

Toys that Teach is an *individual or team* NJ FCCLA State Event that fosters the understanding of the relationship between learning and play for children through the development of an original toy.

NEW JERSEY CORE CURRICULUM STANDARDS

- 1.2.12B(4).3 Organize personal works of visual art that convey a high level of understanding of how expression of ideas related to media, techniques and artistic process.
- 3.1 Understand and apply the knowledge of sounds, letters, and words in written English to become independent and fluent readers, and will read a variety of materials and texts with fluency and comprehension.
- 3.3 Speak in clear and concise organized language that varies in content and form for different audiences and purposes.
- 3.4 Listen actively to information from a variety of sources in a variety of situations.
- 3.5 Access, view, evaluate, and respond to print, nonprint, and electronic texts and resources.
- 8.1.12.A.2 Produce and edit a multi-page document for a commercial or professional audience using desktop publishing and/or graphics software.
- 8.1.12.F.1 Select and use specialized databases for advanced research to solve real-world problems.
- 9.1.12.A.1 Apply critical thinking and problem solving strategies during structured learning experiences.
- 9.3.12.C.2 Characterize education and skills needed to achieve career goals, and take steps to prepare for postsecondary options, including course selections, assessments, and extra-curricular activities.
- 9.3.12.C.3 Develop personal interests and activities that will support declared career goals and plans.
- 9.1.12.F2 Demonstrate a positive work ethic in various settings, including the classroom and during structures learning experiences.
- 9.3.12.C.5 Identify transferable skills in career choices and design alternative career plans based upon those skills.
- 9.3.12.C.6 Develop job readiness skills by participating in structures learning experiences and employment seeking opportunities.
- 9.3.12.C.7 Pursue a variety of activities related to career preparation (e.g., Volunteer, seek employment, apply for training grants, higher education grants and loans.)
- 9.4.12.E(2).3 Demonstrate how knowledge of learning theory can be used to establish a positive climate that promotes learning.
- 9.4.12.E.51 Evaluate risks to safety, health and the environment in learning settings.

EVENT CATERGORIES:

Junior: Grades 6-9

Senior: Grades 10-12

Occupational: Grades 10-12

ELIGIBILITY:

1. A chapter may submit one (1) entry (individual or team) in each event category. An entry is defined as one (1) participant or one (1) team comprised of a maximum of three (3) members. An event category is determined by a member's grade in school and affiliation status.
2. Participation is open to any affiliated FCCLA member.
3. The Toys that Teach project must be planned and prepared by the participant only. Supporting resources are acceptable as long as participants are coordinating their use and resources are cited appropriately.

REGULATIONS:

1. Participants will construct an educational toy from everyday household items. Supplies may include but are not limited to: boxes, milk cartons, laundry basket, yarn, buttons, towels, scarves, newspapers, etc.
2. Participants should choose one of the following specific age group of children:
 - A. Birth to 12 months
 - B. 12 to 24 months
 - C. 2 to 4 years
 - D. 5 to 7 years
 - E. 8 to 12 years
3. The toy **MUST** be constructed by the participants.
4. Each Toys that Teach entry requires an oral presentation related to the specific issues or topic. *A team of one (1) to three (3) members* from the Chapter must explain/present the project with a three (3) to five (5) minute oral presentation.
5. Each entry will design and create a toy for a child that meets the developmental needs of a specific age group. Safety should be a primary concern in the planning and construction of the toy. Participants will develop an informational file folder. During the interview with the judges, the participants will present the toy and justify its merit for children in relation to "play" and child development.

Categories of play include but are not limited to Quiet Play, Active Play, Cooperative Play, Manipulative Play, Make-Believe Play, Creative Play and Learning Play.
6. After the presentation of the toy product, the participants will select at random a bag that contains a common childhood toy. The participants will identify the toy category, age group and developmental asset of the toy and the type of play it stimulates.
7. The event time will be a minimum five (5) minutes and not to exceed ten (10) minutes.
8. Each entry must submit their file folder with their project at the designated set up time at the beginning of the State Leadership Conference. The file folder must include three (3) stapled sets of the following information in one (1) letter- sized file folder:
 - A. A *Project Identification Page* containing:
 - Participant(s) Name(s)
 - School/Chapter Name
 - Event Name (Toys That Teach)
 - Event Category
 - Selected Child Age Group
 - Toy Name
 - B. A *Planning Process sheet* summarizing the procedure for the project.
 - C. A completed *Toy Design Worksheet* (attached)
 - D. General Toy Safety Research
 - E. Work Cited

8. The folder must be labeled on the front cover, upper left corner as follows:
 - A. Participant(s) Name(s)
 - B. School/Chapter Name
 - C. Event Name (Toys That Teach)
 - D. Event Category

9. Participants must set up the project with their information card during the designated time period at the beginning of the State Leadership Conference. The information card will be a typed three (3)-by-five (5) index card pinned to the front of the project containing the following information:
 - A. Participant(s) Name(s)
 - B. School Name
 - C. Event Category
 - D. A brief description of the project (up to 50 words)

The information folder must accompany the project.

