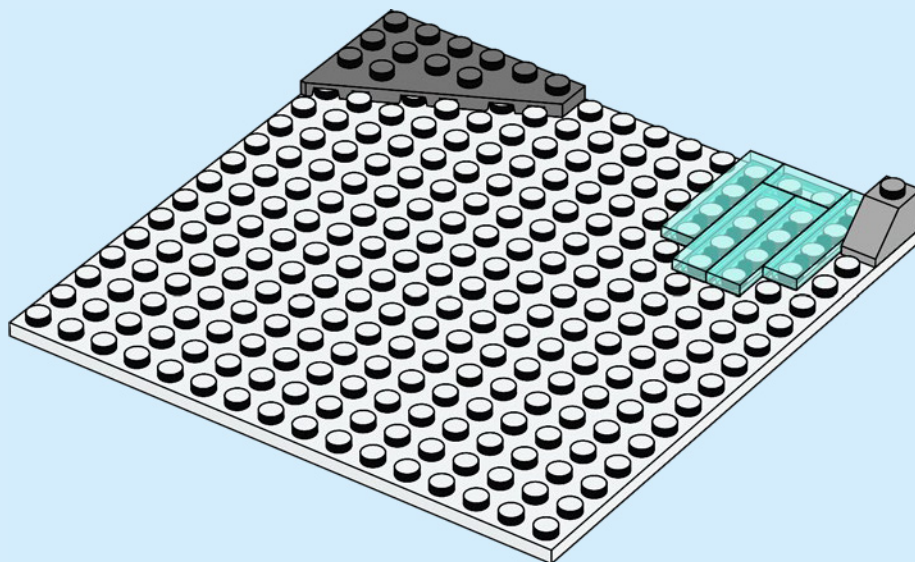


1x



4x

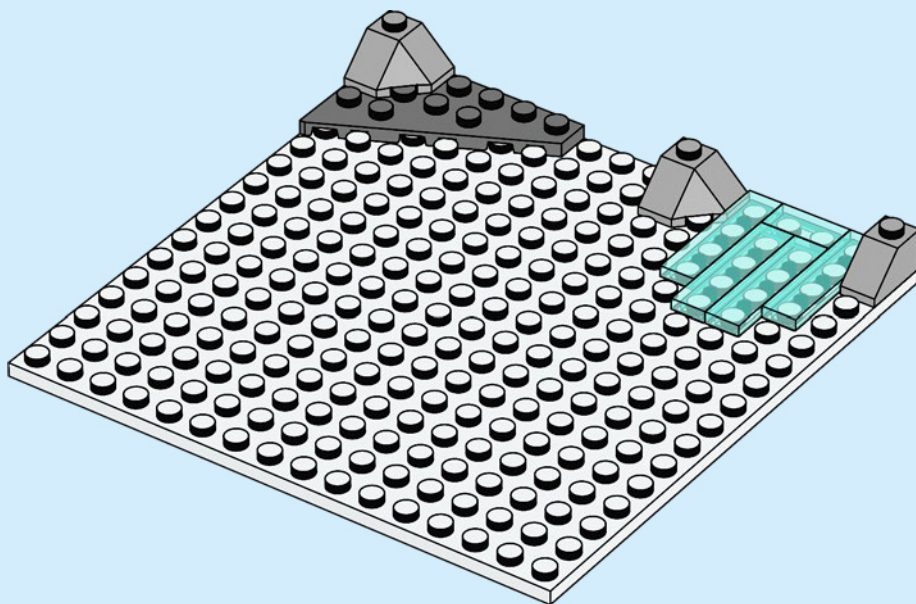
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2x

22



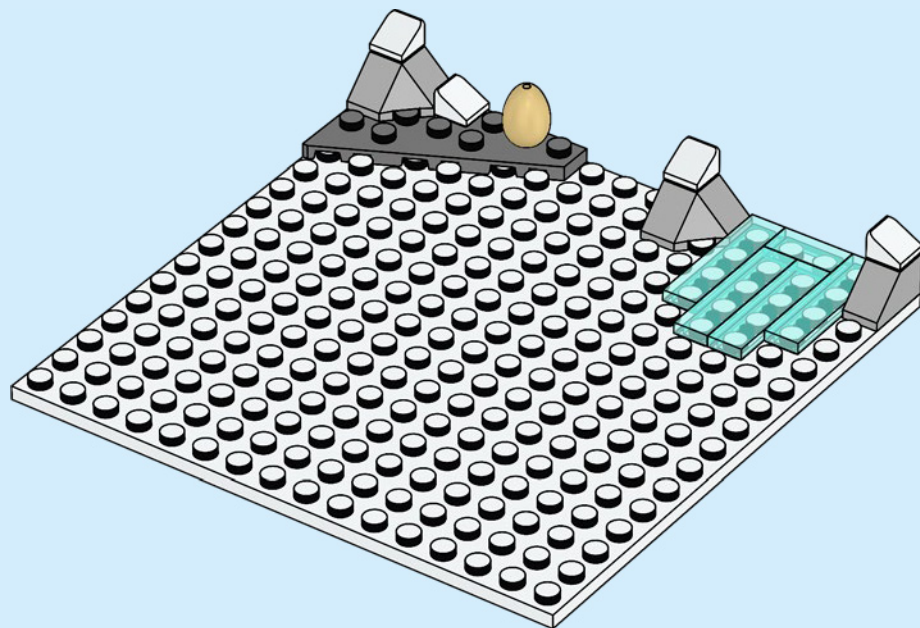


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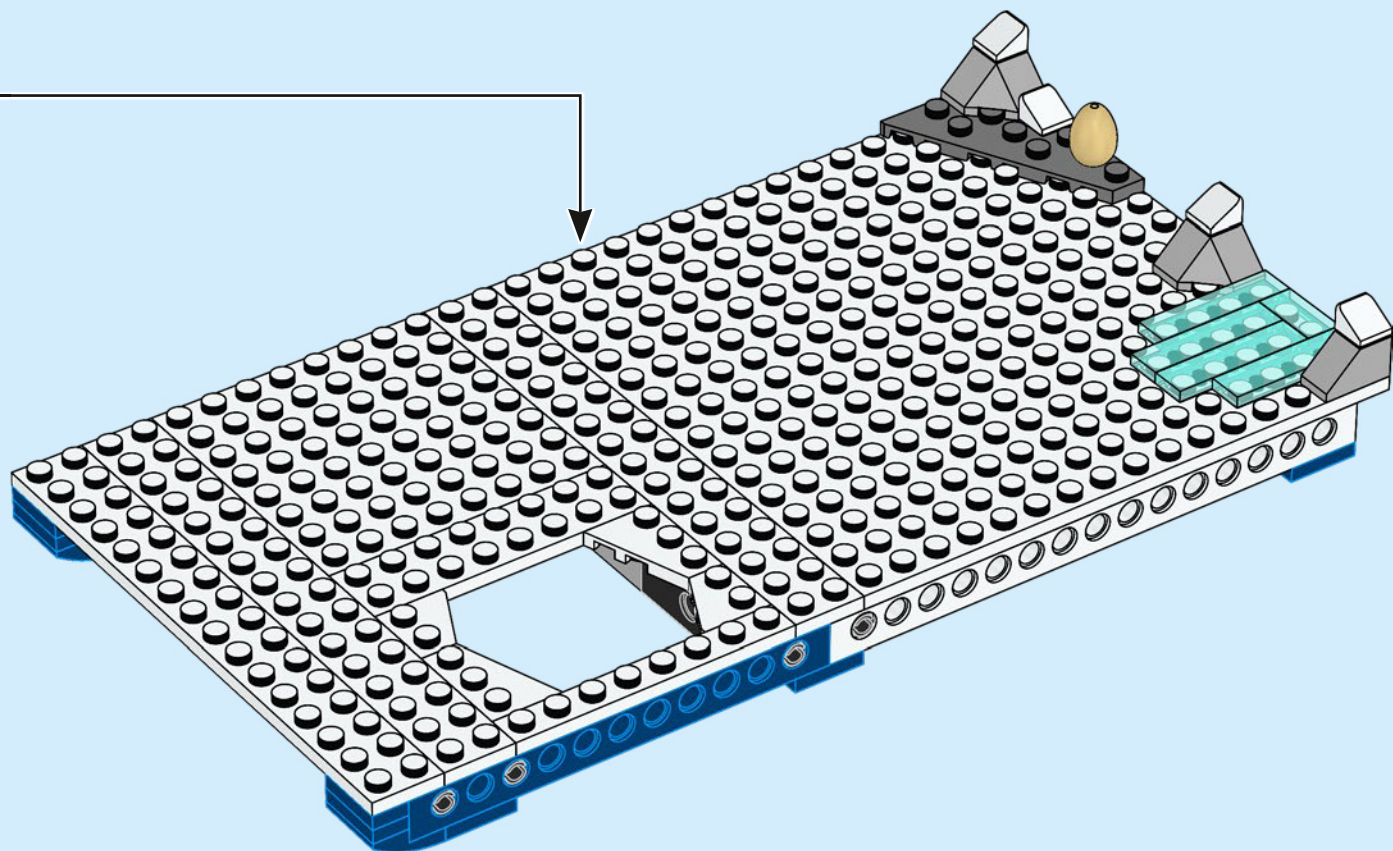


