



Learning Range

Preschool Computer Skills

First in a series of Age Specific Introductions to the Use of the Computer

THE COMPUTER TUTOR PATOOTER 3000

A story driven, character based, activity rich and “Common Sense” introduction on how to use the computer for your advanced preschool scholar. The child learns and develops comfort in using basic computer skills in a “Play-to-Learn” LEGO/Duplo environment. Through multi-subject and capability specific levels of interaction, the child will learn:

- I. Use of the mouse: roll over, click and drag**
- II. Use of the keyboard arrows/navigation techniques**
- III. Basic documentation skills/cut and paste, save and print**
- IV. Use of page links and menus**

AGES: Boys and Girls, ages 3 to 5

SUBJECT: Basic computer skills for preschool preparation for the digital future.

FEATURES:

An innovative and fun way for preschool kids to become comfortable with basic computer skills and develop practical skills for their future in the growing and demanding digital world.

- **100+ activity-based “play to learn” experiences to develop computer skills**

such as games designed to create an understanding of mouse behavior and computer functionality for the preschool child.

- **Free form exploration** of several LEGO story worlds with the ability to control it through the use of the computer functionality learned, click and drag, etc. (unlimited play time)
- **Creativity** with documents is learned through various cut and paste features with images and icons that can be saved and printed. (unlimited play time)
- **Curriculum based multi-subject activity screens and topics in art, math and the physical sciences** to provide a “what your child needs to know before entering school” program.
- **Original Songs, Riddles and Stories** such as “How the Brick Got It’s Bumps” to encourage story telling skill development.

GAME PLAY

A Duplo tiger cub, your friendly host, will greet you and show you how the cursor moves on the screen when you move the mouse. He suggests trying to touch him with the cursor. When successful, he giggles and hops to another spot. It is a white and clean background with an occasional plant or sleeping animal. If the cursor rolls over the plant or animal, a triggered comment and animation will occur. Sometimes, surprises like balloons are released where you are encouraged to touch them for silly results.

Continue to touch your guide with the cursor and he will eventually jump towards a toy box where he invites you to click on the box to open it. A roll over will prompt a comment and an invitation to click on it.

Your host can always show you how, if you pause too long. When you click on the toy box, it opens and out springs Duplo bricks of all colors.

Click on the bricks and a quick-build occurs. Each brick chosen will determine what is built. Surprise becomes knowledge as the child familiarizes with each environment. Without surprise there is no delight. Character and skill based friends will invite you to select an entrance to one of several themes. A screen switch occurs which unfolds to a play theme environment where you participate in the activities described above.

Subsequent Products

There follows a series of basic computer skill-development products designed for older kids that require a more in depth look into how to use a computer and how it works. These products will provide more interfacing and hands on work with navigation, creative documentation preparation and research techniques. The higher levels will provide encouragement and suggestions for exploring online.

Additional features would include a fantastic voyage through the inner workings of the computer. Meet the mouse behind the mouse and discover how it works. Later products will include web page familiarity and the creation of multimedia for school projects. A possible link to online tutoring is also considered.



Learning Range

DUPLO TOWN

The town of Duplo is a great place to raise your...self. You can't find it on any map but it's right there next to any child's imagination.

AGES: Boys and Girls, ages 3 to 6

SUBJECT: The three R's of Responsibility, Respect and Role-Playing fun in a creative LEGO/Duplo "Play-to-Learn" experience.

FEATURES:

Unlimited Play Potential in:

- **Creativity:** Choose where and what to build and place houses, buildings, parks and roads to make your own neighborhood. Learning with simple build activities.
- **Customization:** Change your own home with color, decorations, furniture and accessories. Fun with simple building activities.
- **Role-Playing:** Choose between being a Mom or a Dad who works for the Search and Rescue, Medicine, Food, Construction or Postal Services.
- **Activities:** Role specific activities approximately 10 each (100+) all require multiple- subject solutions and critical thinking
- **Household and Yard Chores:** Challenges with household chores... all kinds from mending the fence, building a swing to replacing light bulbs.
- **Socialization:** Meet your neighbors and organize a "block party"
- **Save your world:** Save and print some of your more fantastic creations
- A humorous and engaging **friend that can help** you whenever you need him to.

