



"Hands-on learning has benefitted many young minds. As we continue to grow in this area, **emphasis on creative and meaningful hands-on experiences** should be used to reach a greater, and more diverse population of students."

*Lynne Boucher
STEAM Director & Educator*

Growing critical thinking skills through complex, engaging and personally relevant STEAM challenges

LEGO® Education SPIKE™ Prime is the go-to STEAM learning tool for pupils in years 7-9. Combining colourful LEGO building elements, easy-to-use hardware and intuitive drag-and-drop coding language based on Scratch, SPIKE Prime continuously engages pupils through playful learning to think critically and solve complex problems, regardless of their learning level. From easy-entry projects to limitless creative design possibilities, SPIKE Prime helps pupils learn the essential STEAM and 21st century skills needed to become the innovative minds of tomorrow - while having fun.

Curriculum-aligned Unit Plans

In addition to the Getting Started material, the LEGO® Education SPIKE™ App comes with 4 unit plans of curriculum-aligned STEAM content focusing on Engineering and Computer Science. Designed for pupils in years 7-9 and optimised for 45-minute lessons, these units accelerate STEAM learning by consistently engaging pupils to think critically and solve complex problems, regardless of their learning level. Comprehensive online lesson plans with a wealth of accessible, interactive support material give teachers everything they need to deliver lessons with confidence, whatever their previous experience.

To learn more about content and activities, visit:
www.LEGOeducation.co.uk/SPIKEprime

SPIKE Prime offers lessons for:

- Engineering
- Computer Science
- Science
- Competitions
- Technology



SOLUTION INCLUDES:

SETS & APP

- SPIKE Prime Set
- SPIKE Prime Expansion Set
- LEGO® Education SPIKE™ App

UNIT PLANS

- Invention Squad
- Kickstart a Business
- Life Hacks
- Competition Ready

SUPPORT

- Getting Started Material
- Lesson Plans
- Assessment Tools
- Technical Support

ADDITIONS

- Accessories & Replacement Pack
- Training & Professional Development



Based on the Scratch Coding Platform with your Choice of Operating System

Supported Operating Systems: iOS, Chrome, Windows 10, Mac and Android



LEGO® Education SPIKE™ Prime in Competition and After School

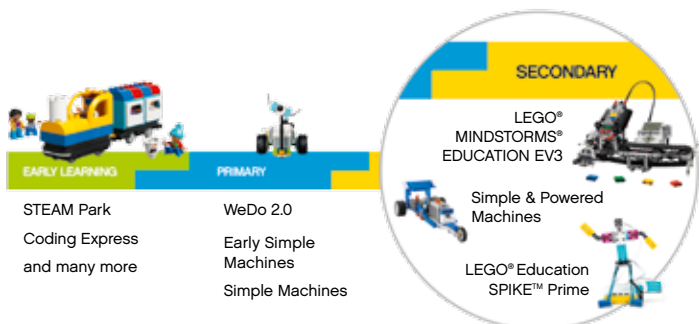
LEGO® Education SPIKE™ Prime also brings STEAM creativity and engagement into robotics clubs, coding programs and maker spaces. For robotics competitions such as *FIRST*® LEGO League and World Robot Olympiad, the SPIKE Prime Expansion Set and Competition Ready unit help empower pupils and teachers who are new to robotics and in need of more formalised training.

The final lesson of the unit has direct ties to the annual *FIRST* LEGO League Robot Game, making this the ideal start of the exciting Competitions journey in or out of the classroom.

Visit:
www.LEGOeducation.co.uk/competitions

A LEGO® Education Continuum of Learning

Studies have shown that being physically engaged before, during, or after learning helps your brain retain that information better. LEGO® Education believes that hands-on learning is an effective way to teach pupils of all levels skills like problem-solving, critical thinking, and more.



Whether you are working with the youngest pupils just beginning to make sense of the world around them, or teaching design engineering principles to advanced learners, sound STEAM solutions from LEGO Education help you engage your pupils with real-world, relevant projects.

About LEGO Education

LEGO Education offers hands-on, cross-curricular STEAM solutions for early learning, primary and secondary education, competitions, and after-school programs. We provide subject-specific activities, from guided to open-ended, that are aligned to curriculum standards and our values of quality, safety and sustainability.



Learn more at
www.LEGOeducation.co.uk