

The Tower

Build a tower. Any tower you want. Make it as tall, strange, or strong as you can.

BUILD BLUEPRINT

TOP PIECE OR FLAG



WIDE BASE

- 1 Start with a wide base.
- 2 Stack bricks one above another.
- 3 Add a top piece, a flag, or a lookout.
- 4 Test it. Can it hold a LEGO figure?
- 5 If it falls, redesign it and try again.

MAKE IT YOURS

- SPROUTS** 4 to 6 Make it as tall as you can.
- BUILDERS** 7 to 9 You decide what makes it a tower.
- ARCHITECTS** 10+ It has to hold a figure on top.

START HERE, THEN MAKE IT YOUR OWN.

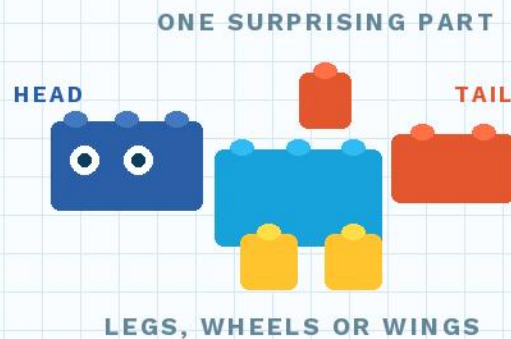
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

The Creature

Build a creature, a real one or one you invent. Give it a name and a place to live.

BUILD BLUEPRINT



- 1 Make a body.
- 2 Add a head and at least one eye.
- 3 Give it legs, wings, wheels, or a tail.
- 4 Add one surprising feature.
- 5 Tell us what it loves to do.

MAKE IT YOURS

- SPROUTS** 4 to 6 Real or made up, both count.
- BUILDERS** 7 to 9 It lives somewhere strange.
- ARCHITECTS** 10+ One part has to do a job.

START HERE, THEN MAKE IT YOUR OWN.

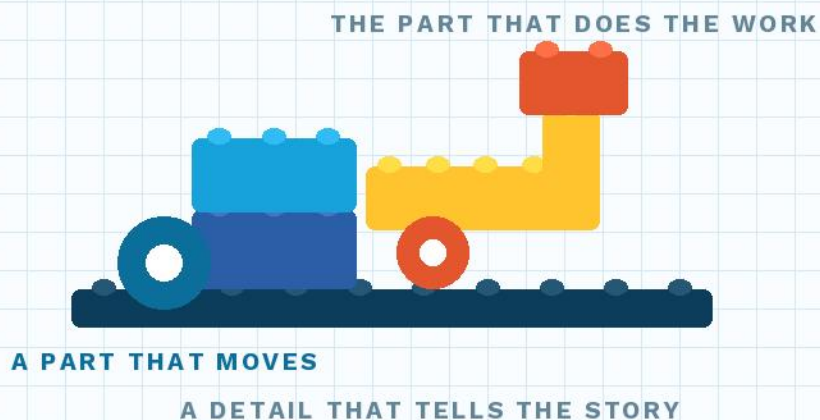
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

What I Am Good At

Build something you are good at doing. It can be anything at all.

BUILD BLUEPRINT



- 1 Choose one thing you do well.
- 2 Build a machine or a creature for it.
- 3 Give it a part that moves or does the work.
- 4 Add one detail that tells the story.
- 5 Show us how your build works.

MAKE IT YOURS

- | | | |
|-------------------|--------|---|
| SPROUTS | 4 to 6 | Something you are good at doing. |
| BUILDERS | 7 to 9 | The thing you actually are best at, not the one you wish. |
| ARCHITECTS | 10+ | Then tell us when somebody needs this from you. |

START HERE, THEN MAKE IT YOUR OWN.

