

**Session Title:** Playing with LEGO® to Enhance Learning

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### **Session Overview:**

In this session you will explore first-hand the use of LEGO® as an active learning tool in Higher Education. Building on Beyond Flipped ([flipped.coventry.ac.uk](http://flipped.coventry.ac.uk)) practices at Coventry University, LEGO-A-GO-GO combines playfulness, collaboration, and peer learning to create rich and immersive learning experiences. Drawing on examples from Coventry University, we will discuss how the tool can be employed to support and enhance learning experiences regardless of discipline, background or level of study.

You will construct metaphorical LEGO® models and present their narratives to your peers, collectively developing ideas and understandings as to the pedagogical value of LEGO-based activities.

### **Who is this session for?**

The session introduces the concept of LEGO-A-GO-GO and is suitable for academic and professional staff with no prior experience required.

### **What to expect?**

This is a hands-on workshop where participants will be required to engage in active learning activities, exploring the tool first-hand. Discussion and conversation will be encouraged.

### **How long will it take?**

This session is 90 minutes long.

### **What prior knowledge is needed?**

The session requires no prior knowledge of LEGO®, but recommended pre-reading has been provided.

### **Recommended Pre-Reading/Watching:**

- [flipped.coventry.ac.uk/lego](http://flipped.coventry.ac.uk/lego)
- [www.lego.com/en-us/seriousplay](http://www.lego.com/en-us/seriousplay)

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