



# Adapter Programme (Age 3-4)



## OBJECTIVE

Instill a love for Science and Math while cultivating motor and spatial visual skills through building LEGO® models that illustrate real-world principles. These structured lessons and activities aim to **create a fun and educational experience**, fostering early **development** in essential STEM areas.

## Educational Tools



## Skill Acquired

- ✓ **Fine Motor Skills:** Strength, manipulation, precision
- ✓ **Visual Spatial Awareness:** Understanding spatial relationships and geometry
- ✓ **Language Skills:** Learning new terms, labeling
- ✓ **Social Skills:** Interaction, communication, listening, self-expression

## Lesson Outline



### Object & Shape Recognition

- ★ Identifying & distinguishing LEGO® pieces



### Assembly

- ★ Connecting & disconnecting LEGO® pieces



### Visual Spatial Perception & Activities:

- ★ Assembling 3D LEGO® models from 2D instructions
- Activities:  
Shape sorting, pattern copying, puzzle assembling, matching games, simple mazes



### Social Interaction / Purposeful Play

- ★ Engaging in interactive play using LEGO® builds

## Science Topics

- ✓ Light
- ✓ Sound
- ✓ Colour
- ✓ Shape
- ✓ Direction
- ✓ Speed
- ✓ Temperature

## Maths Topics

- ✓ Counting from 1-20
- ✓ Comparing objects

## Student's Outcome.

### 1. Lifelong Learning and Curiosity

- ✓ Instils a love for learning and exploring new concepts.
- ✓ Encourages continuous learning beyond the classroom.

### 2. Development of Collaboration and Communication Skills

- ✓ Promotes teamwork through group projects and activities
- ✓ Enhances communication skills by explaining ideas and processes.

### 3. Increased Engagement and Motivation:

- ✓ Makes learning interactive and enjoyable.
- ✓ Keeps students engaged through practical, real-world applications.



**Mini Cooper**



**Rocket Ship**



**Cotton Candy Machine**



**Bumper Car**



**Crane**



**Spinning Carousel**