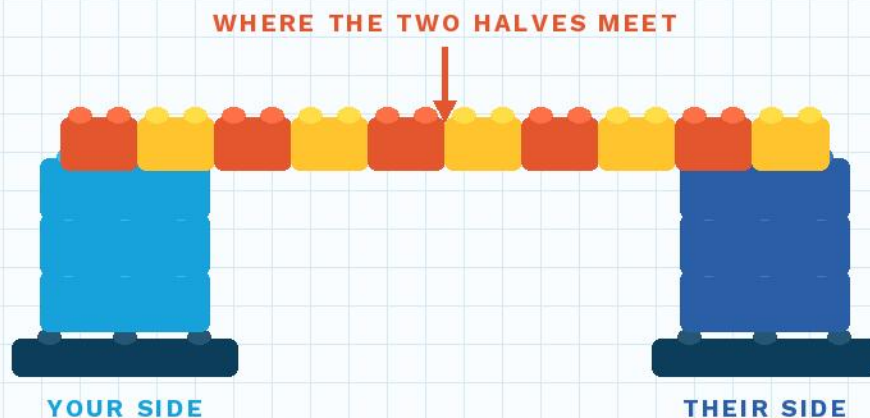
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

The Bridge

With a partner, build a bridge between your two creations. You decide how it works.

BUILD BLUEPRINT



- 1 Each builder starts on one side.
- 2 Build up from a strong base.
- 3 Build your half without looking at theirs.
- 4 At time, stop and look. Do the halves meet?
- 5 Now you can talk. Add what it needs to connect.

MAKE IT YOURS

- | | | |
|-------------------|--------|--|
| SPROUTS | 4 to 6 | Build your half however you want. |
| BUILDERS | 7 to 9 | No talking while you build. |
| ARCHITECTS | 10+ | Try to match their half without looking. |

START HERE, THEN MAKE IT YOUR OWN.

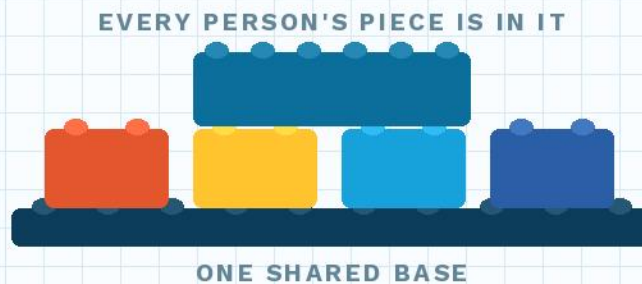
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

One Model, Everybody In It

Build one shared model together. Every person's piece has to be part of it.

BUILD BLUEPRINT



- 1 Start with one shared base.
- 2 Each person adds their own piece.
- 3 Connect the pieces together.
- 4 Make room for every builder.
- 5 Point out everybody's part.

MAKE IT YOURS

- SPROUTS** 4 to 6 Your buddy makes sure your piece gets in.
- BUILDERS** 7 to 9 Not the average, not a vote.
- ARCHITECTS** 10+ Your job is that nobody gets left out.

START HERE, THEN MAKE IT YOUR OWN.

Colors do not matter. Use any pieces. Your story is what matters.

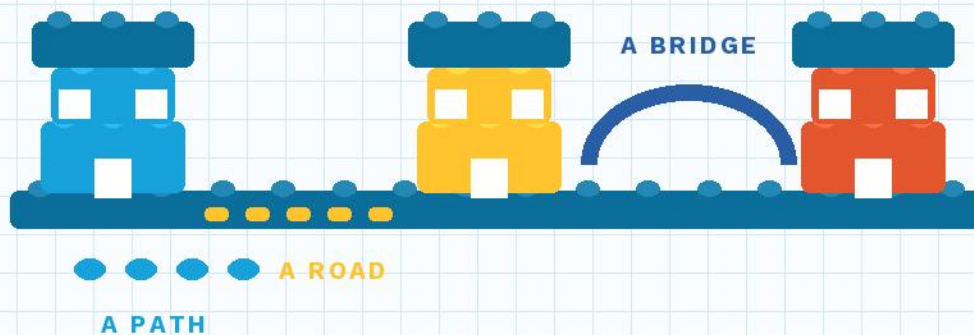
Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

Our Neighborhood

Build a favorite place. Then add other places and connect them in different ways.