GAME PLAY

After an engaging introduction, you are invited to select a location to build your neighborhood in the mountains, along the beach, the desert, on the moon. A quick build occurs when you select certain bricks. A roll over tells you what it is and what to do. Customize all in sight. Choose who you are: a Mom or a Dad. Select your job and accept the responsibilities and duties. Each role requires activities: rescue a cat from the tree, capture a bandit, make 12 pies, etc. Each requires cognitive thinking and skills that can be learned via friends you meet.

At the highest level of play, you'll meet your neighbors and have one heck of a block party.

SUBSEQUENT PRODUCTS

Follow up products of inexpensive add-ons to the core product which are specific to the child's interest, abilities and gender choices:

Garage, Beauty Parlor, Shops, Restaurants, Ballpark, etc., each with location specific activities to add to your neighborhood.



Learning Range
INVENTURES

First in a series of learning specific products where you "Invent Your Own Adventures" through the LEGO/Duplo "Play-to-Learn" experience. Click and drag

attribute specific bricks to create your own world to explore. Select skill specific characters to trigger events and activities for unlimited play.

AGES: Boys and Girls, ages 3 to 5

SUBJECT: MATH

Each product in the INVENTURE series will emphasis a curriculum based topic by exploring it through several means to understanding. This first product will emphasis math through a multi-perspective understanding of the world through seven types of intelligence: Spatial, Musical, Artistic, Kinesthetic, Interpersonal, Intrapersonal and Mathematical. Seven major skill specific characters will present different views to understanding and solving mathematical challenges. Math is the universal language of nature as evidenced in patterns, colors, sounds, symbols and events. Through the consequences of creative construction, and skill specific character selection, basic math-decisions and implied physics for the preschool scientist are explored. This story based adventure activities allow for free form exploration and discovery within a child's own intelligence type and conceptual capabilities for a bigger picture of the world to explore and have fun with Math.

FEATURES:

- Through brick selection, create one of four environments to explore: The Jungle, The Land of Dinosaurs, The Farm and The Home
- Select skill specific characters to interact and learn with. i.e. Math, Art, Music, Language, Science, Movement and Social Skills.
- Original songs, riddles and stories
- Unlimited play-ability
- Customize and maximize personal experience
- Over 100 curriculum based activities of the child's own choosing

GAME PLAY:

After a brief introduction from your host and friend, you are invited to make a selection of bricks, which determine your location. You determine placement for the main characters.

For instance:

- 1) Bring the math savvy character to the farm environment and you and the animals participate in a math activity. Place the Musician in the same scene and a song about math occurs. Place the Athlete and a dance occurs.
- 2) Place the Artist in the same scene and you can color and decorate with suggestions from the animals. A mathematical understanding of color takes place: gradation, saturation, hue, etc.

This is a wonderful way for the child to investigate and learn about the world and be empowered by his or her own decisions in a story context. For example,

If you build and enter the Jungle of Jumble, Oops the monkey loves to take things apart. This is great fun for him but for the other animals in the jungle, it's a bit confusing. Oops puts trees on the elephants and flowers in the fridge.

Although everyone in the jungle has individual skills like building or coloring or adding or subtracting, they need each other's help to get things done. That's why they invited you, to help sort things out. Of course, you can always play with Oops and put things in funny places. It still makes everyone laugh.

If you build and enter the Land of the Dinosaurs, You encounter adventures with dinosaurs such as the Addasarus and the Subtractasaurus. You'll explore this unknown land of 100 bricks and gather inventory (find em, count em and use em). Sometimes, you'll have to find two yellow bricks while other times you'll need three red ones to create rides for you and your dino-pals. Other times, you may be asked to find a combination of bricks that equal the brick labeled "3". Three "1" bricks would work or a "2" and a "1" brick. You'll need two equal towers in order to build the ride.

