

Name: _____

Class: _____ Number: _____

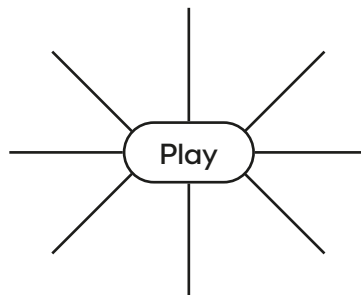
School: _____



Room 1 – Playing is...

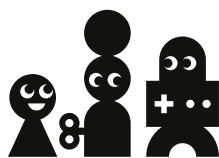
What is playing? That's what this room is about.

What is playing for you? Write what you think about in the mind map.



Find a classmate. Compare your answer. Are your answers similar or different?

What is playing all about according to the museum? Now look at the projection in this room.



Room 2 – Play-time

Look carefully at the display case. How many groups of objects do you see?

7 _____

Each group of objects stems from a different period in history. In this room you will learn how play and toys in this region changed over time.

Choose a group and complete the task.

1. Playing in antiquity: the classics



This doll is one of the oldest pieces in the museum.
Take the single-cup headphone, listen to her story and solve the questions.

True or false

The doll has no clothes.

☐

True

☒

False

The doll is from the time of the Romans.

☒

True

☐

False

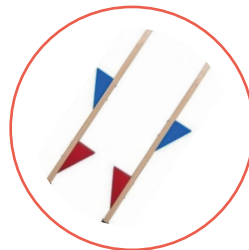
When boys and girls from those times grow up, they hand over their toys to the gods.
This is called a sacrifice.

What is your favourite toy?

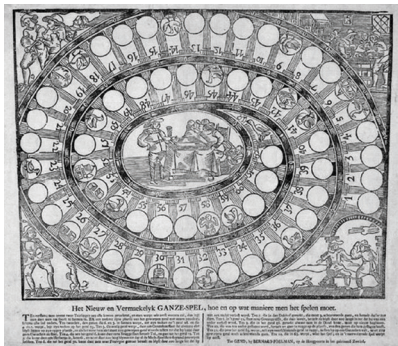
Would you give it away (to the gods) forever? Why or why not?

2. Playing in the Middle Ages: forbidden to play?

In the Middle Ages, children often played outside. They often played with what they found. We still know many of their games today. Find the medieval version of today's games in the exhibition room. Which game is not in there?



3. Playing in the new times: a golden (playing) time

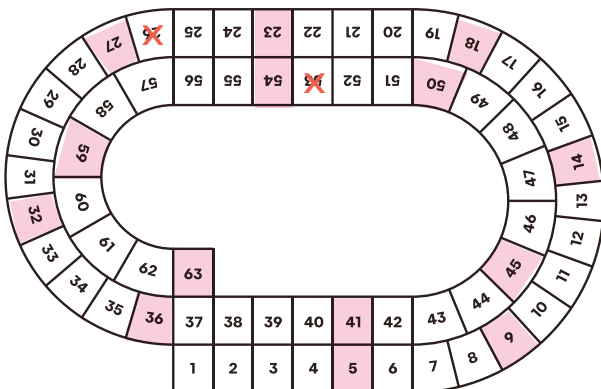


How many squares does the goose board count?

63 -----

That's almost how old someone got in the 18th century. Each square in the goose game symbolizes a year of life. There are lucky years and unlucky years in the game. If you land on a goose, you are lucky. Then you get to roll the die again.

Colour the boxes with the geese below.



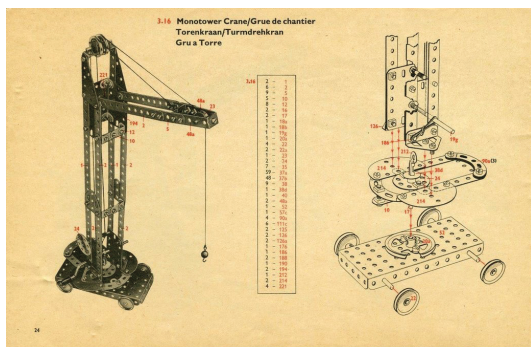
Do you also find the dice on the game board? Put a cross on the space in the game board above.

4. Playing in the new times: from the factory

From 1850, toys are no longer made by hand but by machines in factories. This is faster because more pieces can be made at once. Toy factories make new inventions like cars, aeroplanes or technical construction toys.



Which piece in the display case matches the picture below? Look at the object and look up the information on the screen. Answer the questions.



When was this toy made?

1919 - 1925

Where was this toy made?

United Kingdom

5. Playing in our time: new playing opportunities



Find the toy in the picture in the exhibition case. What material is this piece made of? You will find the answer if you look carefully.

