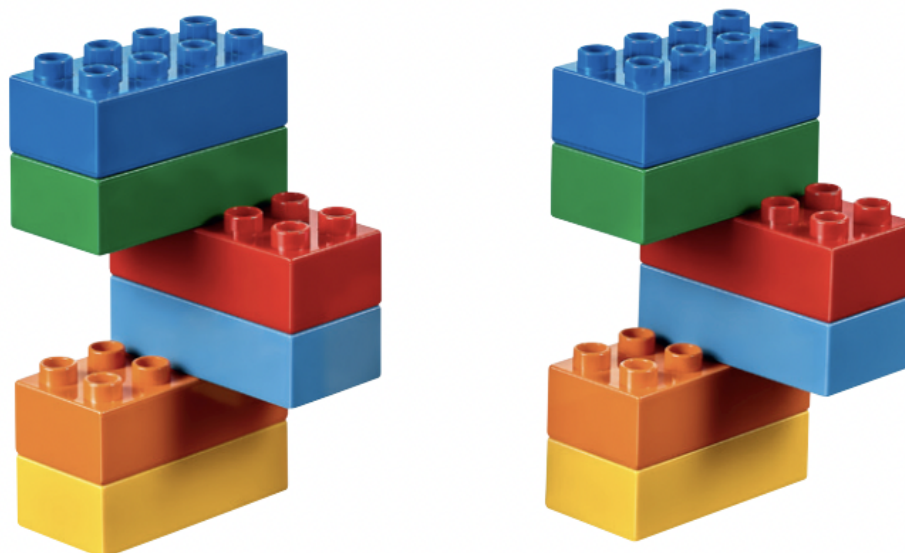


## Course 3: Six Bricks Advance Certified Training

Prerequisite: Completed Level 1 & Level 2, and preferably being a 6B Practitioner for a min 3 months



Six Brick is an impactful intervention learning tool to address and train executive functions, problem solving skills and collaboration.. After Level 2 workshop, which explores more socio-emotional group activities that are extended from Level 1, participants will progress into taken into yet another level of play arena with Level 3 and Level 4 activities which are highly stimulating for cognitive, physical, language, and social-emotional development in this Advanced Level Certified Training which comprises of Level 3 and Level 4.

### DETAILED COURSE CONTENTS

This Advanced Level Training is a deep dive into Learning Through Play with just six bricks. In Level 3, we will take a closer look at how the Six Bricks Activitoes can support all the developmental areas of a child as a whole. Being reminded about how play with 6B can develop executive functions. This advanced level brings us back to basics with Six Bricks in exploring game-based six bricks activities in each domain. Each game will enhance all higher development of communication, problem solving and collaborative activities using more than one set of bricks.

In Level 4 of this advanced module, we will walk through the Movement Mat and B-Mat activities in greater details. The Six Bricks tool can also be used with this lined A3 MAT, which can be used horizontally or vertically. You will experience some examples of activities that will help to develop awareness of colour, number, direction, position; spatial awareness & reasoning; visual, auditory & tactile discrimination & memory; working memory; cognitive flexibility; inhibitory control. The Movement Mat is particularly a great introduction to logic, decoding & map-reading,

Participants will experience a day of games and utter playful stimulation while being able to use this impactful modality in their own respective fields of specialty. With this level, participants are poised for the Facilitator Training.

This Advance Level Certified Training is pegged to the Curriculum and Methodology set by [Care for Education](#) using hands-on approach, discussion, reflection, demonstration and application on their immediate beneficiary. It is also closely aligned to the Skillsframework Singapore in enhancing your quality of interaction with your clients as well as reinvigorating your minds with creativity, critical thinking and adaptability.

The Six Bricks game-based activities are developed based on many developmental theories as well as through direct experiences with children.

- Piaget's constructivist theory – concepts are developed through interactions & experimentation with real objects & people.
- Gardner's multiple intelligences theory – because children possess different kinds of minds, they understand, learn, remember & perform in different ways.
- Vygotsky's sociocultural theory – much of children's development & knowledge is culturally specific.
- Brain-based research – indicates that children's brains need to be stimulated for the network of connections to grow & be protected from being discarded!

There will be some required pre-training reading, videos, discussion and activities to do.

Participants will engage in these activities physically, discuss with fellow participants in teams, be reflective of the needs of their clients, and demonstrate their understanding by showing how else they can run each particular activity and develop more ways to use this modality. At the end of the course, participants will work in small groups to invent one Six Bricks game for a group of target audience to play, incorporating other items, rules, name of the game, and others, before teaching the others the game they have invented. The class participants will all be playing it.

#### **Learning Outcomes for Advanced Level : (SKILL, KNOWLEDGE, COMPETENCIES)**

- Understand the value of learning through play
- Understand Whole Child Development
- Experience a wider range of complex Six Bricks game-based activities
- Able to design Six Bricks advanced level game activities
- Advanced B-Maths and Movement Mat Activities
- Able to design a range of more cognitively challenging activities that suit your target audience
- Enjoy being playful

#### **Table of Detailed course contents for advance certified training**

Components	Content for Advanced Level
Introduction	Recap of Level 2 Training
Feedback	Success Stories and Challenges
Ice Breaker -	How are you today.
	One Brick Trick
	Why Play #pre-reading 1
Workshop Activities -1 hours	<b>Physical/Motor Development : Watch a video</b>
	Body 'n Bricks #pre-reading 2
	Forward/Backward March
	Task 1
	Relays
	Task 2 #post-reading 2 (Crossing Midline)
Tea-Break (15min)	
Workshop Activities – 1hr	<b>Cognitive Development : Watch a video</b>
	Find the Match #pre-reading 3
	Skip Count
	First 2 Four
	Whisper
	Crack the Code
Lunch Break (1hr)	
	<b>Socio-Emotional Development : Watch a video</b>
	Level 3 Assignment 1 :
	The Bed Book or Kelly's Bird
	Presentation
Tea-Break (15min)	
	Level 3 Assignment 2
Assessment (1hr)	Focused Group Discussion and Design of a game
Evaluation (1hr)	Presentation of Assignment
Feedback (15min)	Sharing and Survey

#### WHY DO PEOPLE TAKE PART in this course:

To conduct 6 bricks to my senior clients
to enhance my students in creative thinking
For Elderly homes; for children or youths
Understanding perceptions, communicate well so that others will understand fully.
To advance my interest in helping children develop literacy
Problem solving and ideas in mentorship for students
Learning for the learning development needs of my students.
Better engage audience

To gain new method to infuse into lessons
Mentoring
Dig deep into my creativity and try to apply it to my lessons
To experience LEGO 6 bricks.
Self improvement
To enhance classroom facilitation
Improve online teaching practice
To use this as part of my services as a babysitter

Application form for Level 3

<https://forms.gle/ji9ke8MjhNmygCD86>

