

Pet's Home

Applicable Age Group 4-5 year-old toddlers

- Activity Objectives**
- ☑ Understand pets' needs and design functional structures based on these needs.
 - ☑ Inspire children's imagination and creativity through the design of house structures.

Activity Description Le Le's family has a new friend—a cute little hamster. Le Le wants to build a sleeping house for the hamster. This house can be a beautiful and comfortable one from imagination, which can meet the hamster's needs for eating, drinking, and waste disposal. Additionally, a climbing frame can be designed to meet the hamster's exercise needs.

STEAM Competence Development Indicators

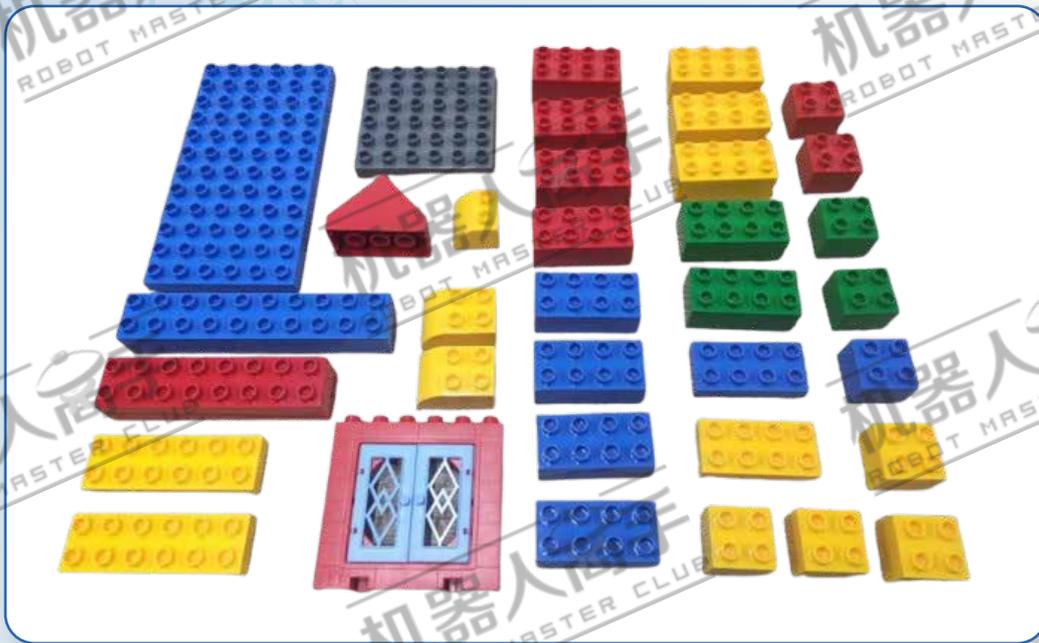
Indicator	Method Situation-based introduction: Understand pet needs	Design and build an imaginary house (for pets)	Check the integrity of functional structures	Design a climbing frame to solve exercise needs (for pets)
Curiosity and Imagination		●		
Flexibility and Adaptability				
Verbal and Written 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 structural design of the house, fully stimulate children's imagination. The house can be an ordinary beautiful one or a creative, out-of-the-box one.
- Although the pet's house is from imagination, it should still be designed based on the pet's needs. Therefore, during the building process, children need to understand these needs, think while building, and make adjustments accordingly.
- Children need to figure out what each part of the house is used for and what its function is during the building process.

 Find These Building Blocks



 Build According to the Structure of the House in Your Imagination