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23



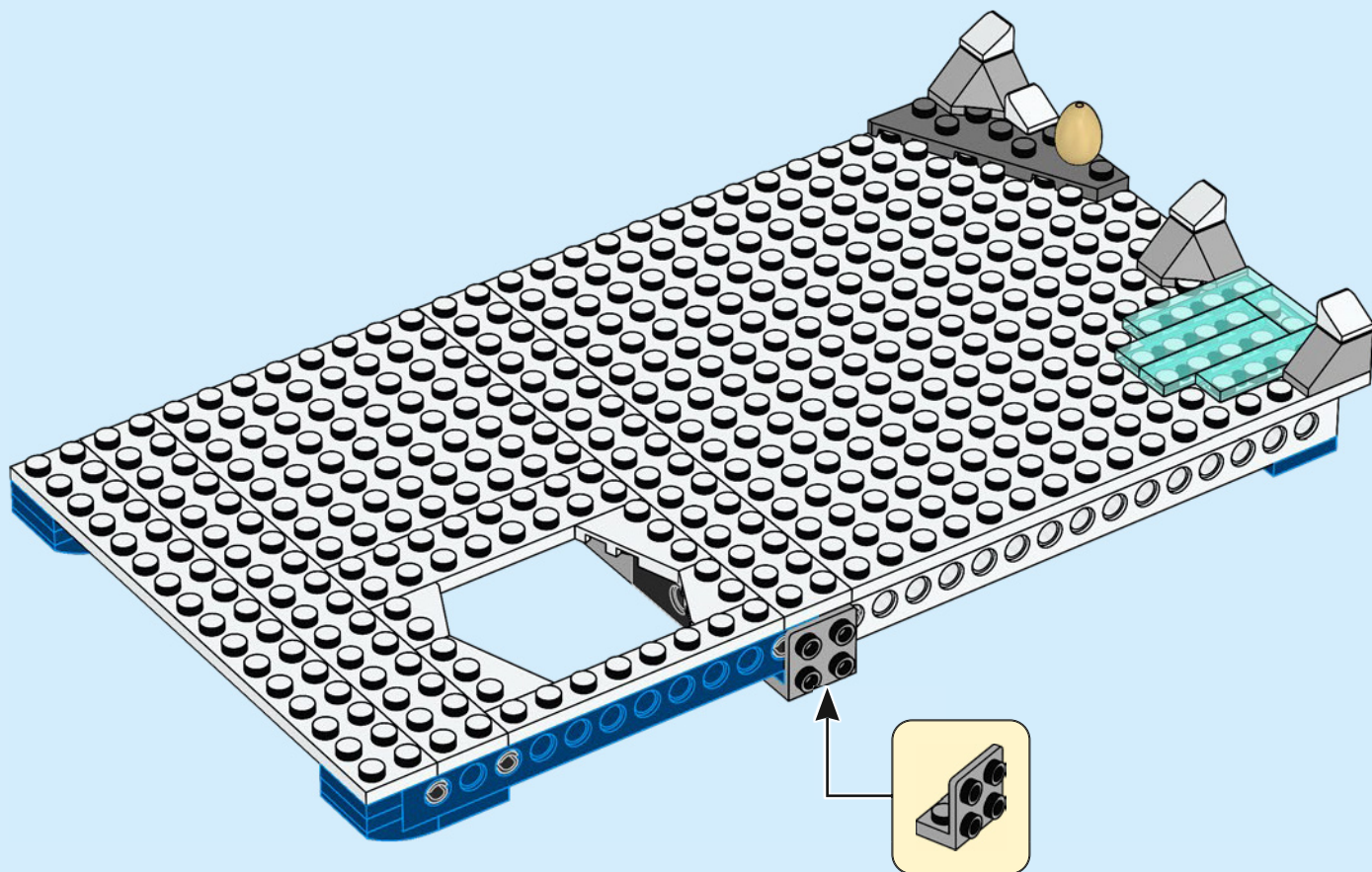
24





1x

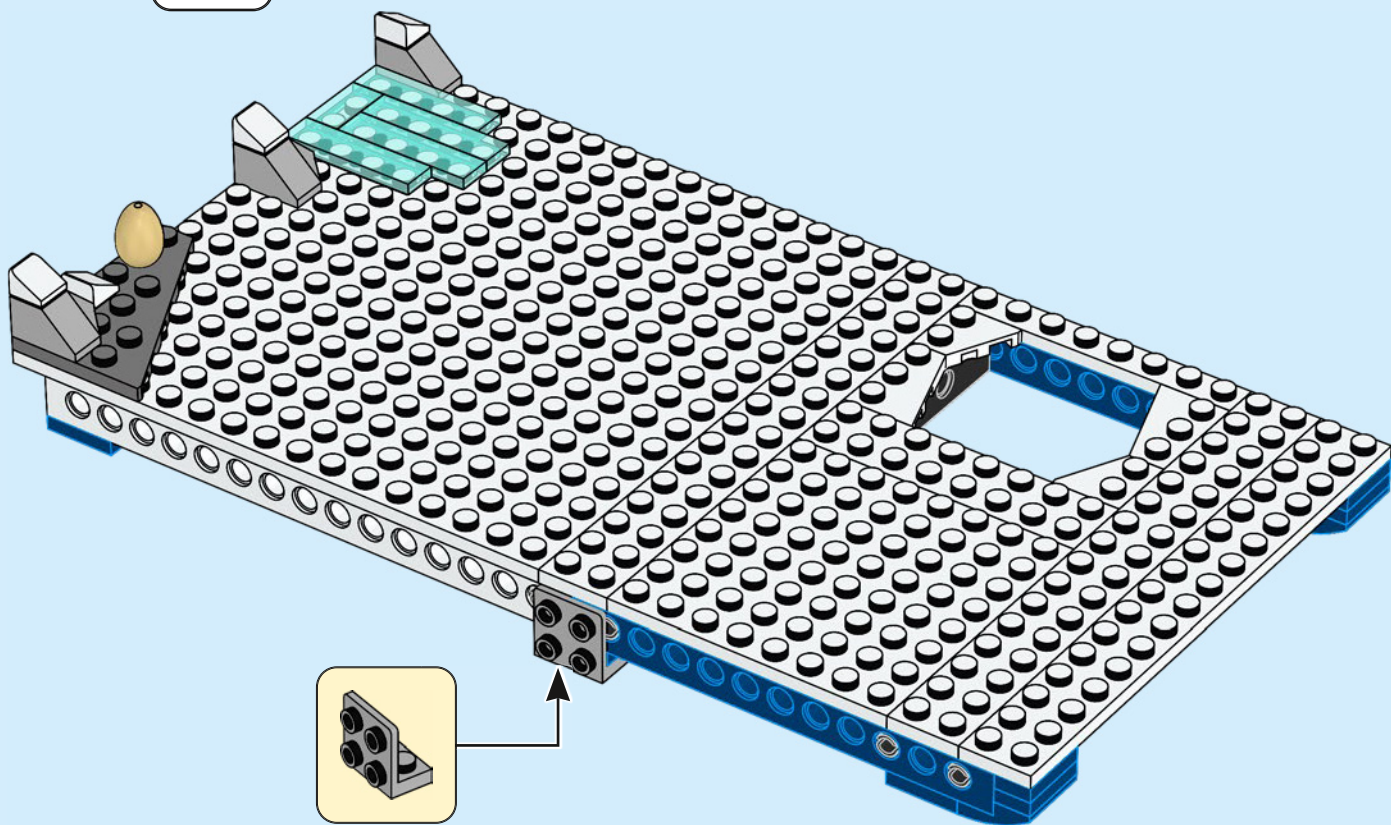
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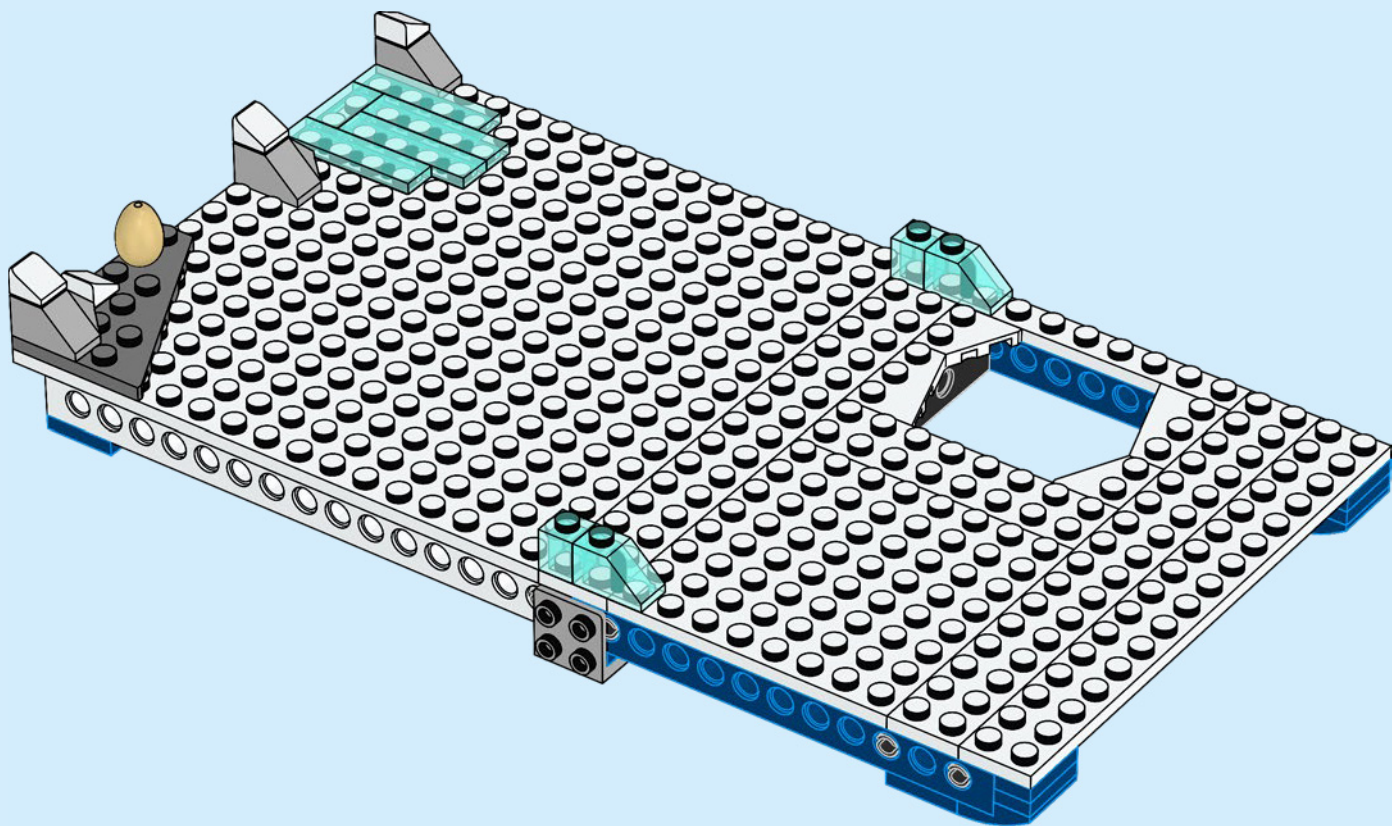
