The Discover More Game

Why should your child have all the fun?

Discover More helps families to be playful together, supporting the FIRST® LEGO® League program and STEM learning.

- Play together to explore teamwork, expression, and collaboration, and challenge yourself to solve the tasks.
- Activate your brain and build STEM skills in a hands-on way.
- Be sure to modify the game with your own tasks and house rules to discover new ways to play.

Let’s get started
Together with your child, take a set of 6 bricks each. Both of you will make a tower, balancing your six bricks, short end to short end.

☐ Try changing the hand you use or close your eyes.
☐ Try building a tall tower with all 12 bricks.
☐ Talk about how you both managed to balance your bricks.
☐ What made it easier or harder to build the tower?

Now let’s play

<table>
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<th>SETUP</th>
<th>PLAY</th>
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<tr>
<td>1. Gather a die, your family, and your Discover More set.</td>
<td>4. On each turn, the player rolls the dice and moves in any direction.</td>
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<td>2. Each player finds a token to place in Home.</td>
<td>5. Score a point for completing a task of the type you land on.</td>
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<td>3. Roll to see who goes first.</td>
<td>6. The object of the game is to earn 12 points among all players.</td>
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Scan for more activities!

FIRST® LEGO® League introduces science, technology, engineering, and math (STEM) to children ages 4-16 (ages vary by country) through fun, exciting hands-on learning. The program consists of three divisions by age group: FIRST LEGO League Discover (ages 4-6); FIRST LEGO League Explore (ages 6-10); and FIRST LEGO League Challenge (ages 9-16).
For additional fun, color in the icons and board!

The Tasks

**Tricky tower**
You have 30 seconds to build the tallest tower you can.
Build with all your bricks without the tower falling down to win a point!

**Creature story**
Build a crazy creature and tell everyone about it. Does it have magic powers or special abilities?
Describe it to win a point!

**Memory game**
Put 6 bricks under a sheet. Close your eyes and someone takes one item.
Name the missing object and its color to win a point!

**Back to back**
Sit back to back with someone. Build something with 3-6 bricks.
Describe what you've built and have them copy.
Win a point each if your models match!

**Whisper picture**
Pick someone to whisper a word in your ear, like 'tree'. Build that object with your bricks.
Win a point if someone guesses what you've built!

**What is it?**
Build something with your bricks. It can be anything, like an animal or a vehicle.
Hold it up and make the noise it makes.
Win a point if someone guesses what you've built!

**Memory model**
Pick someone to build something with 3-6 bricks. They hold it up for 10 seconds for you to see, then hide it.
Build an exact copy of the model to win a point each!

Find out what to do next at www.firstlegoleague.org/discovermore