Brick League

WEEKLY UPDATES

SPRING SESSION DATES

March 1, March 8, March 29, April 12, April 19, April 26
MAY 3 makeup date

DONT FORGET

- We have our make up class scheduled for the week following our final session.
- We will be sitting down with TRC to discuss concerns about room shifts, feel free to attend the meeting with us, or email us your concerns to be shared in our meeting.
- Be sure to check out the Immersive Art Experience The Art Of The Brick
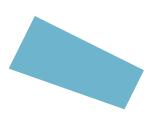-

https://theartofthebrickexpo.com/

FEEDBACK

We are so thrilled you are joining us on this fun STEM adventure together. We hope this league delivers educational challenges and lifelong friendships. If you have any feedback please email us at heybrickleague@gmail.com

Imagine. Invent. Inspire.

ART SCULPTURES 4/26/23

ENGINEERING DESIGN PROCESS

For each weeks challenge we will follow the engineering design process. Draw your idea today before building. This weeks challenge is an **art sculpture of yourself, or something you love.**

This weeks challenge is in honor of the art exhibition, which will feature over 70 works of art crafted from more than 1 million LEGO bricks, many themes, including a room with oversized sculptures (25-foot long), galleries celebrating human-kind and nature, and a short documentary about the artist Nathan Sawaya and how he creates his works. Use his work as inspiration for todays challenge.

Art is about discovering and creating ingenious ways of problem-solving, integrating principles and presenting information. By adding the elements of art to STEM based thinking we can tap into both sides of the brain!

- **Ask**- define the problem: make a sculpture that is all about who **YOU** are as a person, or something that makes you happy.
- **Imagine**- brainstorm possible solutions. What factors should be considered here? Making LEGO look like its rounded is a skilled building concept.
- **Plan**- think! sketch! label!
- pick a brainstorm idea, and plan your build
- **Create**- make a prototype and test it it fails, modify your plan. Be sure to look around the room, ask others questions.
- **Improve**-how can you modify your design to make it better?
- make your conclusion, iterate.