If you build and enter the farm, You encounter adventures with farm chores and fun. You'll assist in the care and feeding of animals. Two apples and one bucket of water for the pony and then you can ride him about. Three new ponies mean three new stalls to be built.

If you build and enter the house, You encounter adventures with household activities. Customize, expand and repair your home.

Subsequent products would emphasis different curriculum based subjects in Science, Language, Art, Music, Social Skills, etc.



Learning Range

WORD PARTNERS

A Western theme adventure in a land of words and meanings for preschool fun. Explore Verb Canyon and the Hill of Nouns where you'll find challenges and activities to advance the story and save the day for the town folk. Some citizens can't do anything because they have no verbs. You find a verb brick and a roll over will prompt its meaning. Bring it back and they can do what they need to do or do something silly. Some people need nouns, etc.

AGES: Boys and Girls, ages 3 to 6

SUBJECT: Preschool vocabulary and grammar basics

FEATURES:

- Practical and humorous use of simple grammar in a construction environment. Verb bricks for action, noun bricks for props, adverb and adjective bricks for customizing.

- Find and use the bricks to create a story or help a friend. A mouse roll-over on found color coded bricks will say what the word is. You decide which to use for solving situation or for silly and zany fun.
- Age controlled vocabulary.
- Personalize and customize the town.
- Unlimited exploration and construction play. Meet the people in town. Progress play through levels capability specific play..

STORY/ GAME PLAY:

1) After installation and splash screen start-up, a lone figure on a horse and a rider-less horse approaches you from the distance. It is a white screen. The figure greets you with a good ol' western howdy and offers you the horse and invites you to click on it. You click on the horse and an animated ride takes you to the town where you are greeted by the town's folk in the first person-perspective.

The town's folks greet you and invite you to a "barn raising". The toy box is wheeled out

And you are asked to open it and select the bricks to build the barn. You can color and customize, as you'd like. Only problem is the town folk can't begin without an action word brick so a posee is formed and you search for a verb. Bring back a verb and you build the barn.

2) A locked-in build activity where the bricks hit the spot when selected to create the barn starts the interactivity. Once completed, you are invited to explore about town. People congratulate you on the fine new barn you made. There's chores a'plenty in the town, from painting the side of a building to mending the fence on the outskirts of town, all requiring a noun, verb, adverb or adjective.

Level 1: Exploration and simple construct activities of pattern matching and color matching and spatial relationships. In a very hotspot rich environment, you are encouraged to discover surprises. One such discovery will trigger Level 2.

Level 2: Storyline. A pony broke loose, through no fault of yours, but the coral fence was knocked over and if we counted correctly 4 are missing. Clues and advice will guide you to find the missing ponies. Your quest will take you to the Indian village where you will meet new friends and they help in your search. Simple builds of bridges to cross creeks and chasms may be required. One Pony got loose in the "outside world". Through a secret passageway, you enter a real-life video and you must find the lost Duplo pieces. Click on them and they return. Successful hunt leads you to level three.

Level 3: Return the ponies to the coral and repair the fence. You are given a hero's celebration and pow-wow where rides are built and used and you can watch or be a part of the parade downtown.

Subsequent products of age specific increased vocabulary and language use would be available for first grade, second grade and third grade.



Learning Range

ANI-MATES

Animal Pals

To be a bee or not to be a bee. Ever wonder what it would be like to be a bee? Or a monkey or a lion or a kitty or a dog or maybe even a Duplo boy or girl? Well, now you can with this product designed for preschool nature exploration.

AGES: Boys and Girls, ages 3 to 5

SUBJECT: The nature of animals and their differences is explored through fantasy role playing, pattern matching and critical thinking.

FEATURES/GAME PLAY:

- Explore one of six worlds by selecting a bee, a monkey, a lion, a dog, a cat or a Duplo boy or girl. Unlimited play time.

