PADEICEKFERIN





The 4Dblock is the minimum unit, and when these are assembled, it could render not only 2D planes but also 3D objects. It has an all-round capability designed for children to express their imagination without limitation.

4Dbl ock lets the student research and design history and cultural legacy that are eventually disappearing throughout the stream of time. It is designed to help children's intimate development and the basic principle, learn and apply so that they can build creative structures.



111111



\$^Destroy the towers.

- Divide the members into 2 teams.
- 2. Each team builds its own tower to be as stable as possible.
- 3. After building the towers, both teams stand against other team members at a certain distance.
- 4. Decide the order who throw the block first by rock
- 5. Each team decides the order of throwing the blocks towards the other team's tower and throw the blocks

6. The first team destroying the other team's tower wins the





-Knowhow-

- 1. From the process of piling up the blocks, the ability of coordination, concentration, creativity could be raised.
- 2. Children can release stress by destroying the towers, and it is pleasurable.
- 3. The children not only love building a tower but also like seeing to destroy the tower.

🎇 Family Domino

It is possible to play domino game using the 4D family block.

First of all, play a domino game on your own.

Stand family blocks upright one by one, push down the domino.

Then try to make S. U. O shape of dominos.

When the 4D Family blocks get accustomed to, play as groups with friends.

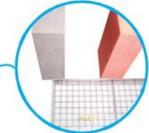


- 1. Divide into two teams of same number of people.
- 2. Distribute same number of blocks to each team members.
- 3. Discuss and decide the shape the domino.
- 4. Start making dominos.
- 5. Check the time and see which team first pushed down all blocks, and the first team wins.

(However, if the block does not fall down and stop, the team by no means loses.)

















4Dblock Activity (Piling up a castle)

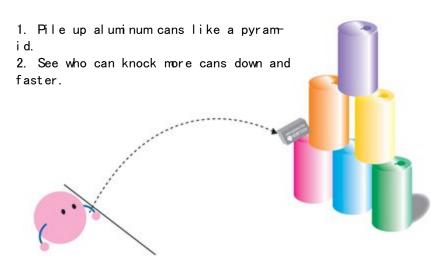


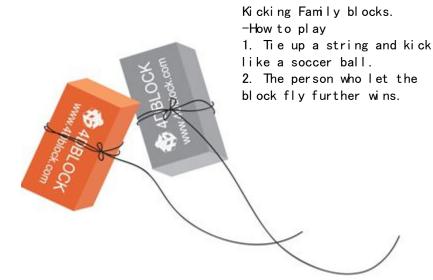
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👫 Knock down the cans





╬Hit the tombstone

- 1. Grab a family block It is vitally important understanding how to hold the block.
- * hold the 4Dblock between the thumb and the other 4 fingers.
- 2. Dividing teams: Make 2teams. It is not mandatory, but it is recommended for playing games.
- 3. Decide an offensive or defensive position.
- 4. Draw a playing field: Decide a line of throwing and the other line for blocks standing
- 5. Setting blocks up: Defensive team members set blocks to stand at the line.
- 6. Throwing down the blocks: Offensive team members stand at the throwing line and throw the blocks to the other team's blocks. The members who cannot throw the blocks down dies and the alive should try to throw down the remains.
- 7. Revive: When a member died and another member level up by throwing down a certain number of blocks, it is possible to save the dead member.
- 8. Changing offense and defense position: If the blocks remain standing after time passes, the turn changes to the other team



Line for standing

Line to throw blocksblocks



4Dblock activity (Came-destroy the









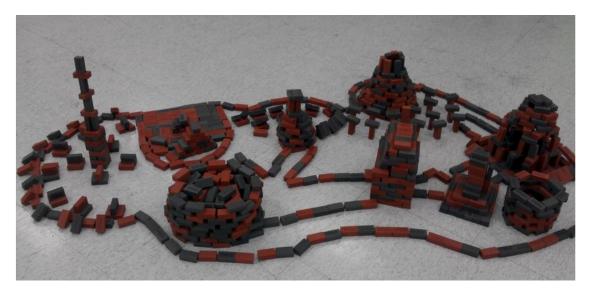
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#4Dblock activity (Building a city)

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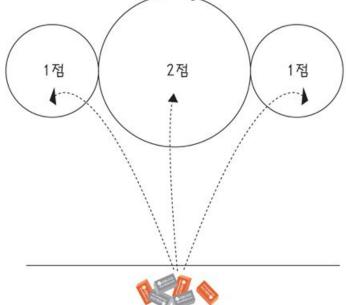




\$Throwing game

-How to play-

- 1. Make two teams. One team take gray blocks, and the other team have light brown blocks. Distribute 12blocks to each team
- 2. Draw one big circle and two 2/3 size of circles next to the big circle, and from a distance, draw a throwing line.
- 3. From each team one by one throw the blocks towards the 3circles.
- 4 If the thrown blocks are in the big circle, it is 2points. If it is in small circles, it is 1points. Calculate the result, and the team with the higher score wins.

