










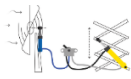






EMPOWERING: How will I grow in my learning?			
Nevada's Portrait of a Learner Skills and Mindsets	Alignment to LEGO Education Solutions	LEGO® Education Lesson Resource Examples	Lesson Description
Reflection	<p>The LEGO® Learning System empowers and engages students in inclusive, reflective hands-on investigation that invokes curiosity while contributing to self-reflection and awareness.</p> <p>LEGO solutions promote a balance in learning where all contributions are valued and relevant to the learning process.</p>	<b>BricQ Motion Essential (K-5+)</b> <a href="#">Free Throw</a> 	Explore the motion of a basketball when scoring a three-point throw. Can you score a perfect basket every time?
Curiosity		<b>Coding Express (PK-2)</b> <a href="#">O-Shaped Track Looping</a> Physical Coding 	Plan, build, and create an O-shaped track with repeating sequences. Were you successful? If not, what adjustments need to be made?
Self-Awareness		<b>BricQ Motion Essential (K-5+)</b> <a href="#">Lesson: Weightlifter</a> 	Explore the motion of a weightlifter as they train at the gym. How can mechanical advantage help them to lift more weight?
Balance		<b>SPIKE™ Prime (6-8+)</b> <a href="#">Repeat 5 Times</a> 	Use variables to count the number of sit-ups and calories burned during a workout.

CONNECTING: How do I build and sustain relationships and community?			
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Collaboration	<p>Our highly collaborative, communicative hands-on solutions encourage divergent thinking with collaboration and respect at the heart of what we do.</p> <p>Our hands-on solutions foster important STEAM skills while also nourishing social and emotional development.</p>	<b>SPIKE™ Essential (K-5)</b> <a href="#">Lesson: Trash Monster Machine</a> 	Work as a team to create a new way for minifigure Sofie and her friends to throw out their trash safely and responsibly.
Communication		<b>Unplugged (PK-8+)</b> <a href="#">Back-to-Back</a> Physical Coding 	Communicate how to create a blind build. PK-2 students can use 3 bricks; older students should use 6+ bricks.
Empathy		<b>STEAM Park (PK-2)</b> <a href="#">Lesson: Make a Machine to Help Mr. Bear</a>  <b>SPIKE™ Essential (K-5)</b> <a href="#">Solving Problems when Environments Change</a> 	Create a model to help Mr. Bear get up the stairs. How will you make it safe and fun?  Sofie learned that people will put a building in the wetland near her home. She's worried it will hurt the birds and other animals that live there.
Respect		<b>BricQ Motion Prime (6-8+)</b> Unit: Invention Squad <a href="#">Lesson: Broken</a> 	Figure out why something isn't working and fix it. Talk with your peers about the problems you found, the ideas you tried, and the solutions you came up with.

IMPACTING: How will I contribute to make an impact?			
Nevada's Portrait of a Learner Skills and Mindsets	Alignment to LEGO Education Solutions	LEGO® Education Lesson Resource Examples	Lesson Description
<b>Purposeful Impact</b>	LEGO® Education curriculum units are designed around playful narrative-based problem-solving with relatable themes that can develop young students into independent STEAM thinkers.	<b>SPIKE™ Essential (K-5)</b> <a href="#">Lesson: Your School Creation</a>  <b>SPIKE™ Prime (6-8+)</b> Unit: Kickstart a Business <a href="#">Lesson: Automate It!</a> 	As a culminating project to the "Quirky Creations" unit, create an invention to better your school!  Create and program an automated helper that can identify and ship the correct package based on color.
<b>Critical Thinking</b>	During each lesson, students brainstorm and develop creative, innovative solutions through trial and error while collaborating with their peers.	<b>SPIKE™ Prime (6-8+)</b> <a href="#">Lesson: Brain Game</a> 	Record multiple values at the same time in an array (list) and compare values.
<b>Creative Problem-Solving</b>	LEGO® Education is committed to leaving a positive impact on the surroundings in which we work. Our solutions encourage civic and sustainability awareness through relevant, hands-on learning experiences.	<b>STEAM Park (PK-2)</b> <a href="#">Lesson: Probability</a> 	In this lesson, students will learn about probability, making predictions, and recording data at the STEAM Park amusement park!
<b>Civic Engagement</b>		<b>SPIKE™ Prime + BricQ Motion Prime (6-8)</b> <a href="#">Lesson: Smart House - Go Green</a> 	Design, build, and program a smart home feature to minimize human impact on the environment.

THRIVING: How will I thrive?			
Nevada's Portrait of a Learner Skills and Mindsets	Alignment to LEGO Education Solutions	LEGO® Education Lesson Resource Examples	Lesson Description
<b>Resilience</b>	Our solutions expand the knowledge and build academic and 21st Century skills to support and create active, collaborative, responsible lifelong learners.  Through the building of foundational 21 <sup>st</sup> Century skills, students are provided with direct, hands-on opportunities that cultivate confidence and self-efficacy through challenging tasks. This intuitive system highly supports all learners, including ELLs, to navigate each lesson and engage with peers.	<b>SPIKE™ Prime (6-8+)</b> <a href="#">Hopper Race</a> 	Design multiple prototypes to find the most effective way to move a robot without using wheels.
<b>Courage</b>		<b>BricQ Motion Essential (K-5)</b> <a href="#">Tightrope Walker</a> 	Build a tightrope and help the tightrope walker keep her center of gravity, so she doesn't fall.
<b>Intellectual Agility</b>		<b>SPIKE™ Prime (6-8+)</b> <a href="#">Communicating with Light</a> <a href="#">Intro to Python Coding Course</a> <a href="#">All Courses</a> 	Write a program to control the light matrix to show images and write words.
<b>Integrity</b>		<b>SPIKE™ Essential (1-5)</b> <a href="#">Preparing for the Weather</a> 	Daniel learned that strong storms could damage pet houses. Help him design a pet house that keeps animals safe even in storms.