- Animal specific activities such as:

The bee flies about while searching for yellow flowers to retrieve the pollen to bring it to the blue flowers and return to the hive to dance to the bee song

The monkey climbs around and looks for food, tries anything and uses tools to get at food, Find your monkey family and groom and sing the monkey song.

The lion's on the hunt for anything that moves. Sings the lion song

The kitty chases mice and birds, looks for scratches and explores.

The dog looks for bones, buries bones, looks for pets and chases cats.

The Duplo boy or girl builds playhouses and rides while they play with their animal friends They care for the domestic animals and respect the wild. They do house chores and they like to work and play and have parties for their friends.

- 6 Original songs with lyrical sing-alongs



Learning Range

THE BRICKULATOR

Ever wonder what it would be like to drive a car made out of ice cream with floating tires?...or live in a house made out of water? Well, with this product you can. A construction learning product that investigates the physical sciences by

allowing the child to create in a physics-centric fantasy world of his or her own making.

AGES: Boys and Girls, ages 3 to 6

SUBJECT: Preschool Creativity with the Properties of the Physical Sciences
Mass, volume, weight and area. Hot, cold, light, heavy, etc.

FEATURES:

- A brick making machine that can be loaded with bricks found and made into water bricks, gaseous bricks, bouncing bricks, floating bricks, heavy bricks, sticky bricks, singing bricks, ice cream bricks, etc. for fun or problem solving results.
- Customize and personalize your world.
- Create your own zany roads to travel on.
- Hunt for bricks by overcoming challenges. How do you reach the top of the mountain? How do you get under water?
- Unlimited play time
- Curriculum activity introductions to mass, volume, area and simple geometry and physical sciences.
- True physics and collision detection technology in a virtual world.



Learning Range

FUNDamentals of Life

Participation and observation of the cause and effect of behavior

When is it O.K. to be angry? Is it ever? What happens when you lie?

In a story driven quest for friends, the child can discover the consequences of his or her actions. A bully picks on a friend. What should you do? A bully picks on you. What should you do.

AGES: Boys and Girls 3 to 6

SUBJECT: Emotions, Social Skills and Behavioral Consequences
Exploration and Discovery

FEATURES/GAME PLAY:

- Choose to be happy, sad, angry or helpful and experience the results of each.
- Assign emotions to the people you meet along the way and see the difference.
- Explore the Duplo land and meet new friends. Help them or ignore them.
- Challenges of behavior. Is it better to be honest or lie? What happens when you lie?
- Daily survival techniques of traffic safety, table manners and proper behavior are areas of participation. The child is allowed to make one of several choices

in each situation. Some are correct, others are wrong and others are just downright silly.

- Good help and Bad advice is always available. Can you learn the difference?
- Build, customize and save your world as you like it to be



Learning Range

LIGHTS, CAMERA, ACTION!

A child's introduction to the fun and challenges of story telling and movie making from choosing locations to set design to auditioning actors to scripting to lights to camera to viewing your film to the award ceremony. A fun and creative story telling activity where the child is in charge and the play is the thing.

AGES: Boys and Girls, ages 3 to 6
Easy to use while difficult to master.

SUBJECT: CREATIVITY

Story-telling, art, building and cinemagraphics

Lights, Camera, Action! Provides unlimited playtime with imagination and practical empowerment.

FEATURES/GAME PLAY:

- Customized movies made easy for the youngest by choosing sets, locations, actors, scripts, lights and cameras. Wonderfully involved for the older kids
- Choose the location from mountains, desert, shore, city, town or moon
- Build the sets from a pre-select or build and customize
- Choose story structure of pre-set beginning, middle and end (4 each to combine) or create your own
- Select Duplo and LEGO actors, actresses and voices from the agents' list for hero, sidekick, bad guys and citizen roles
- Set the lighting
- Move camera where you want
- Record. Be a camera man or direct the camera man
- Edit film
- View your final
- Attend award ceremony



Learning Range

GRAND TOUR

Duplo Cyber-Travel Club

From toddler centric to global awareness, a child expands his or her own worldview through experience. With this easy to use, preschool global travel

program, the child observes and participates in different cultures of distant lands and participates in games and activities related to each of those places.

