Brick League

WEEKLY UPDATES

SPRING SESSION DATES

March 1, March 8, March 15, March 29, April 12, April 19

DONT FORGET

- Please wear masks and use sanitizer at the beginning of each session.
- Who wants a LEGO League summer camp?
- Please feel free to utilize our feedback forum available on our website after each session. We value your experience and want to meet needs and make accommodations as needed for all.

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.

ON THE FARM HABITAT 3/8/23

ENGINEERING DESIGN PROCESS

For each weeks challenge we will follow the engineering design process. This weeks challenge is to design a habitat for one farm animal.
We will test your design by confirming the habitat has what the animal needs to survive and thrive.
In this lesson we learn about four animals typically found on a farm. A habitat is for a specific species and not a general environment; this is important because different levels of species have different levels of habitats.
Horse: While horses need a lot of space to run and create their herds. They need space to graze. They also need a shelter to protect them from the elements.
Chickens: chickens needs land to free range and graze, but they also need roosting space that is protected from the elements.
Pigs: the most common shelters for pigs are traditional pig arks with curved roofs and should be built to control temperature fluctuations.
Goats: goats need an indoor shelter to keep them safe and comfortable as well as ample safe outdoor space on which to roam, socialize, and forage. Goats also like to climb, so be sure to consider that so they dont climb out!

- **Ask**- define the problem:
  - what needs does your animal have?
- **Imagine**- brainstorm possible solutions
  - What building meets your animals needs?
- **Plan**- think! sketch! label!
  - pick a brainstorm idea, and plan your build
- **Create**- make a prototype and test it
  - Engineers work best in collaboration with others. Find an idea and build on it.
- **Improve**-how can you modify your design to make it better?
  - make your conclusion, iterate. How can you make your simple machine work best for your design? Challenge yourself beyond the design challenge.