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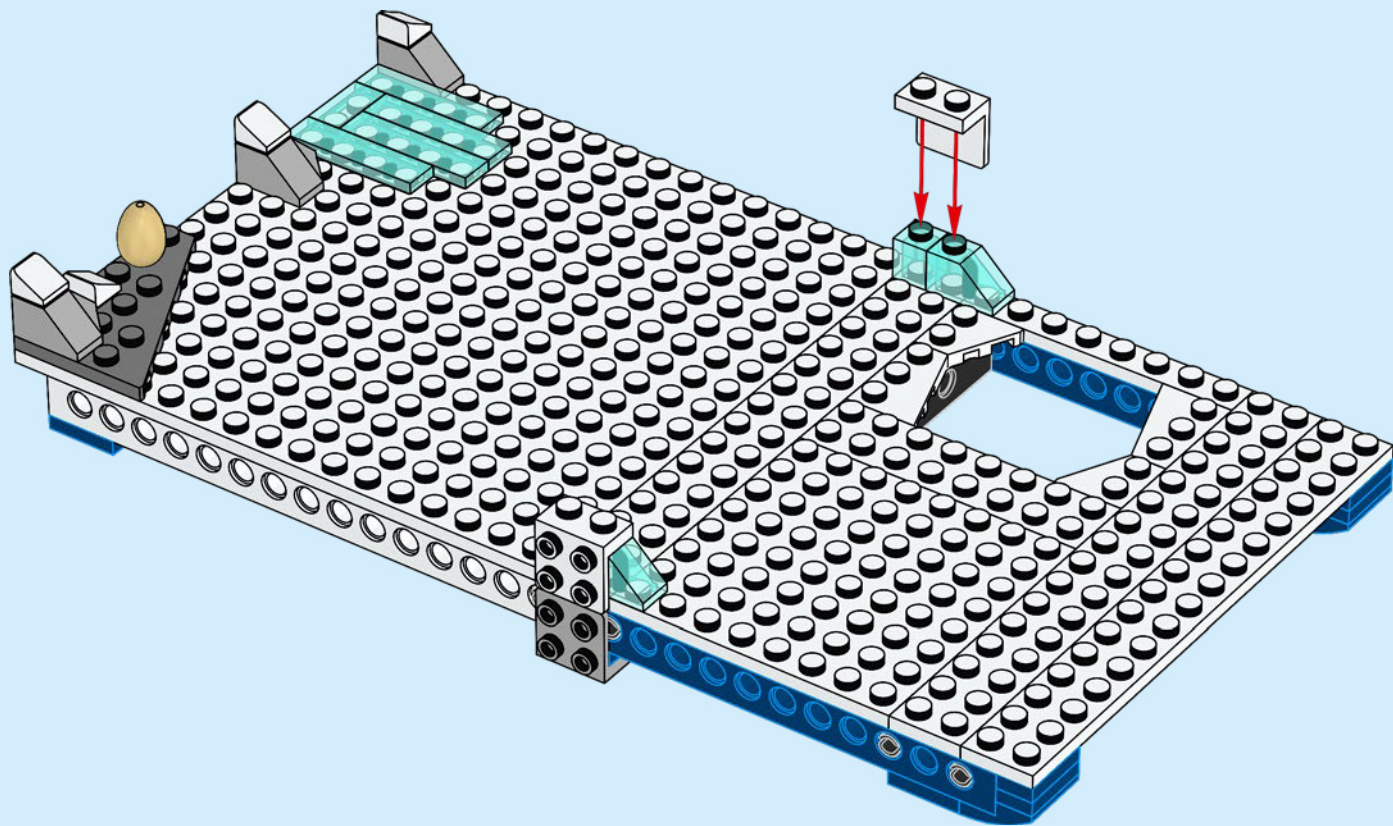
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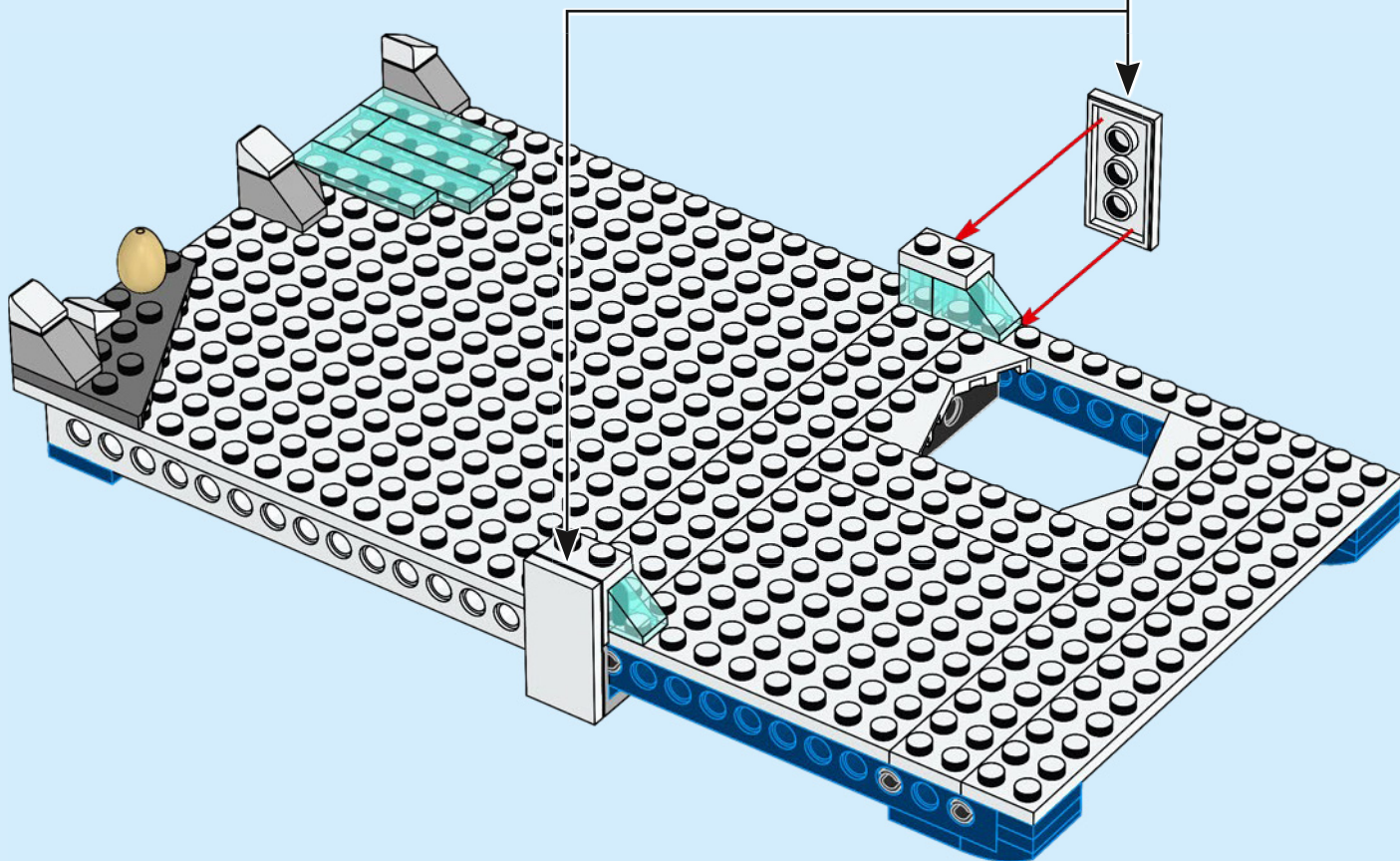
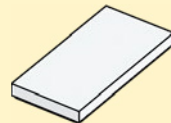
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28