Plastic

Plastic is a cheap raw material. That is why a lot of toys are made in plastic in the 1960s. Which of these toys is not in plastic? Circle the image.



6. Playing in our time: with millions

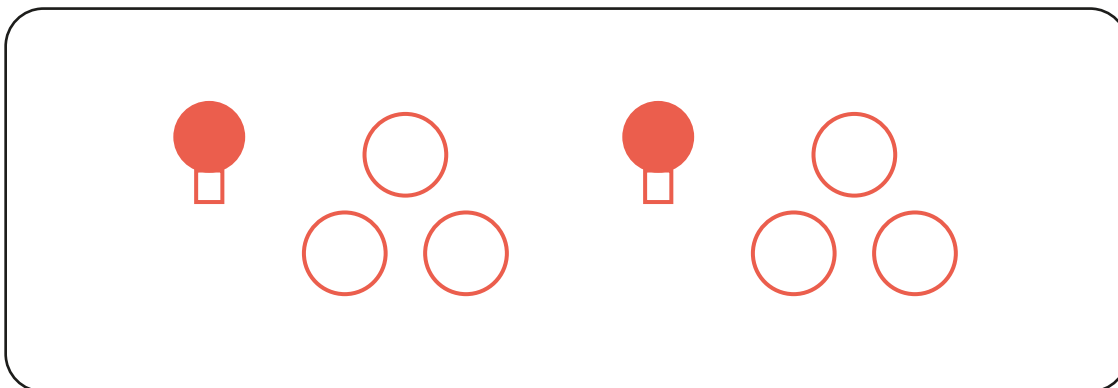


Do you know this?

This is an arcade machine. You throw a coin in at the bottom and then you can play a game. With the buttons you control the game.

You found this machine in a lot of Flemish cafés around 1980.

The buttons of the machine are much bigger than the buttons you use to play games today. Look carefully and draw the control buttons on your sheet.



7. Gaming in our time: old and new!



Listen to the story and answer the questions.

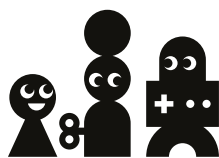
Why is the mouse sad?

Because the mouse has been thrown in the rubbish bin. They don't play anymore with the mouse.

What did the family buy? Circle.



Do you play a digital game? Which one is your favourite?



Room 3 – For the fun of it

We play because it's fun. By playing, you also learn a lot. In each zone (level) of this room you will discover what we learn by playing.

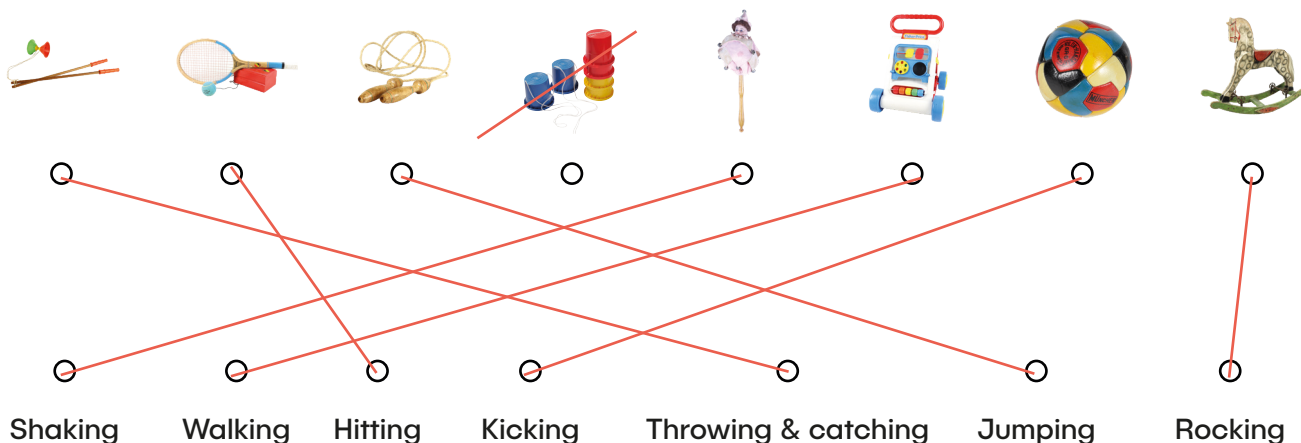
Level 1 – On the move



Biggest, bigger, big

Your body is an important instrument for playing. What actions do you perform with the different toys? Connect the word with the correct picture.

There is 1 object that is not in the display case and you can not connect. Can you find which one?



