

Name: _____

Class: _____ Number: _____

School: _____



Room 1 – Playing is...

1. Blot out the objects that are not on the table.
2. Regarde le film. Dessine ou écris comment on joue avec les objets restants dans la vidéo.





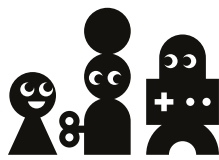








3. Now make up your own game to play with the crossed-out objects. Write or draw it.



Name: _____

Class: _____ Number: _____

School: _____



Room 2 – Play-time!

Listen to 2 audio excerpts in this room. Answer the questions.

Audio excerpt 1

Which toy speaks?

Who played with this? Circle:

adultes - enfants

Audio excerpt 2

Which toy speaks?

Who played with this? Circle:

adultes - enfants

Connect the objects to the timeline so that they are in chronological order.



○



○



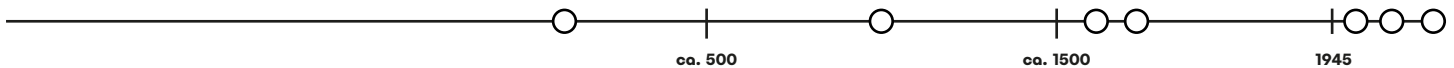
○



○

A long time ago

Now



ca. 500

ca. 1500

1945



Room 3 – For the fun of it

Go through the different levels of this room and practise different skills.



Moving



Understanding
feelings



Making
agreements



Creating



Thinking

Level 1 – On the move



Find the objects below in the showcases. Indicate whether you are practising your big or small movements. Do you know the game? If so, write the name next to it.



Ready? Now practise your moves. Together with your classmates, play the wheel of movement for big movements or the play table for small movements.

Level 2 – Build your personality

Full of feelings...

Find the teddy bear and doll in the showcase. Look at them carefully.
Which of the two would you choose as your best friend? Why? Complete the text below with the characteristics of your new best friend.



L'ours en peluche

- Made of goat hair
- Soft
- Stuffed with straw
- Light brown with black eyes
- Not washable



Poupée Inge

- Made of plastic
- Smooth
- Not stuffed
- Green-red dress printed with different toys
- Washable

I choose _____ as my best friend.

My best friend is made of _____. Therefore he/she is _____.

You can recognise my best friend by _____.

Come play with us!



Play the emoji game. Can you guess which feeling your fellow player is showing? Encircle it below.



When did you have this feeling yourself? Draw it in the box.

All about you!

Find these figures in the display cases. Do you recognise them all?
Write the name or profession next to the figures below.



Level 3 – Dos and don'ts!



Sticking to the rules



Play the game 'Choosing the rules'.

Did you find it difficult to choose and follow the rules? Why?

There are several possible rules to start a game. Which do you think is the fairest?



The oldest player starts



The youngest player starts



The first player to throw a 6 starts



Decide together who starts



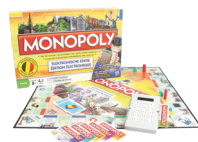
Playing with rules

Do you know whether in these games you have to collaborate, make deals or mislead each other? Mark the answer. Write the correct names next to the games (in English or in the language that's written on the box).



Name of the game:

- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead



Name of the game:

- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead



Name of the game:

- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead



Name of the game:

- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead



Name of the game:

- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead



Name of the game:

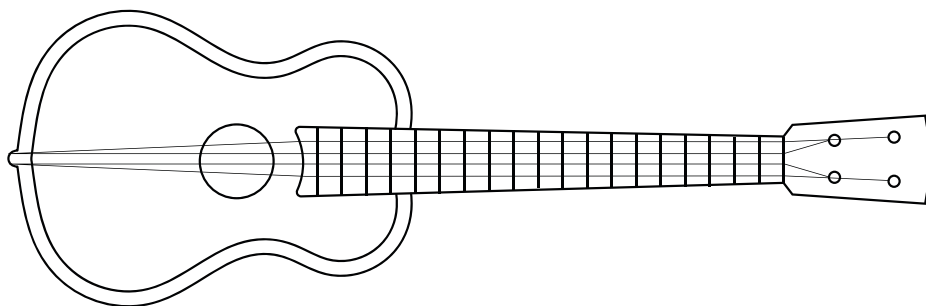
- ☐ Collaborate
- ☐ Make deals
- ☐ Mislead

Level 4 - Creative mind



Showtime!