AGES: Boys and girls 3 to 5

SUBJECT: Geography and Culture

Multi-skilled activities in Construction, Language, Math, Physical Sciences, Art, Music and Sociology

FEATURES/GAME PLAY:

- Drive trains, planes and automobiles to distant lands: North America, South America, Africa, Asia, and Europe: England, Germany, France,
- Learn basic vocabulary in different languages
- Activities of Construction, Language, Math, Physical sciences, Art and Music

Examples:

Africa

- A) The child is invited to plant crops in a pattern. He or she lays the pipeline for irrigation and chooses which crop to grow.
- B) Photography Safari where the cursor is a frame. Guide tells you about animals spotted. Print photos
- C) Sing and dance along in celebration

Europe

- A) Conduct a symphony
- B) Balloon ride across Europe. Add bricks to lower altitude and add them to rise.
- C) Cook with renowned chefs

South America

- A) Gather various fruits, nuts and leaves. Guide informs you of their use.
- B) Carnival! Make masks, costumes and dance about. Print out masks

Asia

- A) Build a damn through a Tetris-like game.
- B) Fish
- C) Sing and dance in a new years celebration: Gung hay fat chow
- D) Taiko drumming
- E) Create your own shadow puppet shows

North America

- A) Farming and ranching
- B) Go inside a computer at Silicon valley
- C) Attend a blues grass festival
- D) Visit Native Americans and learn how they weave.

Subsequent add-on products of different countries possible



Learning Range

A, B and SAVE THE SEA

Play with the dolphins at the Water Park. Build rides and slides and with the help of some scientists, build the Fish Translator. Here you learn about a situation under the sea that only you can resolve. The C needs U.

AGES: Boys and Girls, ages 3 to 5

SUBJECT: Environmental Sciences and Ocean Ecology
Critical Thinking, Construction and Resource Management

FEATURES/GAME PLAY:

- Explore the Water Park. Take slide rides and build bigger and better slides. Meet the dolphins. Play and swim with them.
- Assist in building a fish translator and hear what the dolphins have to say. Yes, I know the dolphin isn't a fish. That, in fact, is one of the things he is quick to point out.
- Learn and discover in your special underwater travel bubble, the under sea environments and the ecologies of the Shoreline, Kelp Forest, Coral Gardens and the Deep Sea Caverns
- Clean up the sea. Find and retrieve trash for recycling to make things back on land.



Learning Range

FOREST FRIENDS

Through an engaging story, the child explores the world and interacts with personality driven characters and participates in basic lessons of life. Like Aesop's "The Ant and the Grasshopper", the child is introduced to the importance of resource management, planning, preparation and good clean fun. Creativity, value and fun is presented through this story challenge as the child becomes a forest friend."

AGES: Girls and Boys, ages 3 to 5

SUBJECT: Critical thinking, resource management and the planning for and recognition of a future. Creativity, Exploration and Discovery.

FEATURES:

- Exploration with unlimited play time in a fairy tale story with activities in construction, deconstruction, music, art and humor
- Fly about on a Bee or a Lady Bug.
- Drive around on a Snail or a Spider.
- Experience and solve challenges through 1 of 4 perspectives by becoming 1 of 4 family types:

The Bluebells: Music skills

The Strawberries: Social Skills and Ambitious

The Meadowsweets: Entertainment and “Sleepy”

The Toadstools: Tricksters and Selfish

- Story driven challenge to gather food before winter comes
- Create your own music, customize your world and construct fun rides for yourself or others to take.
- Customize, personalize and save your world

STORY/GAMEPLAY

The main screen is a tree stump with roots where the **four families** live.

Level 1: Explore and meet the friends of the Forest through humorous dialog and animations. Roll overs to trigger events.

Fly around the forest or drive around to discover activities.