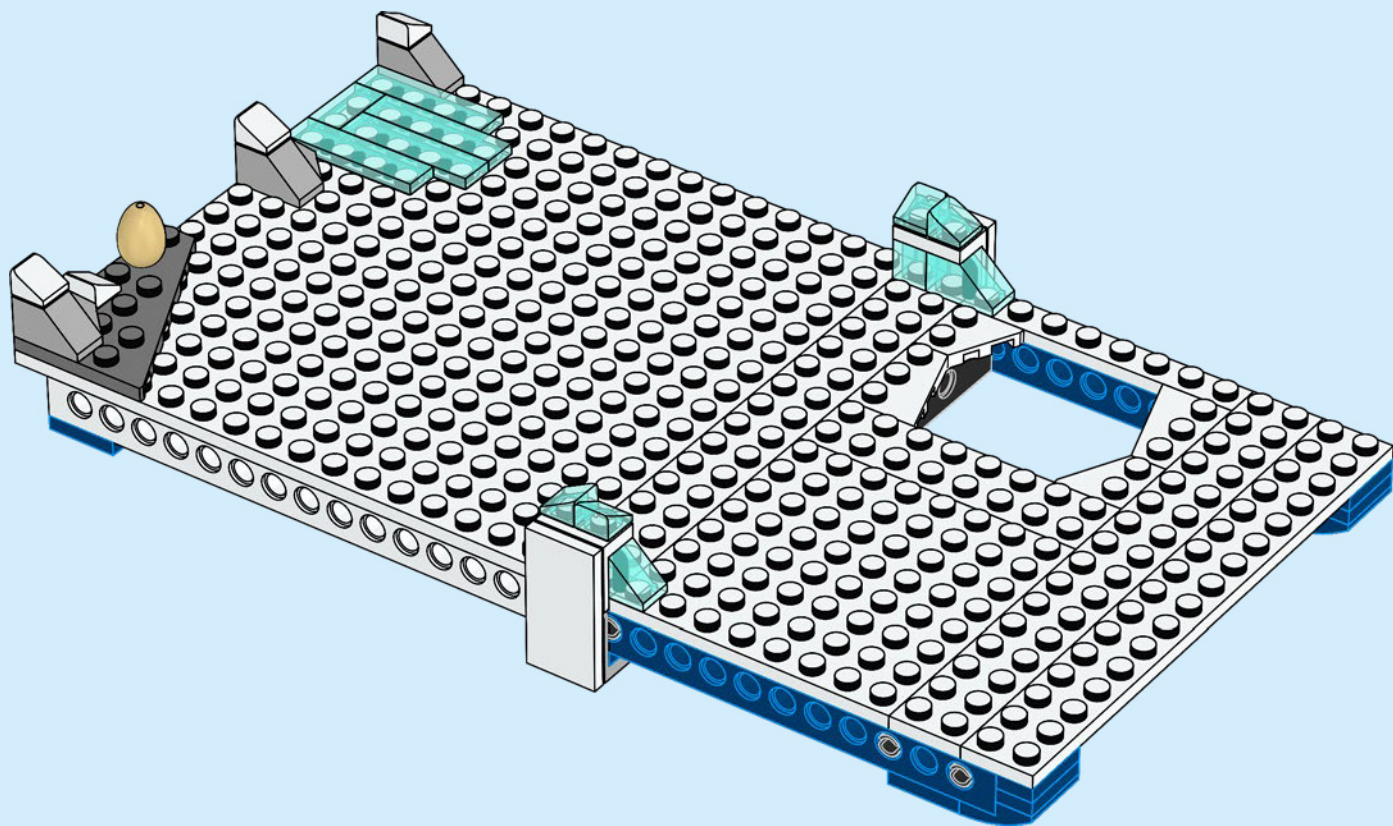
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4x

