

Young Engineers – Build Up

- **Target Audience:** Children diagnosed along the autistic spectrum, studying in communication classrooms or fully mainstreamed in regular classes.
- **Ages:** 2nd-5th grade.
- **Recommended teacher/student ratio:** 1:3 or 2:5.
- **Program Duration:** 6 sessions, 60 minute classes

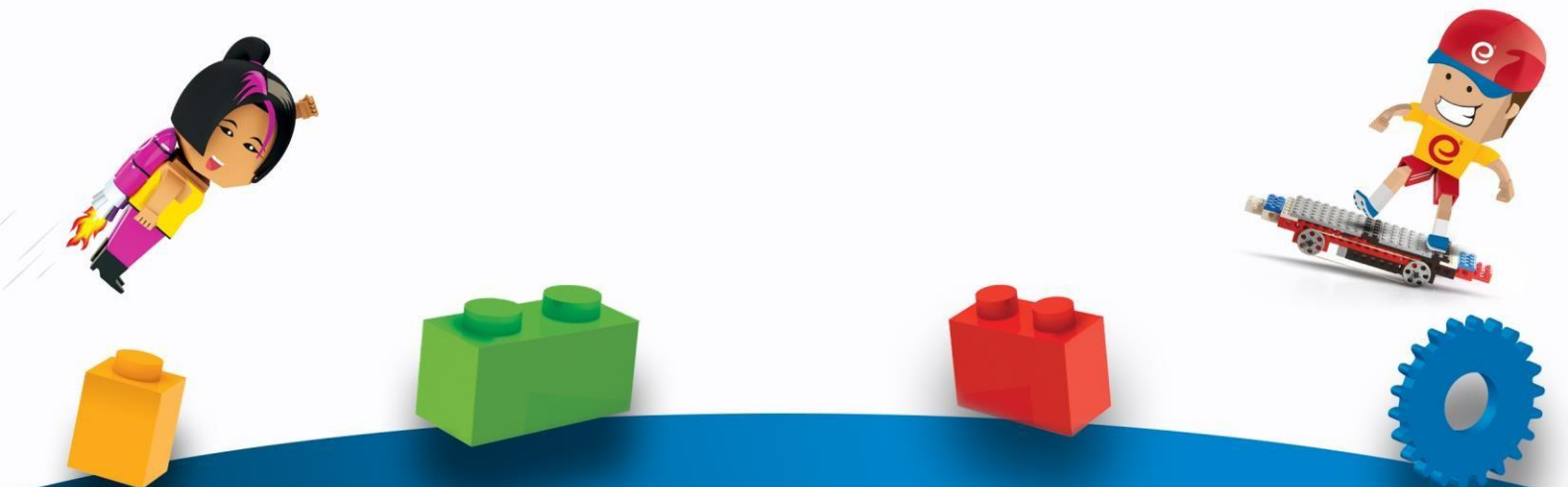
Program Rationale:

Children are naturally drawn to start playing with Lego at a young age. Through the building process, they develop fine motor skills and the ability to work progressively through stages. They acquire planning skills and enjoy an imaginative and social experience.

Lego serves as tool that evokes motivation and a desire to develop these skills. At **Young Engineers**, we have developed a model suited for children along the autistic spectrum. The model focuses on building independence and providing significant opportunities for social interaction.

We will examine and build:

- Various means of transportation
- Machines in the child's natural surroundings
- Games
- Park rides



Program Objective:

The program will expose the children to the concept of creative leisure, placing an emphasis on planning and execution skills, flexibility and social interaction with their peers. The children will learn how to build models in stages and increasing levels of difficulty. They will get to know the models' functional uses and expand their usage with appropriate building additions.

Children will have an opportunity to play with their peers; the game will combine social rules, such as: taking turns, working towards a common goal, and following instructions and rules.

Program Structure:

1. Explanation.
2. Model building.
3. Investigation of and individual play with the model.
4. Enhancements.
 - Level A* - Visual enhancement based on the child's imagination.
 - Level B* - Enhancement of the model surrounding, based on the child's inventive capabilities.
 - Level C* - Functional and/or visual enhancement guidelines.
5. Joint game with the group members.

Added Values for Program Participants:

- Improving fine motor skills
- Exposure to new materials
- Understanding instructions
- Acquiring strategies for organizing toward an objective
- Increasing knowledge for everyday life
- Understanding processes
- Developing the ability to work with peers

