



**K. R. Mangalam World School, G. K. II**  
**Parents' Circular**  
**Classes- Nursery to XII**

**Date : January 22, 2021**

**Circular No.- KRMGK-II/20-21/243**

**“Children learn as they play. More importantly, in play, children learn how to learn.”**

Dear Parent,

Learning through play is an important part of a child's development. Toys and games help children develop their senses, problem solving skills, conflict resolution and much more. Toys nurture creativity, imagination and values such as cooperation, sharing, respect for others. Toys or games, physical or virtual, are learner friendly tools. Over time, the form of toys and the materials used to make toys have evolved, particularly with the development of technology; yet, the importance of toys in learning continues. With the aim to provide active and joyful learning to children by including them in the teaching learning process and pedagogy, and thereby promoting the indigenous toy industry, the Ministry of Textiles, in collaboration with other ministries including Ministry of Education, is organizing the **First National Toy Fair in a Virtual mode from 27/02/21 to 02/03/21 (4 days)**.

**CATEGORIES OF TOYS WHICH CAN BE INCLUDED IN TOY FAIR**

- a) Existing indigenous toys/games
- b) Online toys- Mobile/ Web apps, Digital Toys (developmentally appropriate)
- c) Physical toys: • Electronic based • Board Games/Card Games • Puzzles/Board mazes/digital mazes • Craft/Material Based/Static Toys (includes variety of Puppets and Clay Modelling items): such as magic clay in the form of kinetic dough with stencils • Dynamic/Moving Toys (includes Mechanical/Mechatronics)
- d) Educational Kits for different ages and stages (with user manual)
- e) Do It Yourself (DIY) (Which can be made by children in the classroom)

**SUGGESTIVE THEMES FOR VIRTUAL TOY FAIR**

Educational Toys for---

- a. Learning about Indian Culture, Mythology and History, Knowledge of India and Ethos
- b. Learning, Education and Schooling - inculcating Social and human values -Occupations & specific fields - Environment - Educational Toys for Divyang Children /Inclusive Toys - Toys for Fitness and Sports for children
- c. Out of the box: Fun and Creative along with logical thinking
- d. Rediscovering/redesigning traditional Indian Toys

**Guidelines for Preparation of Toys/Games:** The following parameters may be considered while creating and constructing toys and games:

- 1. The Toys can be designed for any stage, on any theme as mentioned above. Any type of toy /game can be selected.
- 2. The process of designing /development of toys should be captured through photographs /videos. Demo videos with voice over and running content (in Hindi and English) should be prepared for display. 3. The Toy/game should be mapped with a concept/skill for which it can be used.

4. Each toy/game will be accompanied with its documentation. The documentation should provide the details of: ➤ Objectives ➤ Stage of school education/age group ➤ Material used ➤ Time of preparation ➤ Concept/skills mapped (Pedagogy) ➤ Procedure- how the toys/games can be used ➤ Cost ➤ Adaptation for children with disability (If possible)

5. How to use the Toy(s): need to be focused on simple and user-friendly language for all the stakeholders.

6. Educational Kits can also be displayed. The kits should have manuals with details about usage of items in the Kit. One sample item of each kit can be highlighted with its name, age group and very brief one -line objective.

7. The DIY toys should capture the process of toy development with children.

8. Use of local-specific materials and eco-friendly resources/materials should be given preference.

9. Toys should be easy to handle and manipulate by ALL children.

10. The designed toys should be durable, safe, and cost effective.

11. More focus should be given to open ended toys to benefit and extend child's imagination and critical thinking skills.

12. The toys /kits must not be displayed in a cluttered manner; rather a pop-up banner or display of name of each of the kit item/toy should come up when the exhibitor names or explains about the item/toy, one by one.

13. All the planning needs to be done keeping in mind the "VIRTUAL EXHIBITION Mode of TOY FAIR"

Guidelines for the development of Electronic toys and Digital Games Digital games or gamified learning and assessment are stored in digital formats and usually distributed online. Web and mobile application-based games in the following formats can be developed by exhibitors on the suggested themes: Cos 0 Cs' T • Augmented reality application • Virtual reality • Simulations • Artificial intelligence • Virtual tours • Robotics • Age-appropriate STEM/STEAM toys (Science, Technology, Reading Engineering, Arts Math) • Various indigenous board games in digital format • Gamified assessment For each game a concept note covering the following can be developed • Who are the players? • Objectives of the game • Critical thinking and problem solving involved in the game • Description of experience/s the player would have (winning, exploration, achievement, collaboration) • Description of learning and fun element associated to it • Scheme of Incentivisation • How it corresponds to the inner motivation of the player Description of Technical Aspect • Tools/software/game engine used for the development of game • Gaming Platform (PC/Mobile-android iOS/Play station/any other • Possibility of Integration with DIKSHA Portal and App

Students, parents and teachers are encouraged to participate in this event.

Entries for the same may be sent to [sch.brstfdoe@gmail.com](mailto:sch.brstfdoe@gmail.com) with proper documentation and suitable videos latest **by 25 January 2021** so that best entries may be sent for showcasing in the **1<sup>st</sup>National Toy Fair, 2021.**

Regards

Principal  
(Dr. Sangeeta Arora)