30





1x

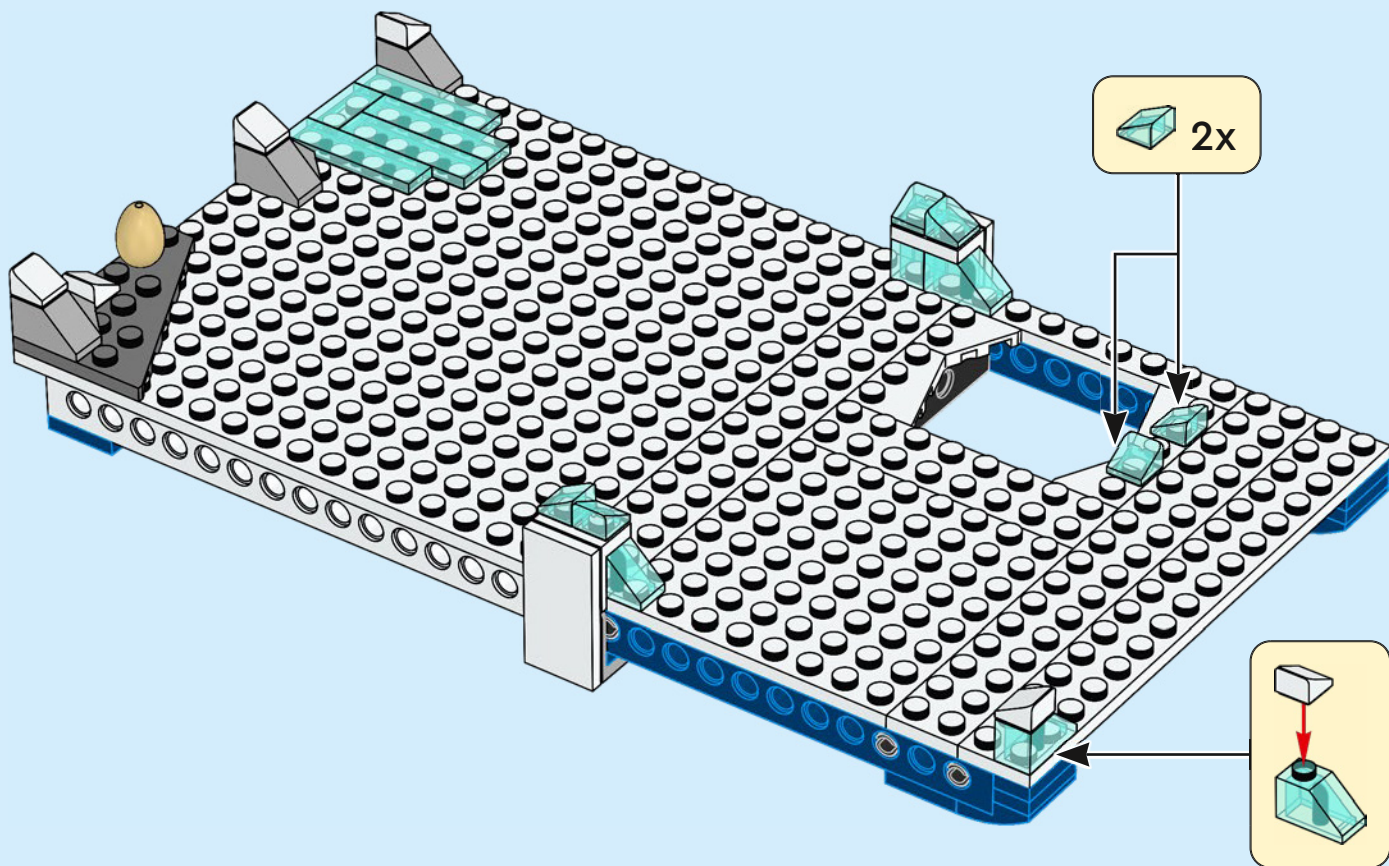


2x



1x

31



2x



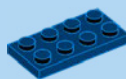
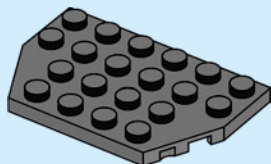


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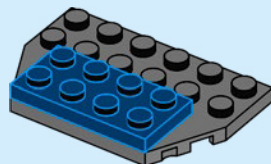
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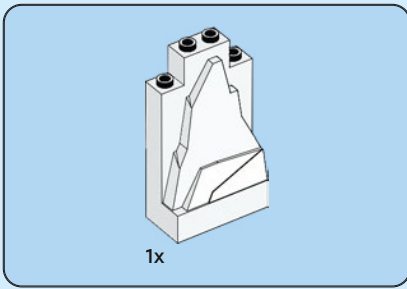
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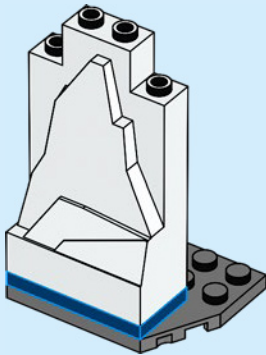
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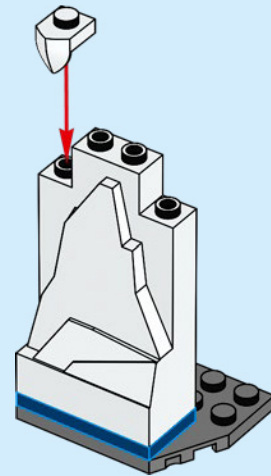




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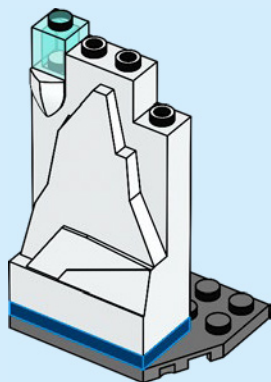
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1x

36

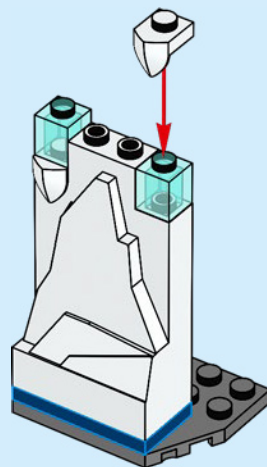


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1x

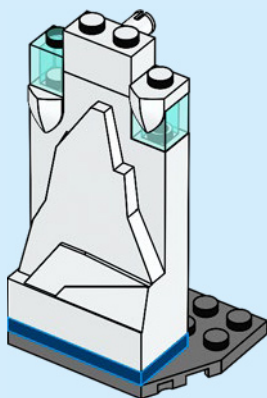
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1x