Level 2: Accept invitation to help someone and become a member of one of the families to help in the daily chores and life:

Make new songs, garden, make fun rides, hide things and find things

Level 3: Find and gather food before winter starts in a quest driven adventure that requires rescuing friends, helping others, crossing streams and being smart.



Learning Range

THE CURIOUS CIRCUS CARNAVAL

A solution-oriented, hero's quest in a story driven challenge with a “Play-to-Learn” LEGO/Duplo experience to save the circus. It is a travelling vaudeville theatre road show made up of animals who volunteer to be a part of the show. Animals are not held in cages against their will and no mistreatment of animals has taken place. This is a PC circus.

AGES: Boys and Girls, ages 4 to 6

SUBJECT: Hero's Quest: Exploration, Discovery and Critical Thinking using construction and basic principles of math and science to save the circus and creativity to design and perform the show.

FEATURES:

- Humorous, inviting and challenging circus story premise designed for age and capability specific play.
- 100+ curriculum based games and challenges to solve in order to advance the story, to save the circus, reach the next town and to become the circus ringmaster.
- Interact with 20+ on screen friends and animal pals
- Help save the circus:
 - Repair the wagon
 - Rescue the monkey
 - Help the human cannon ball down from the tree
 - Be a human cannon ball
 - Be a Clown
 - Raise the Big Top
 - Feed the animals
 - Juggle
 - Trapeze
 - Conduct the circus band and parade
- **All requiring math, science and critical thinking**
- Become the honorary Circus Ring Leader and design the show
- Build rides and take them yourself
- Type in your name for a personalized show

GAME PLAY

The game begins in the clubhouse. Circus posters about the walls and on the TV is an ad for the circus coming to town. Your host and friend gets all excited and suggests that you both go to the circus. Your quest begins. A leveled quest takes place:

Level 1

Repair the wagon, Rescue the monkeys from danger and the human cannon ball out of a tree, Repair the lions' wagon, etc.

Level 2

Build the big top, human cannon ball trajectory game
Build a bandstand and conduct the music
Feed the animals

Level 3

Hall of mirrors and the antigravity room: Sell tickets. Fill a room with cotton candy. Design Flags.

Level 4

Juggle. How many items can you juggle?
High wire act: will she fall or not- keep her on the wire with a counter balance.
Trapeze: Safety nets and balance.
Be an acrobat or assist.

Seals play the notes on the horns. You match for a funny reward
Build the course and hoops for the lions and tigers to jump through.

Level 5

The show comes to its rousing finale with a parade of animals and stars. A hoot is had by all.



Learning Range

SMART ART STUDIO

A creativity workshop designed for preschool kids to build, paint, make funny faces for mini figures and create a wacky world to explore

AGES: Boys and girls 3 to 5

SUBJECT: Creativity/Art

FEATURES/GAME PLAY:

- Make your own character faces and decals for your on-screen buddies or pick some from the library of choices. Use them as is or manipulate them, as you'd like.
- Paint the town red! Or try green or even polka dots.
- Use the splatter brush or paint balls or the funny pattern brush.
- Change sound effects of the things in your world.
- Arrange the music bricks the way you'd like them to create your song and dance along with your on screen friends.
- Move stuff around to where you think they look best.
- Save and print some of your more fantastic creations for high quality refrigerator art.



Learning Range

SMART BRICKS

Digital smart toys are the toys of the future available today. With Duplo play materials, you can build and rebuild over and over again and something different happens each time. Now with sensor sensitive bricks, placement of the off-screen play materials will determine on screen results.

AGES: Boys and Girls, ages 3 to 5

SUBJECT: Multi-Subject Creativity and Discovery

FEATURES/GAME PLAY:

- Combination of the best of traditional tactile play experience with computer technology with a base plate and attribute specific play materials that determines on screen results depending how you build.
- Build with the tactile “real” Duplo bricks to create different on-screen locations, music and characters to interact with.
- Explore on screen what you build off screen and through easy navigation and clicking enter activity in curriculum rich rooms.