BUILD BLUEPRINT

CONNECT THEM IN DIFFERENT WAYS



- 1 Build your favorite place as a house or a shop.
- 2 Build a place near it.
- 3 Join them with a road, a bridge, or a path.
- 4 Add a third place and connect that too.
- 5 Tell us who comes here and how they get around.

MAKE IT YOURS

- | | | |
|-------------------|--------|--|
| SPROUTS | 4 to 6 | Build the place you like going most. |
| BUILDERS | 7 to 9 | One place that matters to you. |
| ARCHITECTS | 10+ | A place that matters that nobody else will think of. |

START HERE, THEN MAKE IT YOUR OWN.

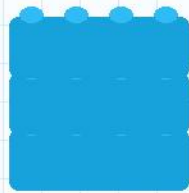
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

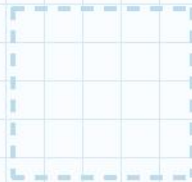
What If

Something important is gone. Build what changes, and what happens next.

BUILD BLUEPRINT



BEFORE



GONE

ONE NEW IDEA



AFTER

- 1 Start with a place you know.
- 2 Take away one important part.
- 3 Build what changes next.
- 4 Add one surprising new idea.
- 5 Tell us what you did not expect.

MAKE IT YOURS

- | | | |
|-------------------|--------|--|
| SPROUTS | 4 to 6 | You can just tell us. You do not have to build it. |
| BUILDERS | 7 to 9 | Do not tell us. Build it. |
| ARCHITECTS | 10+ | Build what changes that nobody would predict. |

START HERE, THEN MAKE IT YOUR OWN.

Colors do not matter. Use any pieces. Your story is what matters.

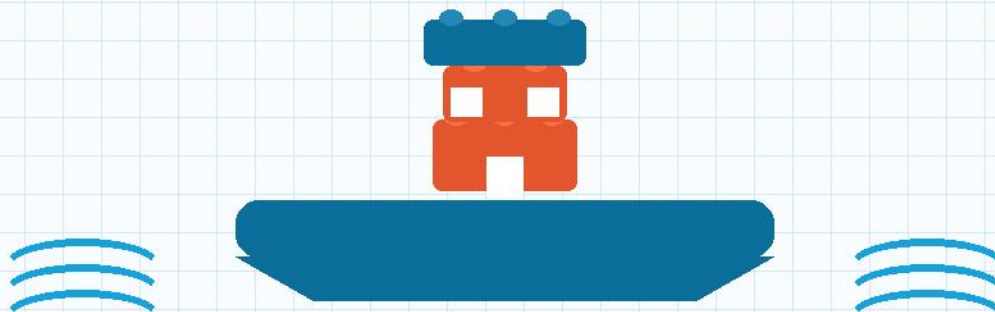
Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

What Has To Come With Us

Your neighborhood is moving onto the water. Build what you will not leave behind.

BUILD BLUEPRINT

THE ONE PLACE THAT COMES



A BOAT OR TRAVEL BASE

- 1 Choose one place to bring.
- 2 Build a small version of it.
- 3 Give it a boat or a travel base.
- 4 Add water, waves, or wheels.
- 5 Tell us why it has to come.

MAKE IT YOURS

- | | | |
|-------------------|--------|--|
| SPROUTS | 4 to 6 | The one place you would not want to leave. |
| BUILDERS | 7 to 9 | Build the part that has to change to survive on water. |
| ARCHITECTS | 10+ | Add one thing it needs that nobody has thought of. |

START HERE, THEN MAKE IT YOUR OWN.