Fine, finer, finest

There are also fine movements. Test them yourself at the bead maze.





Play with your classmates at the handy table or the nervous loop. Write your findings below.

Game 1:

How did the game go?

- ☐ Easy
- ☐ ☐ Medium
- ☐ ☐ ☐ Difficult

What parts of your body did you use?

- ☐ Fingers
- ☐ Hands
- ☐ Wrists
- ☐ Arms
- ☐ Feet
- ☐ Legs

How big were the movements?

- ☐ Between 0 and 10 cm
- ☐ Between 11 and 30 cm
- ☐ Between 31 and 50 cm
- ☐ More than 50 cm

Game 2:

How did the game go?

- ☐ Easy
- ☐ ☐ Medium
- ☐ ☐ ☐ Difficult

What parts of your body did you use?

- ☐ Fingers
- ☐ Hands
- ☐ Wrists
- ☐ Arms
- ☐ Feet
- ☐ Legs

How big were the movements?

- ☐ Between 0 and 10 cm
- ☐ Between 11 and 30 cm
- ☐ Between 31 and 50 cm
- ☐ More than 50 cm

Name the similarities between the 2 games. Are there any differences? Write them down.

Level 2 – Build your personality

Full of feelings...

Stuffed animals and dolls are often our first friends. They help us show our feelings.



Sit on the floor for a while and close your eyes.
Take 3 deep breaths in and out.
How do you feel right now?

Circle the emoji that matches your feelings.



Find this doll's pram.



This doll's pram was made in Belgium. Which animal do you see on the pram?

Swan

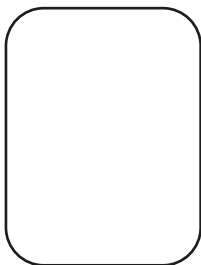
It is the symbol of the company Swan in Deinze. They make toys out of metal and wood. Another object from the Swan company can be seen in the exhibition case. What is it?

Red metal wheelbarrow

All about you!

Who would you like to be for one day?

Choose a figurine or character from the display case and fill in the passport details.



Name or type: _____

Year of birth: _____

Place of birth: _____

You can recognise me by this:



Interpret your figure in the Dressing-up room. Can others guess who you are?

Level 3 – Dos and don'ts!



Sticking to the rules



Play the game 'Choosing the rules'.

Sticking to the rules & Playing with rules

We need to learn to follow the rules. Rules must be adapted to the age of the players. Therefore, the rules of some games are very easy, others much more difficult.

Can you place the games in order of difficulty? The easiest game is number 1, the most difficult one number 3.

Hint: on some games the age is written.



