



## Learning Range

# INVENTURES

### Preschool Primer

Invent your own preschool world of learning through unlimited play by choosing specific environments, characters and props. Then explore adventurous activities with Math, Counting, Letters, Reading, Colors, Art, Music, Telling Time and the Sciences

**AGES:** Ages 3 to 5

**SUBJECT:** Preschool Primer

### FEATURES:

- Explore one of four environments:  
Jungle, Dinosaur Land, Farm or Forest
- Learn and play with subject specific LEGO Mini-Figures
- Over 100 curriculum based and age appropriate activities in multi-level story driven environments
- Original songs, riddles and rhymes to reinforce the joys of learning
- Customize and personalize
- Unlimited play

### GAME PLAY:

Choose a story location and select a LEGO-mini-figure to begin an activity. For instance: Place the Math savvy character in the Farm and you and the animals participate in a math activity. For instance, the pony asks for two apples and one bucket of water. Give it to him and you can take a ride. Place the musical character in the same scene and hear a song about numbers. In the Jungle, meet Oops the monkey, who loves to take things apart or go to Dinosaur Land and learn with the Addasaurus: " One brick, two brick, red brick, blue brick." In the Forest, meet the Forest Friends who'll join you in the curriculum-based play of your choice.

### SUBSEQUENT PRODUCTS:

Age appropriate INVENTURE challenges  
INVENTURES Kindergarten  
INVENTURES First Grade Primer  
INVENTURES First Grade Math  
INVENTURES First Grade Reading



## Learning Range

# LEGO TOWN

Role play in a LEGO neighborhood that you create and customize. Become a policeman, a mechanic, a cook, a fireman or a home-maker and perform the responsibilities of the job.

**AGES:** Ages 3 to 6

**SUBJECT:** Critical Thinking

### FEATURES:

- **Creativity:** Choose between mountains, beach, desert, moon or a fairy-tale place to live and select houses, parks and roads to make your own neighborhood.
- **Customization:** Color, decorate and build.
- **Role-Playing:** Choose who you want to be and where you want to work. Search and Rescue, Restaurant, Construction, Mechanic, Police, Fire or Home
- **Activities:** Task specific, role-playing activities requiring critical thinking and a sense of fun. Enter buildings for curriculum-based learning activities
- **Rewards:** Earn bricks to use in town.
- **Build** different vehicles in the Town's Kid Power Garage. Choose different bodies for different vehicles and ride them around.
- **Socialization:** Meet all of your neighbors and organize a "block party".
- **Save your world:** Save and print your creations

### GAME PLAY

Select a location to build your neighborhood. A quick build occurs when you select certain bricks. A cursor roll-over tells you what it is and what to do. Customize all in sight. Choose who you are and select your job with its responsibilities and duties. Each role requires task specific activities: rescue a cat from the tree, capture a bandit, make 12 pies, etc. Earn bricks to use for customizing your neighborhood and learn with the three R's of Responsibility, Role-playing and Resource management.

Each task requires cognitive thinking skills. At the highest level of play, you'll meet your neighbors and have one heck of a block party.

### SUBSEQUENT PRODUCTS

LEGO MALL: Shops and Restaurants with task/role specific

LEGO CITY: Offices and Buildings with task/role specific



## Learning Range **smART ART**

A creativity workshop designed so preschool kids can expand their creative powers as far as the computer will take them with an unlimited art and music virtual toolbox.

**AGES:** 4 and up

**SUBJECT:** Creativity

### **FEATURES/GAME PLAY:**

- LEGO building bricks that only LEGO and the computer could bring your child: floating bricks, sticky bricks, bouncy, wet and smelly bricks, heavy bricks, feathery bricks, grass, cloud and ice cream bricks. Bricks that rust when rained on, bricks that grow ice when cold....(Don't tell your kids but they'll get to play with scientific principles of heat, physics and forces that drive their imagination and shape their world.).
- 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 bend them, stretch them or squash them.
- Choose from a bucket full of mini-fig people, animals and machines to animate and decorate their new worlds.
- Paint the town red! Or yellow or even polka dots. How about painting with animated colors: shimmering water blue or wavy meadow grass and other colors that sparkle and move.
- Choose the splatter brush or the funny pattern brush or shoot the paint balls. Paint a row of palm trees or a flock of birds swirling in the sky
- Your child can choose from a bucket of sounds or use a microphone to add their own voice and sounds to illustrate and tell stories about the pictures and world they've made..
- 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 the highest quality refrigerator art.



## **Learning Range**

# **WORLD TOUR**

An easy to use, preschool language learning program that teaches the basics of counting, letters, greetings, simple words in 9 different languages in a “play-to-learn” experience.

**AGES:** 3 to 5

**SUBJECT:** Language and Culture

### **FEATURES:**

- Visiting interesting kids and countries from around the globe, children will play with rhymes, fables and songs to learn basic foreign language words and expressions.
- Learn basic vocabulary in different languages from “hello” to “where is the ice cream” to counting from 1 to 100 and the ABC’s.
- Play simple games of each country from the African Mankala to a Mexican Piñata.
- Sing along with simple songs from each country
- Participate in country specific folk tales.

### **GAME PLAY:**

Choose a country and language to start in. A friendly guide will take you where you want to go and translate. In each country you can move in for as long as you’d like and build your home, see some of the sights, learn greetings, numbers, alphabets, songs and play games. Enter a folk tale or a fairy tale of each country and meet the characters to solve challenges from the knowledge learned (Numbers, Alphabet and Vocabulary).

