

My Amusement Park

Applicable Age Group 3-4 year-old toddlers

Activity Objectives

- ☑ Learn to make simple functional area planning.
- ☑ Be able to use verbs such as "drill", "climb" and "jump" to describe how to play with amusement facilities.

Activity Description Design a personal amusement park based on the ones children have visited. During this process, plan the amusement facilities inside the park and the transportation outside, which trains children's planning ability and comprehensiveness in solving problems. By describing each amusement item, children will learn to use verbs accurately.

STEAM Competence Development Indicators

Method Indicator	Situation-based introduction: Understand the layout of an amusement park	Plan and design an amusement park	Accurately use verbs for description	Recreate scenes to solve external transportation problems
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

- When sharing the process of playing with amusement facilities, try to guide children to use verbs, such as "jump", "climb", "shake", "drill", etc. It doesn't matter if the usage is not accurate.
- Understand the completion degree of each facility, such as the upper and lower structures and the design of safe distances.
- Demonstrate the functional areas, as well as the structure and function of each facility.