2



3

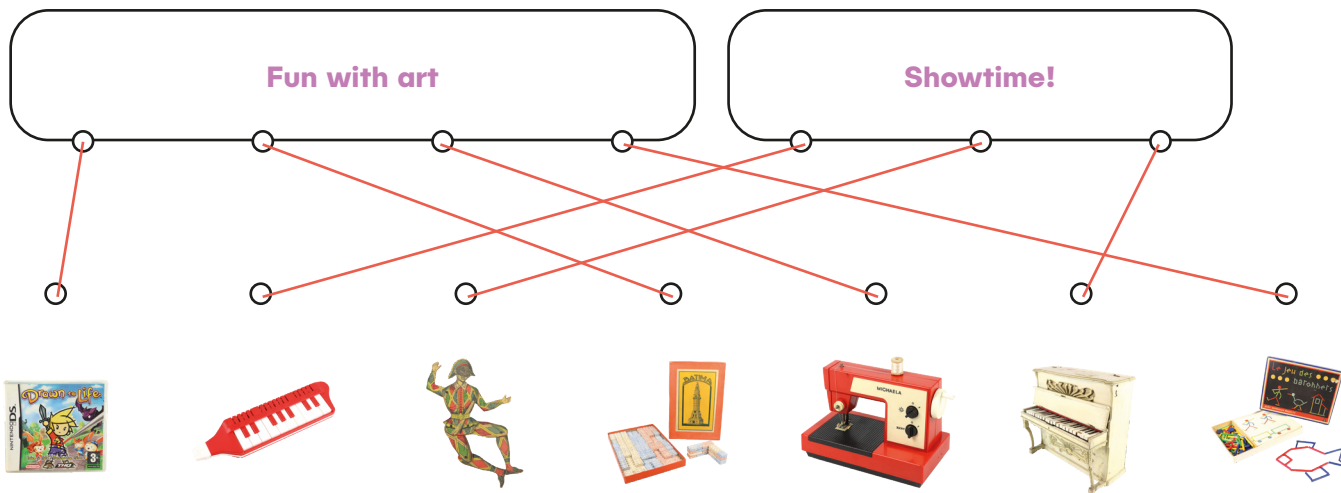


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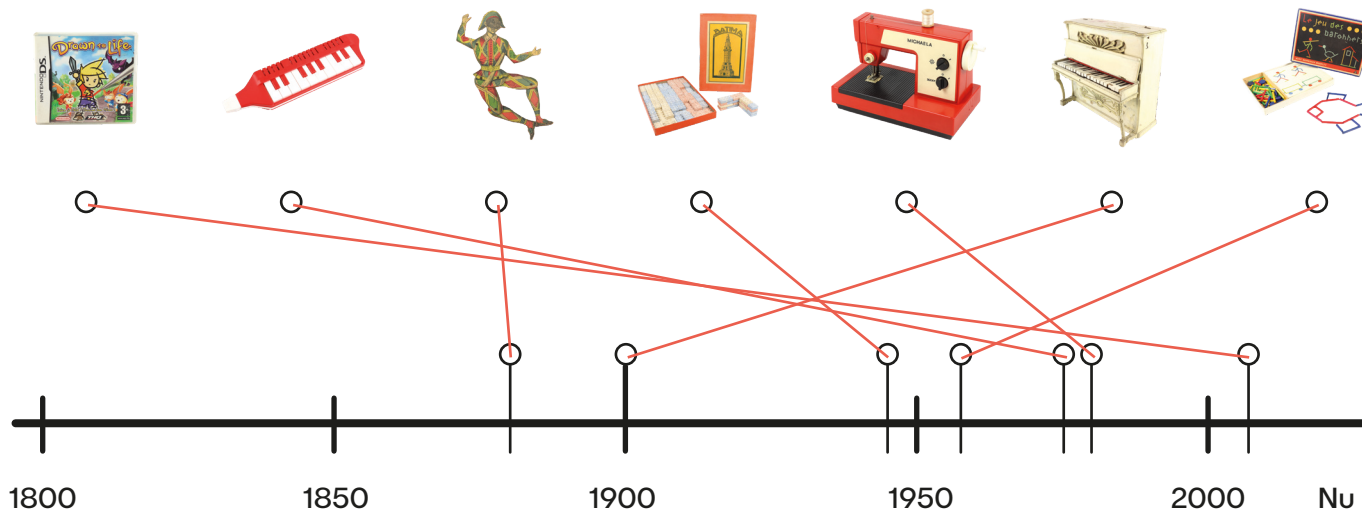
Level 4 - Creative mind



To which exhibition case do these objects belong? Connect them to the right display case.



Can you arrange them from old to new on the timeline? Look for the details of the objects in the information screen.


















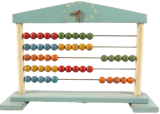














Ready for some creativity? Choose one of the games in this room and scan your bracelet. From DJ table to construction wall, there is something for everyone!

Level 5 – Boost your brain!

Playing with 123 and ABC & Who knows?

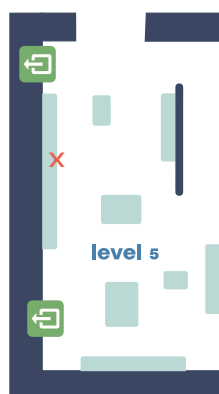
By playing, you learn a lot. With which game do you learn something about ...? Connect them to each other!

				
				
				
Language	Music	Math	Plants and animals	Technology

				
				
				
Language	Math	Technology	Plants and animals	History

In search of insight

Playing helps you with spatial awareness and analyzing maps. Can you indicate where this object is in this room with an x?



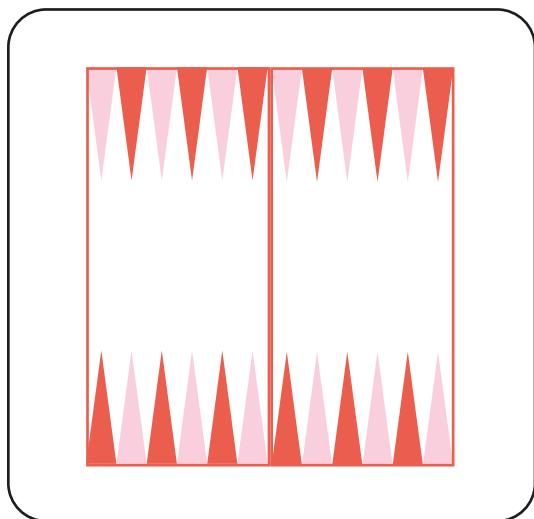
Train your analytical skills on the building planner.