### **SUBSEQUENT PRODUCTS:**

Age appropriate, curriculum based expansions

WORLD TOUR KINDERGARTEN

WORLD TOUR FIRST GRADE

WORLD TOUR SECOND GRADE



**Learning Range**

## **WORD PARTNERS**

**Reading, vocabulary and grammar skills in “play-to-learn” activities**

Discover the meaning of words in a story-based adventure. Find, learn and place word-bricks to complete activities and advance the story. Choose an appropriate word-brick and watch the screen come alive.

**AGES:** Ages 3 to 5

**SUBJECT:** Preschool Reading, Vocabulary and Grammar

### **FEATURES:**

- Explore a story rich environment and help solve challenges along the way. Challenges that need words to complete.
- Search for word bricks and use them to complete a task.
- Over 100 curriculum based and age appropriate vocabulary activities in leveled story driven environments. You build with words.
- Original songs, riddles and stories
- Unlimited play-ability

### **GAME PLAY:**

A play theme adventure in a land of words and their meanings where your choices are played out. For instance, a section of a fence needs to be built because the ponies keep leaving. You and your pals search for a “build” brick. You have found the words “hug”, “jump” and “build”. You choose to place the brick for “hug” into the scene. The citizen hugs the fence. The ponies laugh. Every one laughs but asks you to try another word. Challenges increase as the successful completion of tasks occur. Vocabulary is designed for the preschool ability and the syntax lessons is structured for preparation into the K to 1 grades.

### **SUBSEQUENT PRODUCTS:**

Subject Specific and Age Specific

WORD PARTNERS II: Ages 5 to 7

MATH PARTNERS and MATH PARTNERS II



## Learning Range

# LEGO-IZER

Scan in your photo and turn it into a masterpiece made out of LEGO bricks. Print out the diagram and place the bricks where indicated and the end result is art. You supply the photo and we supply the bricks

**AGES:** 6+

**SUBJECT:** Creativity

### FEATURES:

- LEGO presentable art from scanned in photos
- Print out blueprint diagram to follow and build with LEGO bricks
- Unlimited creative play potential

### SUBSEQUENT PRODUCTS:

**3D Model building:** create any 3D model and with a touch of the LEGO-IZER button, turn the model into a LEGO model like the kind you see at the LEGO Theme Parks.



**Learning Range**

## **KID POWER**

**First in a series of age appropriate critical thinking products**

Develop problem-solving skills through creative construction. Become a race car driver, a pilot, an astronaut, an elephant or a cat and use their unique skills to solve the puzzle challenges in an adventure story.

**AGES:** 3 to 6+

**SUBJECT:** Critical Thinking

### **FEATURES**

- Create, customize and modify vehicles for your travel adventures:  
Fire, police, construction, racing, planes and animals
- Solve challenging puzzles and follow clues to save the world

### **GAME PLAY:**

Some ones changing LEGO to OGEL and it's up to you to put things right.

Unravel clues through the people you meet and solve puzzles to advance the story and save the day.

You choose to build certain vehicles and can modify to accommodate the cause.

Can elephants fly? If you need one to.



## Learning Range

# THE COMPUTER TUTOR

Story driven, preschool activities with a “common-sense” approach to understand the basic skills and mechanics of the computer.

**AGES:** 2 to 4

**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 digital world.

- 100+ activity-based “play to learn” experiences to develop computer skills
- Explore inside the computer and meet the mouse in the mouse and find out how it all works
- 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 Rhymes

## 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 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.





## Learning Range

# SMART TOYS

**Digital smart toys are the toys of the future available today.**

With LEGO play materials, the best of traditional tactile play is combined with the best of technology for a full “Play-to-Learn” experience.

- **Virtual On-Screen Experience:** Computing devices to “see into the real world” that make sense of what they see and act accordingly. Use body-motion, gestures and LEGO toys to interact with the computer. With a low cost camera mounted on the computer, your image is captured on screen. The computer recognizes you and you can interact with on screen characters that see and respond. “Build a tower with red bricks....oops, that’s a blue one!”. Flap your arms and fly. See yourself on screen. See your LEGO toys on screen.
- **Character Interface:** A LEGO character that sees what you see on screen and talks with you about it. Change his hat with tactile play materials and you change his on-screen job from Doctor to Construction worker. Help him figure out challenges. Make music together and share in the adventures and activities.
- **Kid Power Garage:** Vehicles with inter-changeable bodies. First person perspective from behind the wheel of the vehicle built. Determine characteristics of your vehicle and observe and participate in its results. From racing cars to elephants, you’re the mechanic and you’re the driver.
- **Bricks to Computer:** Sensor sensitive bricks. Place bricks on a base plate and the way you build them will determine what occurs on screen from location to activity to the music to the personality of the characters chosen in curriculum based play.
- **No Mouse-No Fuss:** Sound activated play material. With a wave of a hand, the voice activated play material will take you on a preschool adventure of your own creation.
- **Kid Pad:** Table-top “mouse pad” with triggered sensor points. Drive your car along the roads or take the elephant and trigger points will determine on screen results.
- **Play Materials:** Hold your favorite character up to the screen and he or she is on the computer. Turn him upside down, make him fly and take him to the activity of your choice.