10. The project must be removed at the time designated in the State Leadership Conference program.

11. See GENERAL INFORMATION AND RULES of these guidelines.

TOYS THAT TEACH SPECIFICATIONS

File Folder

Each entry will submit one (1) letter size file folder containing three (3) identical sets, with each set stapled separately, of the items listed below at registration. The file folder must be labeled on the front cover, upper left corner as follows:

- Participant(s) Name(s)
- School/Chapter Name
- Event Name (Toys That Teach)
- Event Category
- Toy Name

Project Identification Page	One 8½” x 11” page on plain paper, participants must include name(s), school/chapter name, event name, event category, target toy age group, toy name.
Planning Process Sheet	Each step of the Planning Process was used to plan and implement the project.
Toy Design Worksheet	Name of toy, target age group, category of play, explanation of how the toy meets the target age group needs, list of supplies used in construction, safety precautions and care of toy.
Toy Safety Research	Explain who regulates toy safety. Identify 5 toys or products for children that have been recalled within the last 12 months and explain why.
Work Cited	List of references and how the research was conducted.

Toy Design Worksheet

Each entry will submit a Toy Design Worksheet (attached sheet) with the following information:

Name of Toy	Provide a creative name for your educational toy.
Target Child Age Group	Select a target age group for the educational toy.
Category of play	Select applicable category of play (such as): Quiet Play, Active Play, Cooperative Play, Manipulative Play, Make-Believe Play, Creative Play and Learning Play.
Education Needs	Justify why you chose the target age group for the toy. How does your toy meet the development and educational needs of the target age group you have selected? How will the toy foster creative learning?
Supplies	Identify all supplies used in the construction of the educational toy.
Safety	Identify toy safety concerns for the age group you have selected. Describe how you have addressed safety in your design.
Storage and Care	Explain how the toy should be maintained and cleaned

Toy Evaluation

Each entry will design and construct and educational toy from everyday household items.

Creativity	Toy is creative, stimulates play and is visually pleasing.
Design	Toy design is innovative with a variety of materials.
Safety and Sanitation	Proper precautions for health, safety, and sanitation are taken into consideration in accordance with the target age.
Overall Quality of Construction	The product should be well-made and visually appealing to children.

Oral Presentation

The oral presentation may be up to three (3) to five (5) minutes in length and is delivered to evaluators. The presentation should concentrate on the concern and how the project addresses the concern.

Presentation of Process and Project	Presentation should discuss specific educational objectives and how the toy meets the learning needs of the target age group. Participants should speak clearly with appropriate grammar, terminology, pitch, tempo, volume, body language, and appropriate handling of notes or note cards if used.
Mystery Toy Explanation	Provide clear and concise information about the selected "Mystery Toy" including: the toy category, age group and developmental asset of the toy, and the type of play that it stimulates. Answers evaluators' questions regarding toys, play and child development.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding project and subject matter.

Toy Design Worksheet

Name of Toy	Target Child Age Group	Category of Play
Educational Needs		
Appeal for children		
Supplies needed		
Safety	Suggested Storage and Care	

TOYS THAT TEACH RATING SHEET

Name: _____ School: _____

Check One Event Category: _____ Junior _____ Senior _____ Occupational

Write the appropriate rating under the SCORE column. Points given may range between 0 and the maximum number indicated. Where information is missing, assign a 0. Total points and enter under TOTAL SCORE.

Evaluation Criteria	Very					Score	Comments	
	Poor	Fair	Good	Good	Excellent			
FILE FOLDER								
Planning Process: Objectives and summary are clear, concise and well-written	0-1	2	3	4	5			
Toy Design Worksheet: Complete and well-written	0-3	4-6	7-9	10-12	13-15			
Toy Safety Research: Explains who regulates toy safety, discusses 5 recent recalls	0-2	3-4	5-6	7-8	9-10			
Works Cited: Complete list of resources	0-1	2	3	4	5			
TOY EVALUATION								
Creativity: Creative, stimulates play and visually pleasing	0-2	3-4	5-6	7-8	9-10			
Design: Innovativeness with variety of materials	0-2	3-4	5-6	7-8	9-10			
Safety and Sanitation: Safety standards applied	0-2	3-4	5-6	7-8	9-10			
Overall Quality of Construction: Well-made, visually appealing to children	0-1	2	3	4	5			
ORAL PRESENTATION								
Presentation of Process and Project: Discussion of required elements, speaks clearly with appropriate grammar, terminology, pitch, tempo, volume and appropriate handling of notes	0-2	3-4	5-6	7-8	9-10			
Mystery Toy Explanation: Toy Knowledge of toys relating to child development	0-2	3-4	5-6	7-8	9-10			
Responses to Evaluators' Questions	0-1	2	3	4	5			

Total Score _____

Verification of Total Score (please initial)

Evaluator _____

Room Consultant _____

Lead Consultant _____

Circle Rating Achieved:

Gold: 90-100

Silver: 75-89

Bronze: 60-74