Learning Range

DR. DUPLO

A smart toy that allows the child to build one of characters for on-screen first person results. What kind of prop or hat that you put on Dr. Duplo will determine what he (and you) see on the screen.

AGES: Boys and Girls 3 to 5

SUBJECT: Multi-subject Creativity

FEATURES/GAME PLAY:

- The play material talking “smart” toy that you build and customize will determine on screen results
- Put hospital symbol on Dr. Duplo and you’re both in the hospital. Participate in helping people get better through various activities.
- Doctor, Fireman, Baker or Police activities, each requiring critical thinking and a sense of fun.
- Place icon for different kinds of music and the music of your choice is heard on screen



Learning Range

KID POWER SHOP

A smart toy that allows the child to build one of several vehicles and participate in a first person perspective. The results of his or her builds are free form

exploration or activity specific play. You build and customize the vehicle with tactile play and enter the vehicle on screen.

AGES: Boys 3 to 5

SUBJECT: Creativity
Construction and Basic Physics

FEATURES/GAME PLAY:

- The play material “smart” toy that you build and customize will determine on screen results. Replace the shell with another and drive a race car, an animal, a bulldozer, etc.
- Explore lands on roads of true physics and collision detection.
- Meet and help people along the way. Help change tires of stranded motorist, etc.
- Map skills. E.g. Go west until you pass two elephants then turn left.



Learning Range

SOUND ADVICE

No mouse- No fuss.

A smart toy that allows the child to activate on screen results with a wave of the hand.

AGES: Boys and Girls 2 to 4

SUBJECT: Creativity
Exploration and Discovery

FEATURES/GAME PLAY:

- The play material that with a wave of the hand activates sound that triggers on screen results. A wheel with spokes that have sounds for animals and vehicles.

Wave hand over bark sound and a dog appears on screen wagging his tail. Wave hand again and he takes you on an adventure. Wave hand over kitty sound and whoops! Dog chases kitty.

- Short animation stories are propelled and new characters introduced by each wave of the hand.
- Free form exploration and discovery
- New stories depending upon order of characters chosen



Learning Range

JUNGLE JUMBLE

A story driven “Play-to-Learn” LEGO/Duplo experience which allows the child to explore, discover and change his or her world through decisions made.

AGES: Boys and Girls, ages 3 to 5

SUBJECT: Multi-subject thinking in Art, Math, Science and Resource Management with an emphasis on pattern matching (shape, color, sound), cognitive and critical thinking, cause and effect relationships with down to earth, good, clean FUN.

FEATURES:

- Unlimited Free Form play: Construction and deconstruction with humorous consequences to propel the story.
- Multi-subject solutions to 100s of activities, puzzles and challenges to encourage thinking (Mathematically, Scientifically and Artistically)
- Original songs, riddles and on screen friends with personality and emotional differences. Cause and effect of behavior is observed and participated in.
- Story advances as the child participates. Capability and involvement determines level and direction of activities. Easy to use, difficult to master.

STORY

Oops the monkey loves to take things apart. This is great fun for him but for the other animals in the jungle, it’s a bit confusing. Oops puts trees on the elephants and flowers in the fridge. Although everyone in the jungle has individual skills like building or coloring or adding or subtracting, they need each other’s help to get things done. That’s why they invited you, to help sort things out. Of course, you can always play with Oops and put things in funny places. It still makes everyone laugh.

MAIN CHARACTERS

Duplo the Bunny: The host, the M.C., your help, your friend and on-screen instructor.

Skills/characteristics: “Common Sense”, gregarious and problem solving

Oops the Monkey: deconstructs (subtraction) and rearranges. The mischief maker

Skills/characteristics: Slapstick humor and challenge maker

1,2,3 the Elephant: Constructs (addition). The builder, Math skills

Skills/characteristics: Spatial memory, math and perseverance

Tickles the Lion Cub: Customizes and creates. The artist

Skills/characteristics: Color and Art and likes to laugh

Giggles the Tiger Cub: Music and sound. The musician and singer

Skills/characteristics: Music and likes to laugh

Hooray the Hippo (hip-hip, hooray): Physical sciences. The scientist

Skills/characteristics: Stubborn, analytic and needs proof

Cheers the Giraffe: Physical science and inventor.