38



2x

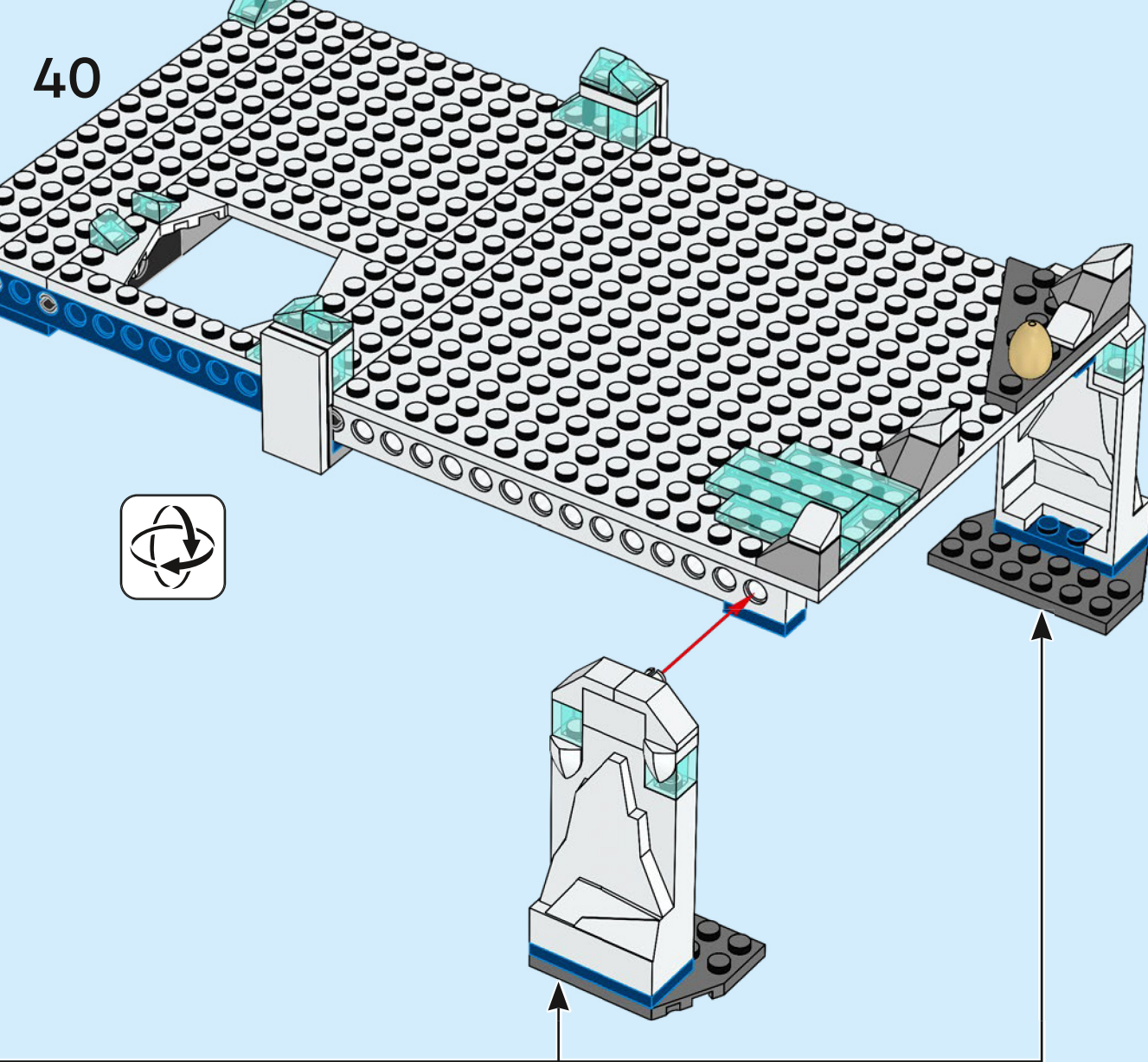
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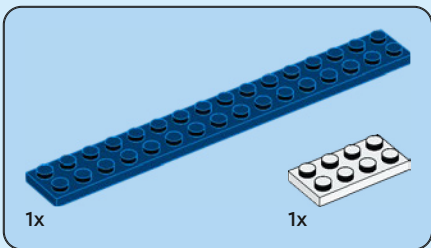


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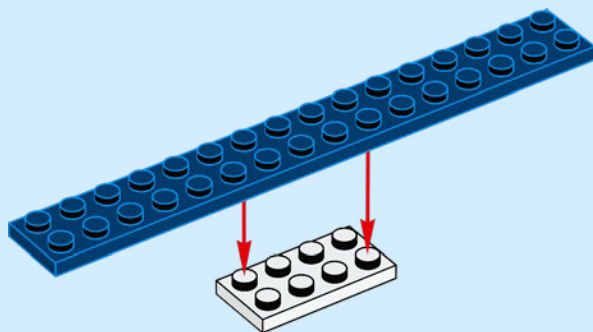


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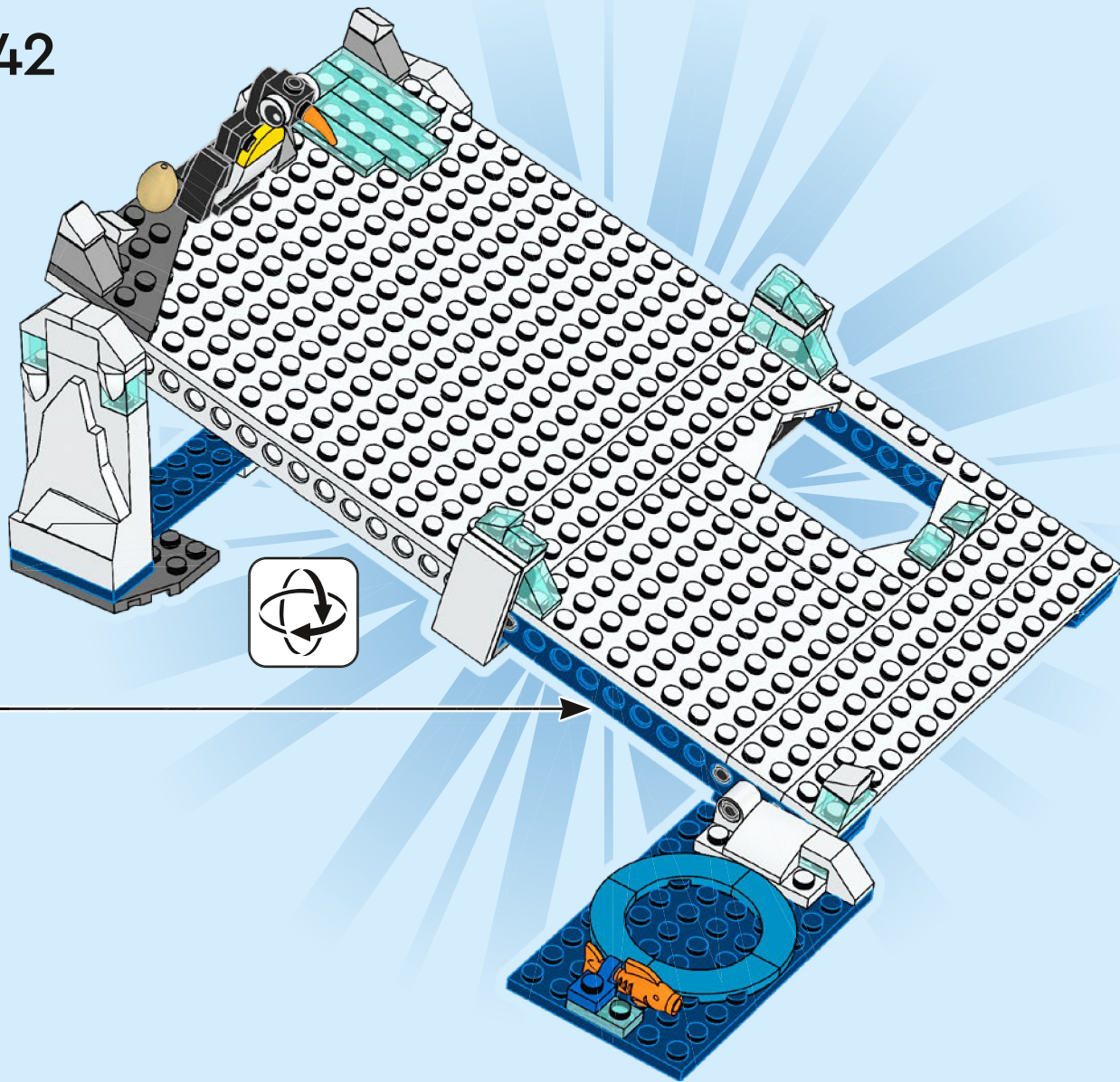


