

Toy Designer: Designing a Halloween Creature Catcher



Adventure Description:

In this adventure, students will think like a toy designers and design a creature catcher to capture a Halloween creature!

Activity

Step One: Background Information on Toy Designers and Creature Catchers (5 minutes)

- Explain to students that a toy designer is a person who designs toys for kids to play with. For example, toy designers make blocks, dolls, and board games. Show [Handout: Toys](#).
- Next, tell students that some toy designers create Halloween-themed products, like Halloween slime or Halloween costumes.
- Explain to students that today, they will think like a toy designer and create a new Halloween monster toy!

Step Two: Discovering a Halloween Creature (15 minutes)

- Explain to students that they will be creating a Halloween creature that has never been discovered before!
- Explain to students that they will be filling out a toy information sheet on the creature they discovered. A toy information sheet is a document that gives information about the toy that they are creating.
- Provide students with [Handout: My Halloween Creature Information Sheet](#). Look at the sheet together and show students the different boxes they need to fill out.
- Explain to students that they should come up with SUPER creative ideas about the creature they discovered. If students need help coming up with creative ideas, provide the following prompts:
 - A creature that has hair that is 6 inches long
 - A creature that is 8 feet tall
 - A creature with a snout like an alligator
 - A creature that can speak Japanese
 - A creature that has venom that looks like glitter
- Have students fill out their information sheet.

Please contact Allison Bischoff, Director of Teacher Support , at allison@rozzylearningcompany.com or 314-272-2560 with questions.

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Step Three: Building a Creature Catcher (15-20 minutes)

- Explain to students that they will now build a creature catcher! This device will be included with the Halloween creature.
- Instruct students that they will be creating a creature catcher that kids can play with to capture their Halloween creature. Show **Handout: Capturing Creatures**. Discuss each type of capturing device on the handout. Explain to students that they can create a device that looks like those on the handout, or create an entirely new capturing device.
- Provide students with art supplies and building materials and have them build their creature catcher. Examples of materials include:
 - Cardboard and plastic containers
 - Pipe cleaners, pom poms, glitter, crayons, markers, scissors, tape, glue
- When students are finished, have them describe their Halloween creature to the class and talk about their creature catcher.

Materials List

Provided Online

- Handout: Toys
- Handout: My Halloween Creature Information Sheet
- Handout: Capturing Creatures

Not Provided (each student needs):

- Art supplies (crayons, markers, pom poms, glitter)
- Building materials (cardboard, plastic containers, popsicle sticks)
- Tape and scissors

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