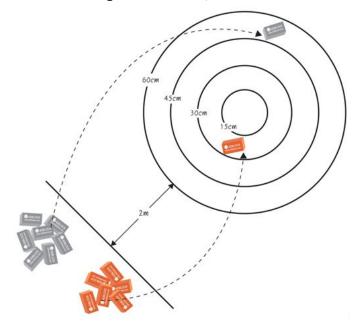


onthe can hit the circle in the cen−

-How er ? ay

- 1. Divide as two teams.
- 2. Distribute each team an equal number of blocks.
- 3. Draw the 60cm circle, and draw the 45cm, 30cm, and 15cm circle in the 60cm circle.
- 4. Draw a line 2m far from the circles.
- 5. The team that is closer to the smallest circles wins
- 6. The winners take the other team's block one by one.
- 7. The team that possesses more blocks wins in the end.

*When children get accustomed, extend the distance.



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4Dblock activity (Design Patterns)

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4Dblock activity (Describe human body))

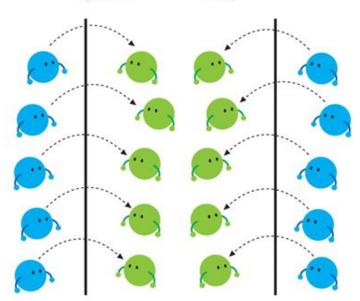


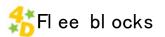




-How to play

- 1. Make teams.
- 2. Decide offense or defense position by rock-scissor-paper.
- 3. Draw two lines at a distance.
- 4. The defense team stays in the line and the offense team stands outside.
- 5. The offense team throws the blocks aiming at the defense team
- 6. The member who gets hit by blocks dies, and if dies, the member cannot move in again.
- 7. The defense team cannot receive the blocks, so they have to avoid.
- 8. When the blocks drop to the defense team's position, give them to the offensive team
- 9. Once all of the defense team members diet offense and defense change.

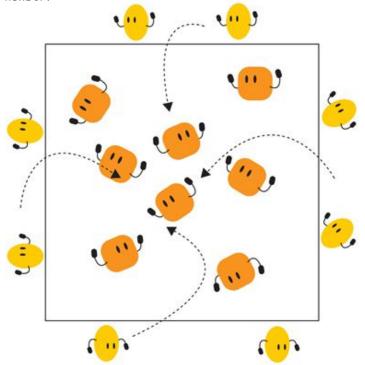






-How to play

- 1. Prepare family block and divide into 2 teams.
- 2. One team stands outside of a rectangle (2.5m x 4m).
- 3. The team I eaders do rock-paper-scissors to decide offense or defense.
- 4. The team members inside the rectangle should flee while the other team members throw family blocks.
- 5. The offense team throws family blocks aiming at the defense team members.
- 6. Members who are beaten by blocks must leave, and change position if all members are dead.
- 7. If a defense team member receives a block without dropping to the ground, it is possible to save one dead member.







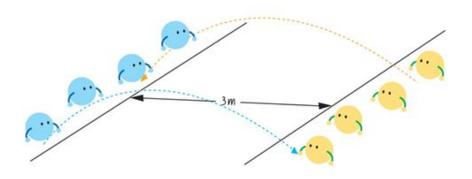
Stone missiles game

It is one of the most traditional games, and it represents human nature well. Also, it is a group activity, so it is possible to learn teamwork spirit through this game.

The principle is very simple, so it lightens the burden from school structure or industrialized modern society and relieves stress.

-How to play (There is no limitation on the number of participants and place)

- Divide two teams.
- 2. Draw two lines and make it like a river from a 3m distance.
- ${f 3.}$ Prepare the same number of blocks, and stand across from other team members.
- 4. Throw the prepared blocks to other team members at the starting signal.
- 5. The person who got hit, move away and cheer their team
- 6. The team with more people survived wins.





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