Strawbees®

Dear Teachers,

We wanted to share with you an interesting example of **how Strawbees can be applied to scientific research of learning through play.**

Recently, we read the Lego Foundation's white paper that reviews the evidence of learning through play, which demonstrates the difference between surface learning and deep learning.

The paper inspired us to create models using Strawbees that illustrate the concepts outlined in the white paper.

The **first illustration** in the paper shows the difference between surface learning (memorizing key facts and principles) and deeper learning (connecting factual knowledge with real-world experiences).

The **second illustration** demonstrates how Strawbees STEAM Solution can put deep learning into practice with our models and how to expand it further with more ideas.

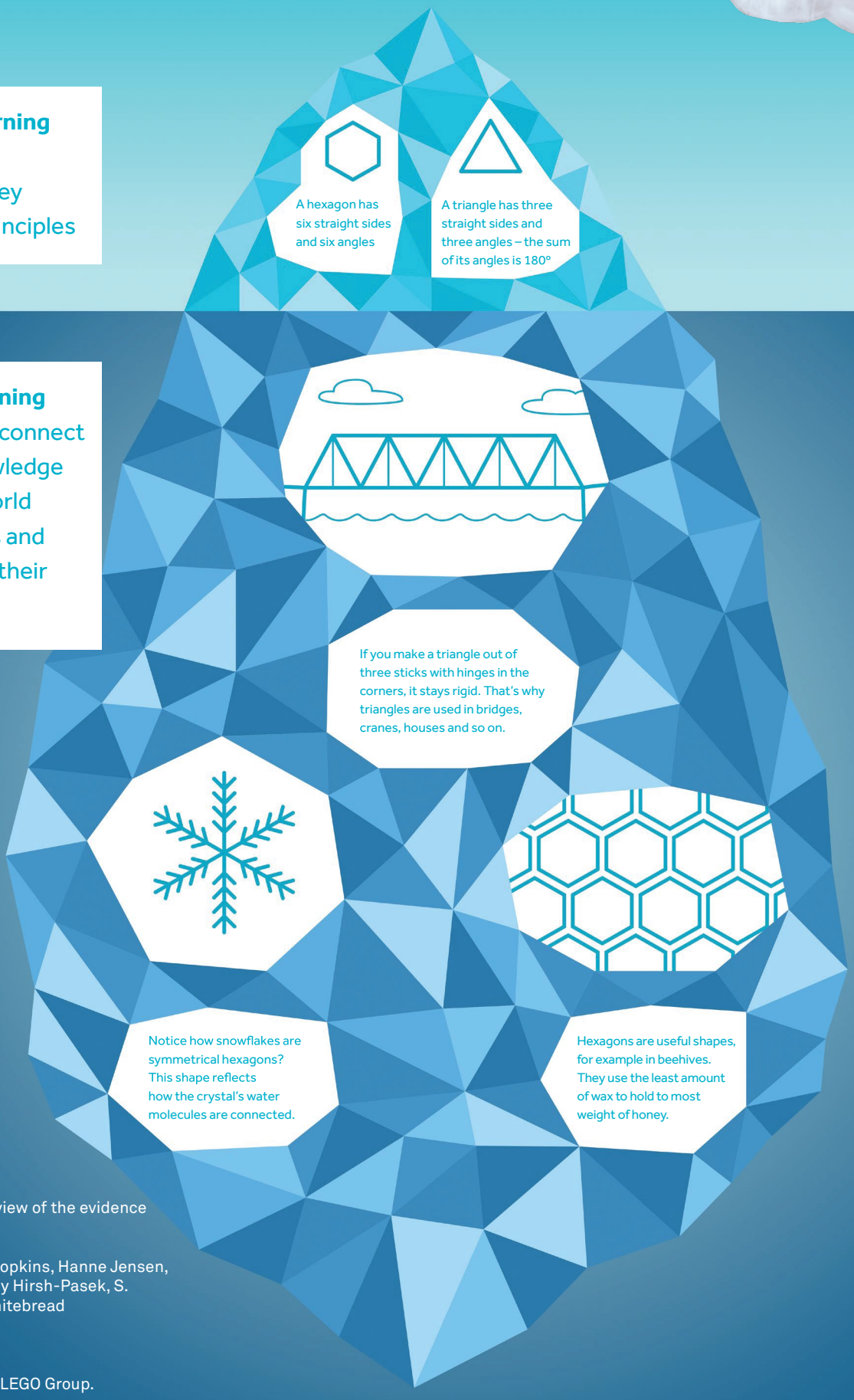
We hope you find the white paper and models inspiring. If you would like to read more, please download the white paper below.

Best regards,

Erik Torstensson Boije
Co-Founder and CIO of Strawbees

Download here

Surface learning means we memorise key facts and principles



Deeper learning allows us to connect factual knowledge with real-world experiences and really grasp their implications

WHITE PAPER
Learning through play: a review of the evidence

Authors:
Jennifer M. Zosh, Emily J. Hopkins, Hanne Jensen, Claire Liu, Dave Neale, Kathy Hirsh-Pasek, S. Lynneth Solis and David Whitebread

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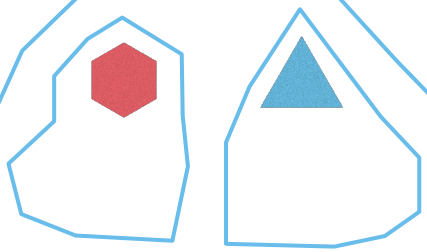
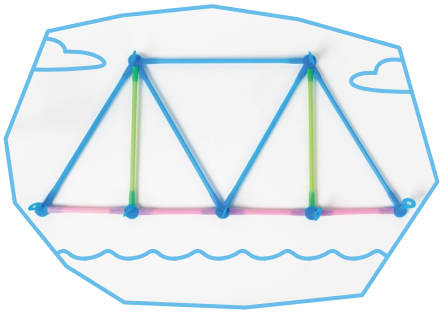
The Lego Foundation

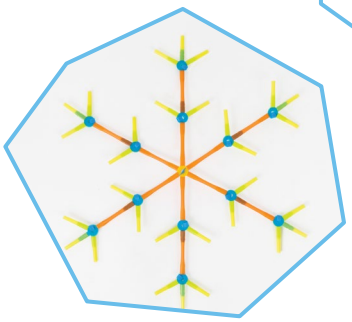
SURFACE LEARNING



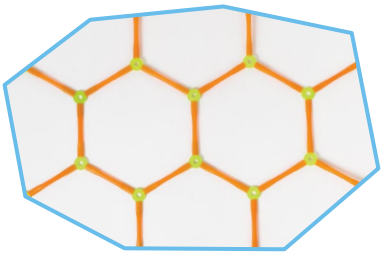
DEEPER LEARNING



Build a bridge and experiment to enhance the strength of the bridge.



Explore different snowflake patterns.[1]



Construct another honeycomb shape using the identical number of straws.[2]

[1] **TIP:** Create only a 'leg' replicating the rest with a kaleidoscope app and preview it. Then, decide which one to build.

[2] Which structure has the greater surface area?

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