

# Happy Mole Whacking

**Applicable Age Group** 5-6 year-old toddlers

**Activity Objectives**

- Analyze and understand the principle of the "mole whacking" game.
- Comprehensively use gear transmission and cam mechanical structures to creatively design a game model.

**Activity Description** Happy Mole Whacking is a game that children love very much. By analyzing the game process and the positions and frequency of "moles" appearing, children can understand the game principle. They can also use gear transmission and cam structures to creatively design a game model, which improves their ability to comprehensively apply knowledge to solve problems.

## STEAM Literacy Development Indicators

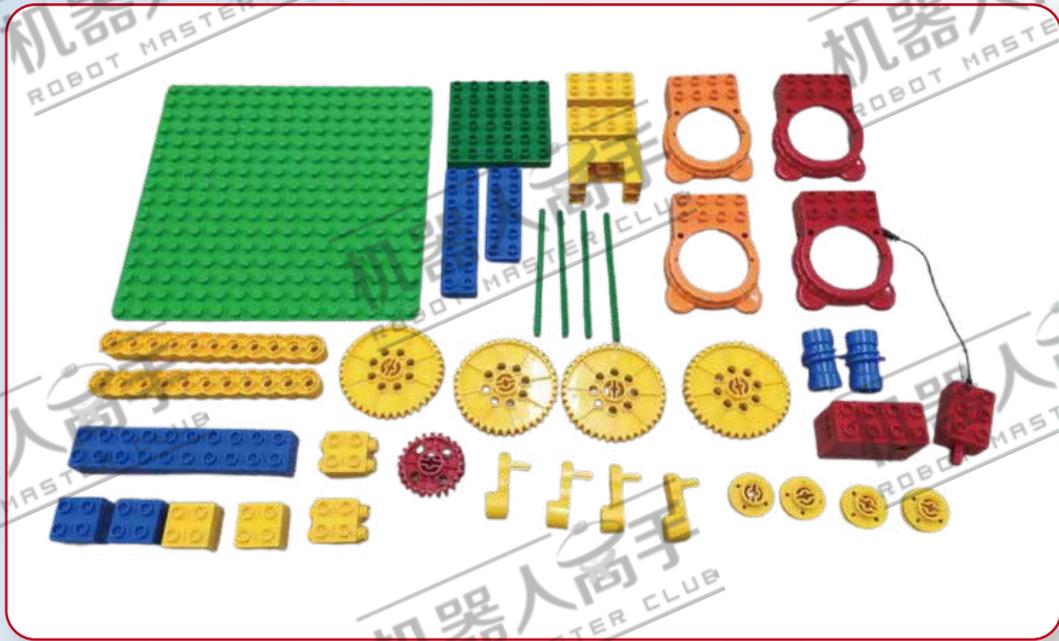
Indicator	Method	Situation-based introduction: Analyze game principles	Comprehensively apply knowledge to build a game model	Test the operation of the mechanical structure	Organize games to enjoy the fun
Curiosity and Imagination					
Flexibility and Adaptability			●		
Verbal and Written Communication 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

- This activity will use motors. It is necessary to consider the installation position and the connection with other building blocks.
- Cams can make the "moles" pop up. To make the cams rotate, gears need to be connected to the cams, and the gears also need to be connected to the motor—forming a linked process.

 Find These Blocks



 Creatively Build a Game Model Using Gears and Cams

