

My Favorite Animal

Applicable Age Group 3-4 year-old toddlers

- Activity Objectives**
- ☑ Learn to combine and build with building blocks of different shapes and sizes to create animal images.
 - ☑ Explore animals' movement methods, such as walking, running, jumping, climbing, etc., and try to reflect these characteristics in the building process.

Activity Description Guide children to explore and express their affection for animals. With the theme of "My Favorite Animal", the activity encourages children to use their imagination and hands-on skills to build the image of their favorite animal using building blocks of different shapes and sizes, and to explore the animal's movement methods.

STEAM Competence Development Indicators

Method Indicator	Game-based introduction: Understand animals' movement methods	Design and build a favorite animal	Test similarity and stability	Organize activities for imitative performance
Curiosity and Imagination				
Flexibility and Adaptability		●		●
Verbal and Written Communication Skills				
Cross-boundary Cooperation and Exemplary Leadership				
Critical Thinking and Problem-solving Skills			●	
Proactive and Pioneering Spirit				
Ability to Evaluate and Analyze Information	●			



Interactive Tips

- Guide children to discuss how animals' body structures are related to their movement methods. For example, giraffes' long necks are suitable for eating leaves from tall trees, and rabbits' long ears can hear sounds from far away.

- Guide children to observe animal pictures or models, discuss and point out the shape characteristics of each part of the animal's body, and help them identify and select suitable building blocks.
- Through demonstration and guidance, help children focus on and show the detailed features of animals. At the same time, provide some special-shaped building blocks to add details.

Find These Building Blocks



Use Building Blocks to Build Your Favorite Animal (e.g., Elephant)