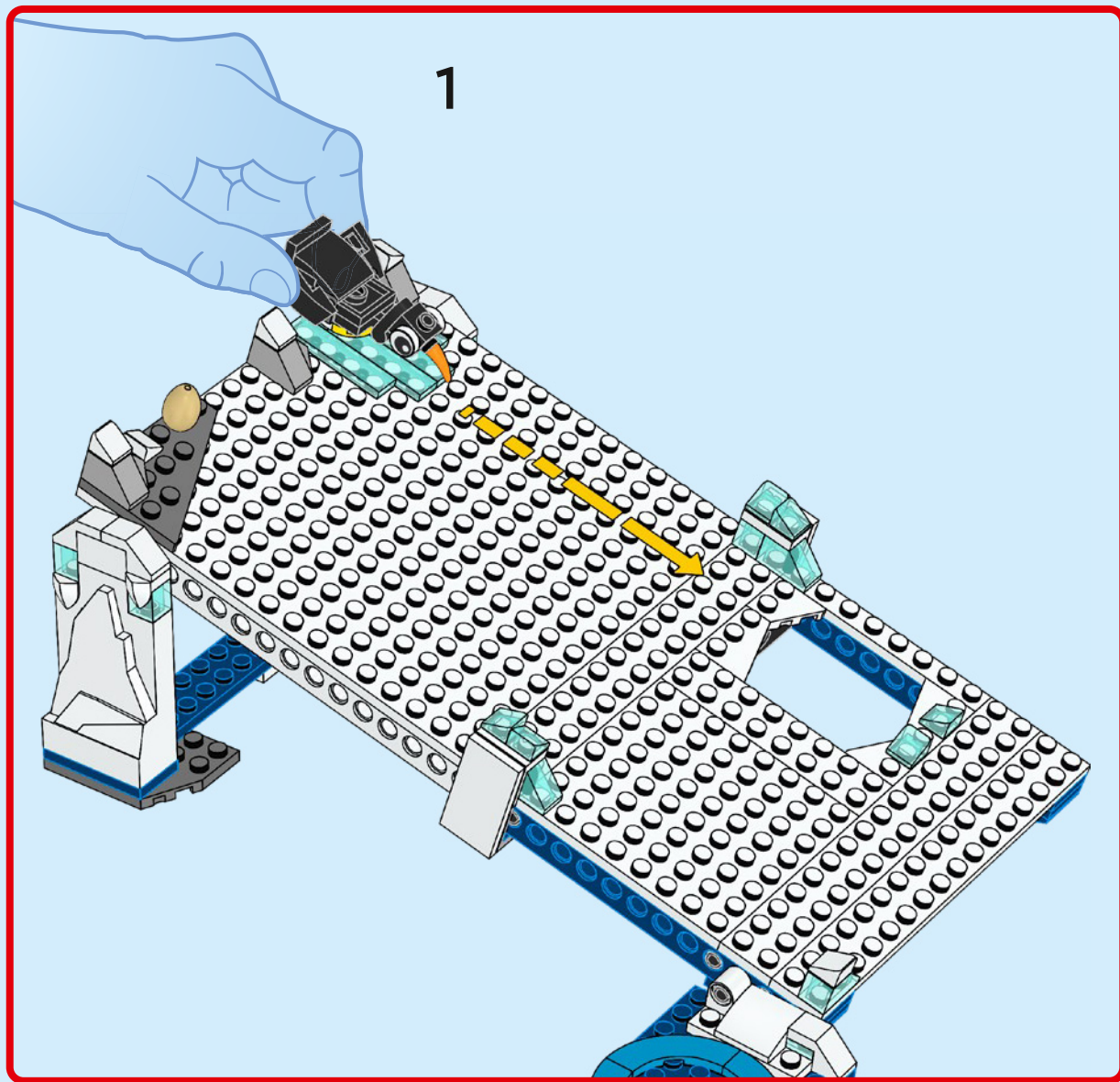


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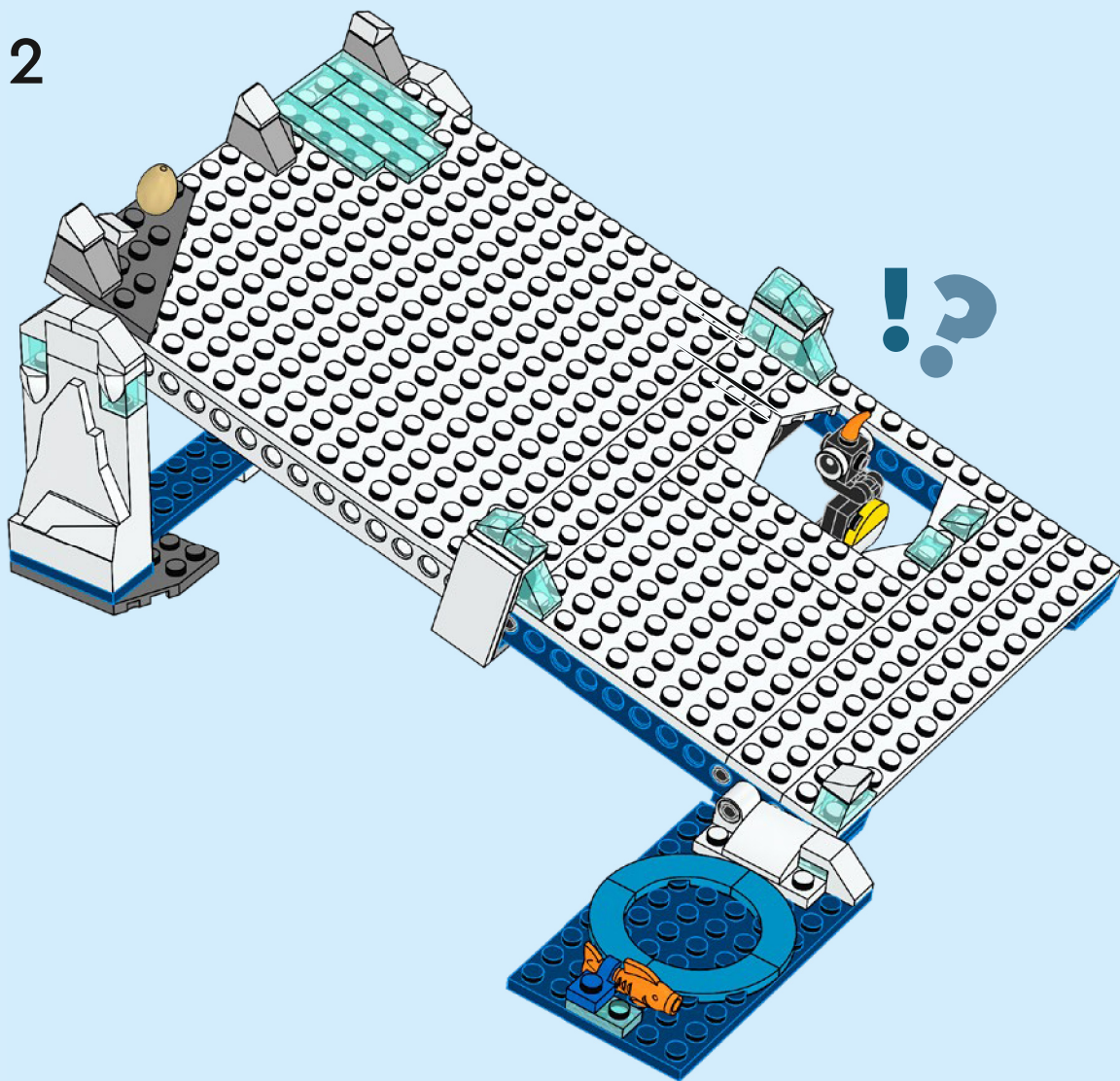