Level 5 – Boost your brain!

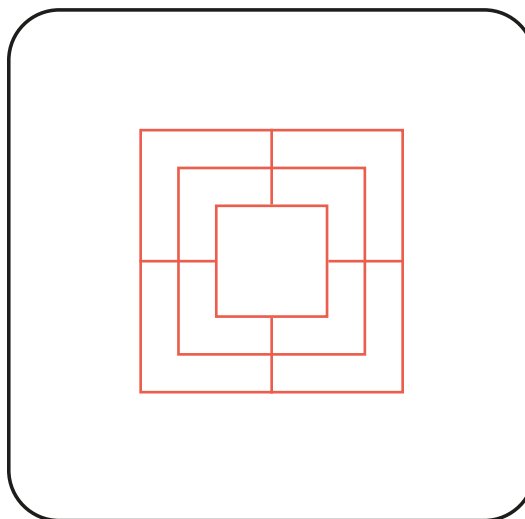
Think ahead!

Look carefully at the different strategic games. Do you see that each game has its own game board? Draw the game boards below as best as you can.

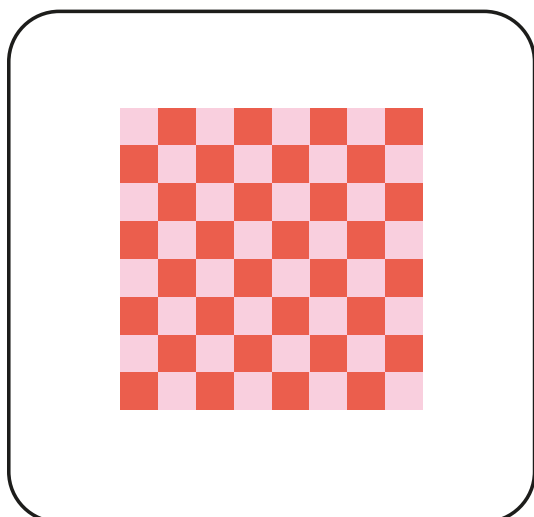
Backgammon



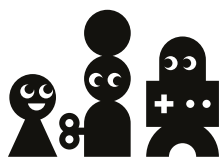
Nine men's morris



Chess



Well played? Scan your bracelet at the paper flowers. See what happens.



Salle 4 – We all play

Lots of players, lots of stories

Which players would you like to know more about? Listen to at least two stories in this room. Fill in the chart below for one of the stories listened to.

Beware! You can't always find an answer to all the questions.



Name player

- | | | | |
|-----------|-------------|----------|------------|
| 1. Alana | 2. Bas | 3. Robbe | 4. Zerlina |
| 5. Jan | 6. Ingrid | 7. Lula | 8. Debora |
| 9. Shaoqi | 10. Elliott | | |

Favourite game

- | | | | |
|--|-----------|---------------------|---------------|
| 1. Cosplay | 2. Lego | 3. Model trains | 4. Mind games |
| 5. Role-playing games (Orient Express) | 6. Gaming | 7. Doll Violet | |
| 8. Catan | 9. Basra | 10. Playing outside | |



When does the player play?

3. Model train club
4. Before bedtime
5. Sometimes in the afternoon, sometimes a serie of evenings and occasionally it just goes on endlessly.
6. Since Covid
7. Anywhere, any time



With whom does the player play?

1. Her parents (family)
3. Model train club
4. With her husband
5. With friends or with strangers with a similar passion
6. With her son
8. With her two sons (family).
9. With his grandparents with a large group of relatives.
10. Alone or with friends



2. Since he was a little boy
3. Since he was a little boy and got a model train from his grandfather
4. Since Zerlina learned the thinking games from her mum.
6. Since COVID-19 pandemic
8. Since 20 years ago.
9. Since his childhood.

1. Cosplay calms this family down.
2. Bas likes to think out of the box and make new, self-made things with LEGO. The bricks give him peace of mind.
3. Robbe loves science. How does it all work? What forces propel that locomotive forward?
4. Mind games make your head tired and your dreams soft, so she sleeps better.
5. Jan's favourite role is Game Master. As a director, he can then oversee the game and let his imagination run wild.
8. For Debora and her family, Catan is more than a game. It helps them talk and deal with their feelings.
9. Shaoqi has many fond memories of the game from Syria. He brought the game with him to Belgium.
10. He loves going on adventures.



Now interview a classmate. Fill in the chart again.

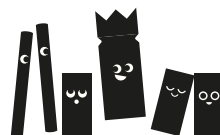


Name player

Favourite game



When does the player play?



With whom does the player play?



Since when does this player play?



Why does the player play?