Skills/characteristics: Scientific risk taker and inventor. Excited about possibilities

Link the Tiger: Exploration and research.

Skills/characteristics: courageous and fearless protectorate



Learning Range

CHANGES

With a click of the mouse, change a lion into a space ship and your story takes a fresh approach. When the physical attributes change, so does the story. This is an on-screen “transformer” adventure story. Click on things you encounter on your travels with humorous to serious results. You are on a mission to find a lost friend who needs your help. Follow clues and advice to find and return your friend home. How to cross the River of Cheese when you’re on a bike? You could change the bike into a mouse and let it eat it a path for you or you could change the bike into a plane and fly across. Your call, really.

AGES: Girls and Boys, ages 3 to 5

SUBJECT: Creativity, Exploration, Discovery and Critical-Thinking with basic physics.

Learn differences of objects and up and down and hot and cold, etc.

FEATURES:

- Exploration with unlimited play time in a self-propelled changing story
- Adventure quest in a fantasy Duplo world following clues and advice from the humorous characters you meet
- Multi solutions to multi challenges
- Puzzles, riddles and pattern matching activities
- Each click on an object will change its appearance and attributes. There are 5 random choices



Learning Range

3D TURTLE

Simple Programming using 3D Turtle Graphics.

Here's how basic Turtle Graphics work: the cursor is a turtle and is on a simple path. The child says (or types or points) go forward five bricks. The turtle moves forward and deposits five bricks on the way. This instruction is saved as a kind of program. Then the child says (or types or points) go right. The turtle turns right. Command now says or reads "go forward bricks". Then, turn right again, down 5 bricks and right again forward 6 bricks and a rectangle of LEGO bricks is seen. By adding an Up command, one could build as far as ones imagination will allow as well as learning some computer programming skills along the way.

From the original concept of Turtle Graphics of Seymour Pappert, this product utilizes the 3D experience. By adding another command of "Up", the traditional Turtle graphics commands would now read : Rect, up, Rect, up, etc. This will create a building experience with a couple simple commands. This could be done with simple keyboard commands or even for younger ages by mouse moves and then click on an up button to go to the next level. Written results could be displayed in a window, so the child could actually view what they are programming. Several pre-defined programs are in place that build several extremely cool objects. Parts list could be printed out on how to actually make your object in play materials. Turtle graphics has been successfully used by very young children (Ages 3 and 4 have been observed to have fun with this seemingly complex stuff) By adding the additional level of 3D, it could be an exciting introduction to the world of computer programming for kids.

AGES: Boys and girls 5 to 7

SUBJECT: Computer Programming and Creativity

FEATURES:

- Learn simple computer programming to create results in a LEGO build environment
- Unlimited Play and Learning



Learning Range

OTHER PRODUCT IDEAS

All designed with an emphasis on story and character for exploration, discovery, building and creative problem solving learning experiences.

- 1) **Matching and sorting** puzzles and activity screens. Place the same color bricks on a pattern to create things and have them come to life. Place the same numbered brick on a numbered pattern to create a connect-the-dots kind of experience with animated results.

- 2) What if you could make a dog elephant kitty or a hippo lion bird? That would be pretty cool huh? This product would allow **wacky pets** to be created and have a weird life of their own with some pretty fun and unpredictable results.
- 3) This product idea is a preschool **exploration inside the human body**. You are in the brain room and you monitor the activities. Look for food. Check for air. Roam around inside- check your nose, etc.
- 4) This product idea is about basic clothing identification with **how to get dressed** activities. Get your Duplo kids ready to go outside in all kinds of weather. **Learn about weather and night and day**.
- 5) **Make your own games**. Elements and suggestions and some default games are available but you make the rules