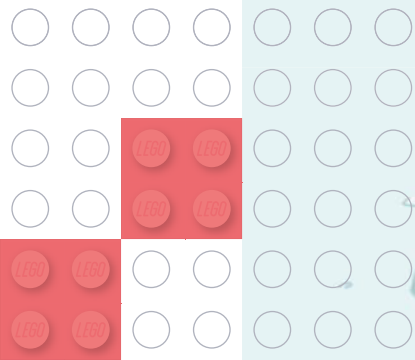
42





2



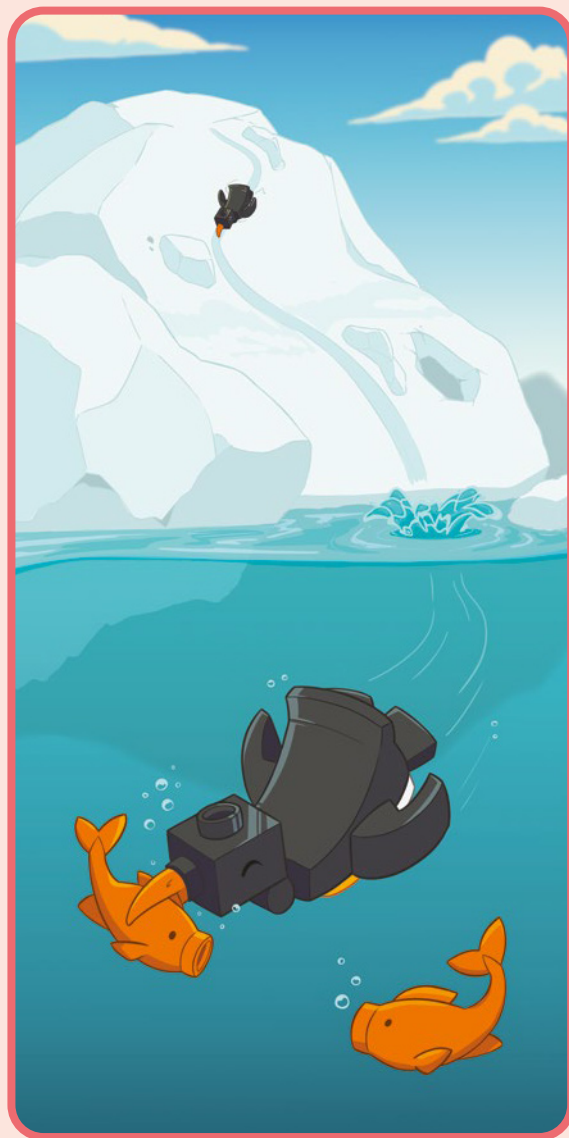
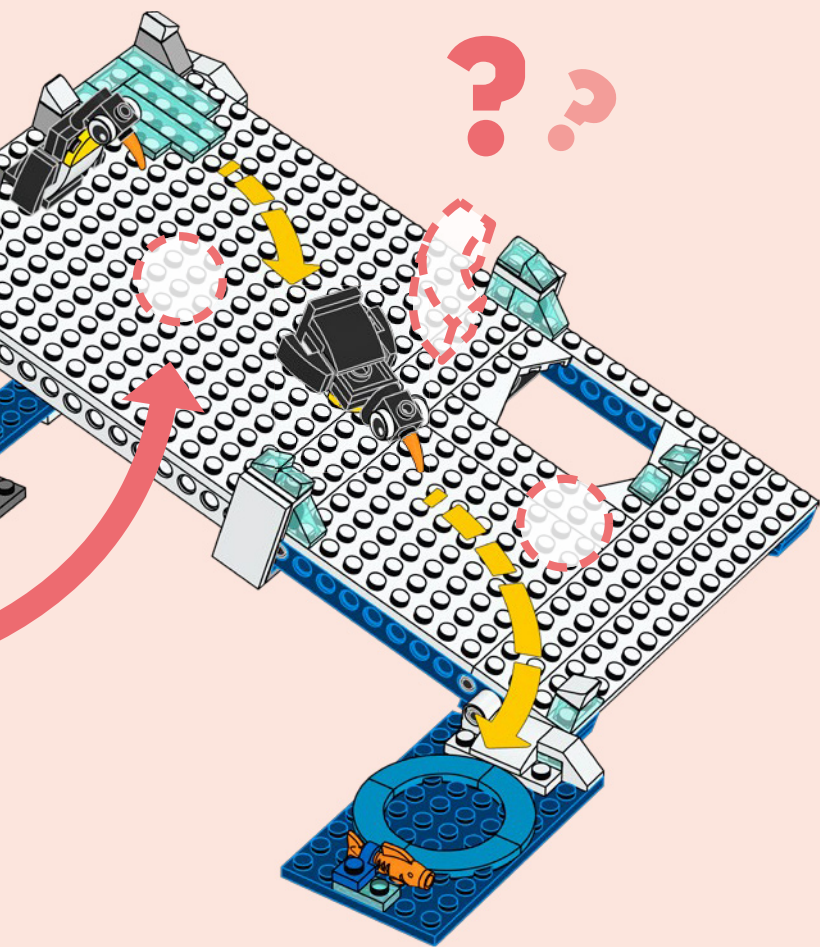


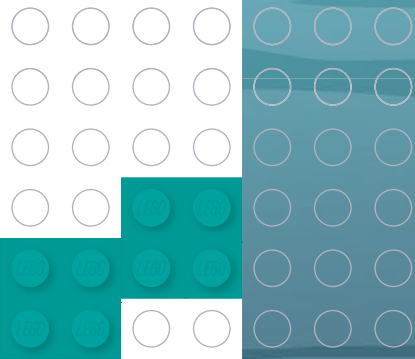




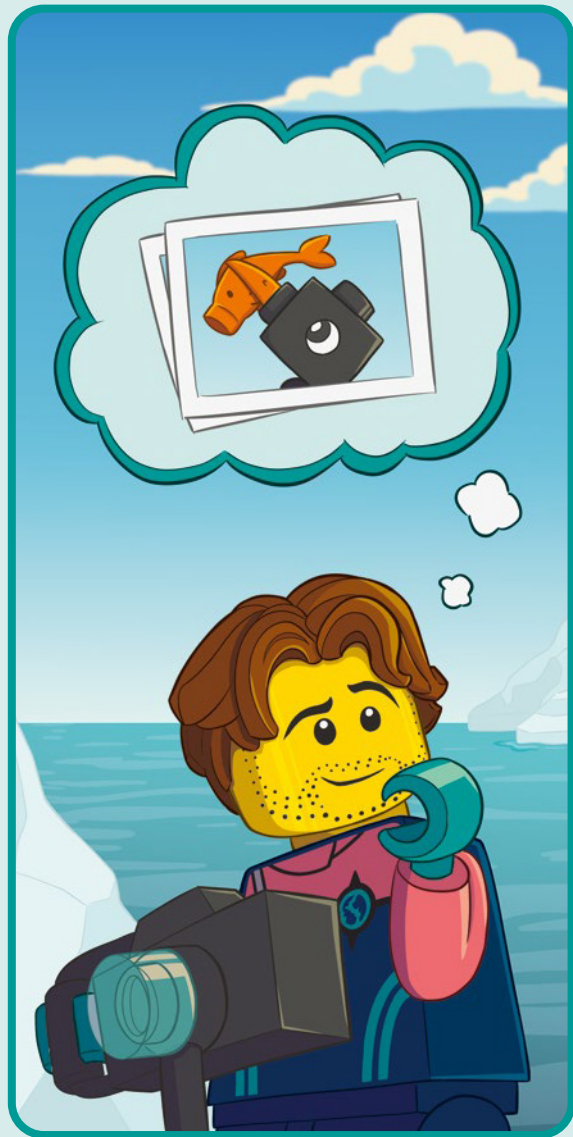
1











2

