

BRINGING JOY TO LEARNING

INSPIRING STUDENTS THROUGH PURPOSEFUL PLAY

THE NEED TO RE-ENGAGE OUR STUDENTS

Recent disruptions in learning have caused a large number of students to disengage from school, and it is up to us to change this and reignite their joy. By bringing hands-on learning and purposeful play into the classroom, we can re-engage students and nurture their STEAM and 21st century skills to set them up for future success.

*"The enjoyment of learning is linked to early skill development."*¹

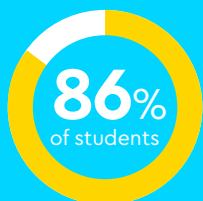
THE POWER OF LEARNING THROUGH PLAY

Learning through play cultivates the physical, intellectual, emotional, and creative abilities of students.² These joyful experiences can give them three key skills they'll need to become lifelong learners:



COLLABORATION

Collaborative settings help students develop essential communication skills while giving them the confidence to connect with each other and their studies.



emphasized that friends and teachers brought the most joy at school³

CURIOSITY

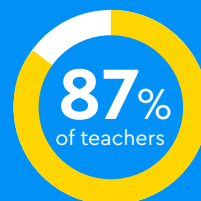
Curiosity is associated with positive emotions, lower levels of anxiety, and greater psychological wellbeing.⁴ Fun and positive environments encourage inquisitive learning and 'aha' moments that foster rewarding experiences.



*"Curious people are happier."*⁵

CREATIVITY

Joyful environments keep students actively engaged in their education by inspiring creativity—helping them develop problem solving skills and connect their learning back to the real world.



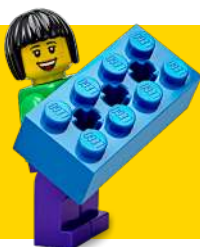
agree that students learn the most when they can creatively express what they know⁶

LET'S BRING JOY BACK TO LEARNING

Joyful learning creates "an inclusive learning environment in which all students are able to engage and contribute."⁷ The LEGO® Learning System helps cultivate this positive experience for both students and teachers, meeting them wherever they are in their learning journey and setting them up for success.



*"The brain is increasingly open to learning when learning is joyful."*⁸



LEGO® Education offers a range of hands-on, playful STEAM learning experiences based on the LEGO® system of bricks. Encouraging creativity, collaboration and critical thinking, LEGO® Education solutions help learners build resilience and confidence in learning through the power of purposeful play.



¹ Play, Create and Learn: What Matters Most For Five-Year-Olds—OECD, <https://www.oecd.org/education/school/early-learning-and-child-well-being-study/>
² Victorian Early Years Learning and Development Framework, <https://www.education.vic.gov.au/Documents/childhood/providers/edcare/eviintegteac.pdf>
³ Aberdeen University—How to Increase Joy at School?, https://www.abdn.ac.uk/education/documents/journals_documents/Volume_24_2_Research_and_Children_in_the_North/EITN_24_2_ARTICLE_Uusiatti_Leskisenoja.pdf ⁴ Frank D. Fincham (Florida State University), Todd B. Kashdan (George Mason University) and Paul Rose - Curiosity and Exploration: Facilitating Positive Subjective Experiences and Personal Growth Opportunities, <https://pubmed.ncbi.nlm.nih.gov/15151805/> ⁵ University of California—Greater Good magazine—Benefits of Curiosity, https://greatergood.berkeley.edu/article/item/six_surprising_benefits_of_curiosity ⁶ Gallup (2019) - Creativity in Learning, <https://www.gallup.com/education/267449/creativity-learning-transformative-technology-gallup-report-2019.aspx> ⁷ University of San Diego, <https://onlinedegrees.sandiego.edu/steam-education-in-schools/> ⁸ Arcadia University—Developing Costa and Kallick's Habits of Mind Thinking for Students with a Learning Disability and Special Education Teachers, https://scholarworks.arcadia.edu/cgi/viewcontent.cgi?article=1004&context=grad_etd
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