The Discover More Game

Why should your child have all the fun?

Discover More helps families to be playful together, supporting the FIRST® LEGO® League program and STEM learning.

- Play together to explore teamwork, expression, and collaboration, and challenge yourself to solve the tasks.
- Activate your brain and build STEM skills in a hands-on way.
- Be sure to modify the game with your own tasks and house rules to discover new ways to play.

Let’s get started
Together with your child, take a set of 6 bricks each. Both of you will make a tower, balancing your six bricks, short end to short end.

☐ Try changing the hand you use or close your eyes.
☐ Try building a tall tower with all 12 bricks.
☐ Talk about how you both managed to balance your bricks.
☐ What made it easier or harder to build the tower?

Now let’s play

**SET UP**

1. Gather a die, your family, and your Discover More set.
2. Each player finds a token to place in Home.
3. Roll to see who goes first.

**PLAY**

4. On each turn, the player rolls the dice and moves in any direction.
5. Score a point for completing a task of the type you land on.
6. The object of the game is to earn 12 points among all players.

Now turn the page for the board and tasks!
The Tasks

**Tricky tower**
You have 30 seconds to build the tallest tower you can. Build with all your bricks without the tower falling down to win a point!

**Creature story**
Build a crazy creature and tell everyone about it. Does it have magic powers or special abilities? Describe it to win a point!

**Memory game**
Put 6 bricks under a sheet. Close your eyes and someone takes one item. Name the missing object and its color to win a point!

**Back to back**
Sit back to back with someone. Build something with 3-6 bricks. Describe what you’ve built and have them copy. Win a point each if your models match!

**Whisper picture**
Pick someone to whisper a word in your ear, like ‘tree’. Build that object with your bricks. Win a point if someone guesses what you’ve built!

**What is it?**
Build something with your bricks. It can be anything, like an animal or a vehicle. Hold it up and make the noise it makes. Win a point if someone guesses what you’ve built!

**Memory model**
Pick someone to build something with 3-6 bricks. They hold it up for 10 seconds for you to see, then hide it. Build an exact copy of the model to win a point each!

**Pattern play**
Pick someone to name the six brick colors in any order. Place your bricks in the same order to win a point!