

# Crazy Monster Village

**Applicable Age Group** 3-4 year-old toddlers

- Activity Objectives**
- ☑ Understand basic mathematical concepts such as shape, size, and color, as well as simple physical principles like balance and support.
  - ☑ Stimulate imagination and creativity, and improve fine motor skills through the splicing and combination of building blocks.

**Activity Description**

Using building blocks—fun-filled toys—this activity stimulates children's imagination and creativity, while fostering their hands-on ability and teamwork spirit. During the activity, children will act as designers, using building blocks of different shapes and rich colors to build the "crazy monsters" in their minds.

## STEAM Competence Development Indicators

Indicator	Method	Story introduction: imagine monster appearances	Build a "crazy monster"	Test the creativity and completion of the monster	Create and tell a story
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

- Introduce the types, shapes, and colors of building blocks, and demonstrate how to select appropriate blocks for splicing to form a stable structure.
- Discuss the monster image to be built, and guide children to describe it briefly and accurately in words.
- During the building process, children may not be able to predict the effect of block combinations, leading to a mismatch between the final result and expectations. Therefore, encourage them to make more attempts.

- Provide personalized guidance and help according to each child's characteristics and needs, and encourage them to overcome difficulties and complete the building task.

### Find These Building Blocks



### Use your imagination to build a crazy monster