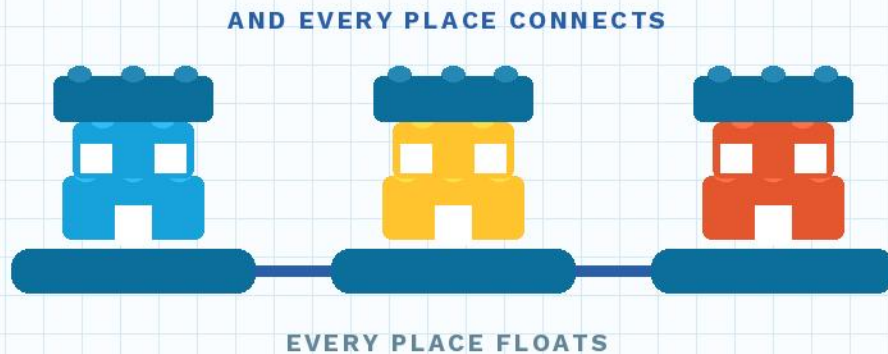
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

Make It Float, Make It Hold

Build a floating city. Everything has to connect and nothing may stand alone.

BUILD BLUEPRINT



- 1 Make one shared floating base.
- 2 Each person adds a place.
- 3 Connect every place to another one.
- 4 Test it. Does anything stand alone?
- 5 Show what travels between places.

MAKE IT YOURS

- SPROUTS** 4 to 6 Join yours to the place next to it.
- BUILDERS** 7 to 9 Show what travels along each connection.
- ARCHITECTS** 10+ Decide what is underneath, and what holds it up.

START HERE, THEN MAKE IT YOUR OWN.

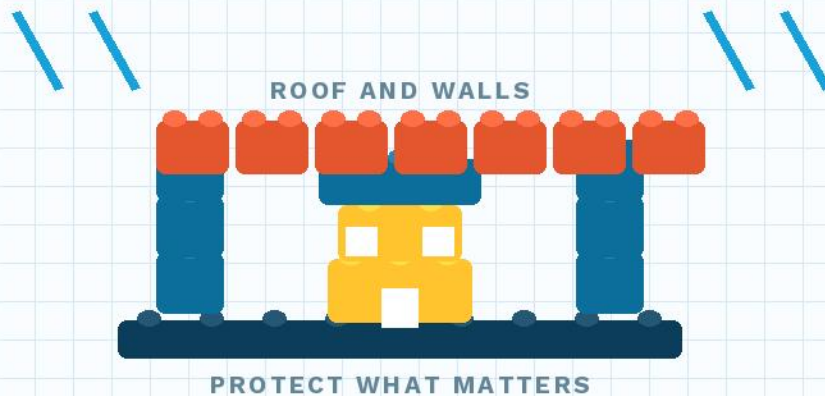
Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.

The Storm

A storm is coming. Build something strong enough to protect what matters.

BUILD BLUEPRINT



- 1 Choose something to protect.
- 2 Build a strong shelter around it.
- 3 Add a wall, a roof, or a safe place.
- 4 Show what the storm might change.
- 5 Tell us why this matters most.

MAKE IT YOURS

- | | | |
|-------------------|--------|--|
| SPROUTS | 4 to 6 | Make your part strong enough to stay. |
| BUILDERS | 7 to 9 | Whatever falls off is gone. Then rebuild it. |
| ARCHITECTS | 10+ | Protect a part that is not yours. |

START HERE, THEN MAKE IT YOUR OWN.

Colors do not matter. Use any pieces. Your story is what matters.

Santa Barbara Community, Boca Raton, Florida. Kinesthetic Ideation is a community program of Fugue Strategy Advisors. It uses the LEGO SERIOUS PLAY method under its Creative Commons licence. LEGO® and LEGO® SERIOUS PLAY® are trademarks of the LEGO Group, which does not sponsor or endorse this event.