



BIG IDEAS

As recorded in Article 31 of the United Nations Convention on the Rights of the Child, all children have a right to play. It is part of being human.

There are similarities and differences in children's toys and games across cultures and moments in history.

The State Library of South Australia holds historical toys and games, and stories about play in its collection that support inquiry about the past

LEARNING INTENT

HASS

Compare similarities and differences between children's play today and in the recent past, during the childhood of their parents/carers and grandparents

INFORMATION LITERACY + CRITICAL & CREATIVE THINKING

Pose inquiry questions about toys and games from the past

Examine, compare and contrast information from observations of curated secondary source materials

GENERAL CAPABILITY | LITERACY

Understand how visual knowledge creates meaning

KEY INQUIRY QUESTIONS

- What is play?
- Why do people play?
- How is the present different from and similar to the past?
- How do we describe the sequence of time?

POSSIBLE LEARNING PROCESS AND RESOURCES

All digital resources connected with this program are shown below in **COLOURED BOLD CAPITAL LETTERS**. These resources can be found on the State Library of South Australia's website on the [EARLY YEARS F-2](#) page.

THE ROLE OF THE STATE LIBRARY OF SOUTH AUSTRALIA

- View **WELCOME TO THE STATE LIBRARY K-6 VIDEO** created for young learners and educators. It provides an overview of the role of the State Library of South Australia in collecting, preserving and sharing the stories of the state. It takes a behind-the-scenes glimpse into some of the areas in the library and the work that we do. Discuss the role of the State Library of South Australia in collecting, preserving and sharing memories.

WHAT IS PLAY AND WHY DO PEOPLE PLAY?

- Discuss [ARTICLE 31 OF THE UNITED NATIONS CONVENTION ON THE RIGHTS OF THE CHILD](#) and children's right to play.
- Invite learners to sit eye-to-eye and knee-to-knee with a partner and discuss, What is play? Why do people play?
- View video **WHAT IS PLAY?** This video was created by the State Library of South Australia with South Australian school children talking about what play means to them.

EXPLORING STATE LIBRARY COLLECTIONS | WHAT HAS CHANGED? WHAT HAS STAYED THE SAME?

- Visualise travelling back in time to see how parents/carers or even grandparents, played when they were very little. Discuss possible similarities and differences.
- Sit eye-to-eye and knee-to-knee with a partner to discuss - How do you think grown-ups played in the past? What might be the same? What might be different?
- Print A3 PDF, **A PLAYFUL PAST COLLECTIONS CARDS** showcasing toys and games from the collections of the State Library of South Australia.
- In learning teams, look closely at the collection cards and notice similarities and differences between toys and games from the past and toys of today.

POSING INQUIRIES

- Pose and record inquiry questions based on observations of secondary sources.
- Access a range of resources to find out more about toys from different moments in history. This might include accessing primary source materials such as conversations with parents/carers and grandparents.
- View [DIGITAL COLLECTIONS](#) of Toys and Games on the State Library of South Australia's website, highlighting the catalogue record and the zoom tool to research more about toys and games from the past.

UNIVERSAL GAMES

- Brainstorm games that have been around for hundreds of years and games from cultures all over the world.
- View video, **UNIVERSAL GAMES** showing South Australian school children talking about games that are played throughout the world.
- Search the South Australia Museum website to discover more about First Nations toys and games.
- Make and play a range of universal games.