

TEACHER RESOURCE

LIFE ART MIND



Social Sciences

Technology

TOYS AND GAMES

Permanent Programme
Year 3 - Year 8

An opportunity to play games and explore and enjoy toys from different cultures and periods of history.

Supported by the Ministry of Education

ADDRESS 326 MAIN STREET, PALMERSTON NORTH, 4410
POSTAL PRIVATE BAG 11055, PALMERSTON NORTH, 4442
WEBSITE www.temanawa.co.nz

PHONE 06 355 5000 or 0800 426 873
FAX 06 358 3552
E-MAIL education@temanawa.co.nz



INTRODUCTION

This programme is designed to give students an opportunity to experience the games and toys people have played in different cultures and at different times in history. It is a hands-on programme with students working in pairs with a wide range of toys and games. The games and toys used range from an ancient Roman game to those played today, and originate from many countries of the world.

ABOUT THE EDUCATION PROGRAMME

This programme is suitable for Year 3 to Year 8 students and runs for 1 ¼ hours.

The programme begins with an introduction and discussion on the concepts of why people play and develop games and toys. Students will be introduced to concepts such as traditional toys versus modern toys, gender issues, group versus individual games and an understanding that some toys have stood the test of time. Students in pairs then spend approximately 40-50mins playing with the games and toys.

Students will play with at least 12 different games and toys in the time allotted and many of the games will be ones they have never seen or played before.

The session ends with a discussion on the concepts mentioned in the introduction and links are made to the games and toys the students have just played with.

Special Requirements:

It is extremely helpful to gain an understanding of your requirements for this programme and your visit to Te Manawa. This programme can be very flexible in its focus and learning intentions. You may be coming as part of a technology component or social history or for social skills and social cooperation. To help us meet your specific learning needs please fill in a pre-visit questionnaire or contact mary.sheridan@temanawa.co.nz

It would be beneficial to pair up students prior to arrival at Te Manawa.

CURRICULUM LINKS

Technology

Technological Knowledge

Technological products (Level 1 – 4)

Nature of Technology

Characteristics of technology (Level 1 – 4)

Social Sciences (Level 1 – 4)

Key Competencies

Thinking

Students will use creative, critical, metacognitive, and reflective processes to make sense of and question new games and their strategies.

Using language, symbols and texts

Students will learn and become familiar with the specialist language (including symbols and text) associated with toys and games.

Relating to others

Students will be encouraged to listen actively, recognise different points of view, negotiate, and share ideas with each other whilst learning how new games work.

Participating and contributing

Students are encouraged to contribute appropriately as a group member, to make connections with others and to create opportunities for others in the group while playing games together.

LEARNING OUTCOMES

We are learning to:

- Classify games and toys
- Identify skills that are developed through playing games
- Gather information about games and toys through time

We know we have achieved this when we can:

- Sort a group of objects into toys or games
- List 3 skills that you can learn or practise through playing games
- Record the rules of a very old game to another person

PRE AND POST VISIT ACTIVITIES

- Choose a country of the world and learn a game from that country.
- Learn some Māori games.
- Book in for Ngā Momo Tākaro, the Māori games programme available at Te Manawa.
- Ask young people in your school who come from other countries to share games and toys from their country with your students.
- Discuss with your students their favourite toys and games and look at the technology involved in how they manoeuvre and work.
- Explore the changes that technology is bringing to toys and games.
- Discover toys and games that haven't changed in the last 20 years.
- Interview people in a range of age groups about the favourite toys and games of their childhood.
- Take one particular toy and examine the changes it has undergone in the last 100 years. You could look at dolls from rag dolls to plastic or trains from push power to electric.
- Design and develop your own games. These could reflect the interests of each student and could range from ball games to board games.
- Collect toys and games that are no longer being used and donate them to a school in a third world country.
- Make a soft toy.
- Write a poem about losing a favourite toy.
- Write a story as if you were a particular toy.
- Create art sculptures from old McDonalds toys and swap toy heads to create interesting 'monsters'.
- Use transactional writing to inform other students how to play your favourite game.

RESOURCES

BOOKS:

Available from Palmerston North City Library:

Toys and Games
John Williams
Wayland, 1997

Traditional wooden toys: their history and how to make them
Cyril Hobbins
LindenPub, 2007

Check out the Palmerston North City Library catalogue online at www.citylibrary.pncc.govt.nz

WEBSITES:

<http://www.historylives.com/toysandgames.htm>

Popular photos and names of toys from around the 19th Century.

<http://www.answers.com/topic/toys-and-games>

Teacher information.

http://www.retrotogo.com/toys_and_games/index.html

A sales webpage for 'Retro' toys but has a good collection of photographs of 'recent' popular toys such as Rubik's Cube, Space invaders, Pac man, Lego, View Master, and Space hoppers etc.

<http://www.ideafinder.com/history/category/toys.htm>

History of toys when invented and by whom.

NATIONAL LIBRARY SCHOOLS' SERVICE

For books, videos and CD roms:

<http://www.natlib.govt.nz/>

0800 171717 or fax 0800 907000

Palmerston North

Monday - Friday 8.30am - 5.00pm

Thursday 8.30am - 6.00pm (during term)

Online request form: <http://www.natlib.govt.nz/cis-online-request>