Find the instrument below in the exhibition case. Which instrument is this? Write it down. Decorate the instrument next to it with your own drawing.



Find the puppet of the witch. This puppet is hand-painted.
Can you think of a story with a witch? Is the witch kind or evil in your story?



Go to the shadow theatre and act out your story with the figures. Or make a piece of music to go with the story at the DJ table.

Fun with art

Find this box of bricks.



What name is on the box?

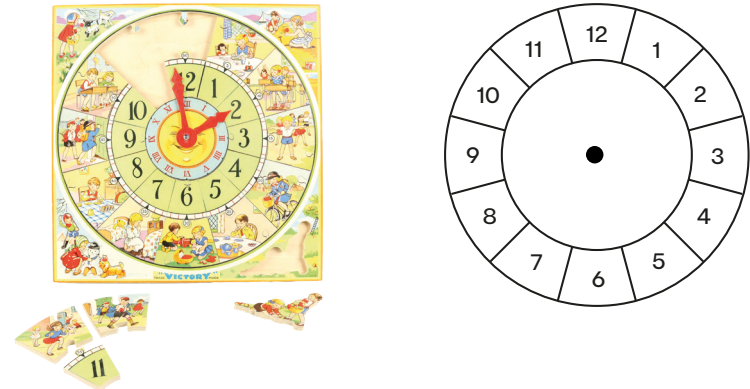
What would you make with these blocks? Draw it below.



Level 5 – Boost your brain

Playing with 123 and abc

Find the clock in the picture below. What time is it on the clock in the display case?
Draw the hands of the clock on the drawing.



Who knows...?

Find the construction kit Elex 502A de Märklin.



What kind of experiments can you do with this kit? Circle.

Mechanical - Robotical - Electrical - Chemical

In search of insight

Find the game below and look carefully at the puzzle pieces. Can you put the right numbers to the puzzle pieces so that the puzzle is completed?

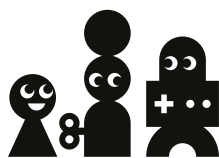


What do you read on the paper of the owl?

To find out more about this object, take a closer look via the information screens.



Play a game of code breaker or get to work with the building planner. Put your brain to work!



Name: _____

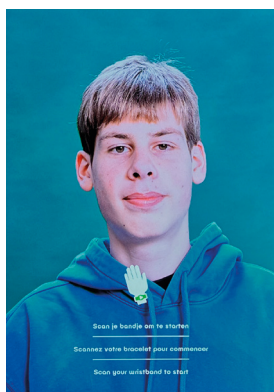
Class: _____ Number: _____

School: _____



Room 4 – Lots of players, lots of stories

Listen to the portrait of the picture and answer the questions.

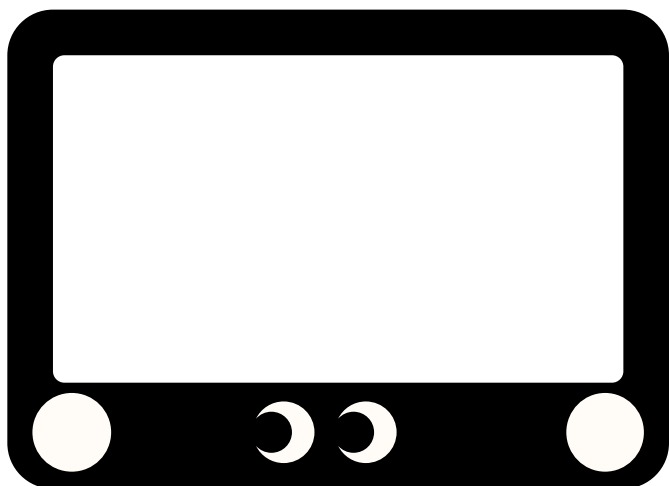


The player is _____ years old

- He prefers to play
- ☐ With trains
 - ☐ With LEGO®
 - ☐ Online games
 - ☐ With stick horses

Choose and listen to an additional story.

Create your own portrait. Draw yourself with your favourite game or toy in the tablet and answer the questions.



My favourite toy or game is

because

- I prefer to play
- ☐ alone
 - ☐ with _____

I play...

- ☐ everyday
- ☐ every week
- ☐ every month
- ☐ hardly ever

Speelgoedmuseum Mechelen hopes you enjoyed your visit. See you soon!