

Ball-Grabbing Monster

Applicable Age Group 4-5 year-old toddlers

- Activity Objectives**
- ☑ Explore the movement of small balls through the monster's ball-grabbing action.
 - ☑ Stimulate imagination, compile stories, and improve language expression skills.

Activity Description Tell a whimsical story with children, imagining a ball-grabbing monster. Its arms are terrifying, and any ball it grabs disappears—leaving the children with no balls to play with. Build the monster they imagine, then use their imagination to create and tell an ending to the story.

STEAM Competence Development Indicators

Indicator	Method Story-based introduction: Imagine a ball-catching monster	Design and build a monster with arms for catching balls	Describe the monster's appearance characteristics	Compose the ending of the 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

- For the ball-grabbing structure, use pipe blocks. Guide children to pay attention to the use of straight pipes and curved pipes.
- After completing the ball-grabbing or "ball-eating" structure, confirm that the built structure can actually grab or "eat" the small balls.

 Find These Building Blocks



 Use Imagination to Build the Ball-Grabbing Monster (Arms Can Grab or "Eat" Balls)

