



GUJARAT COUNCIL OF EDUCATIONAL RESEARCH AND TRAINING

PHYSICAL TOYS

Exhibiting School Projects
(Stand 1: Representations 1 - 21 of 41)



Coordinator

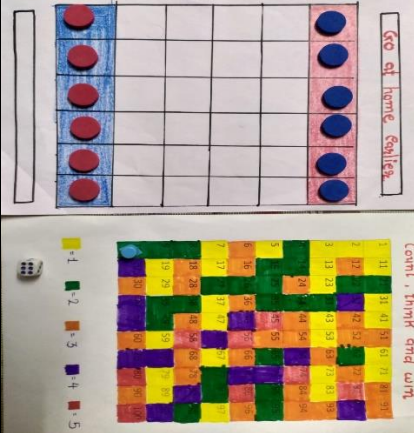
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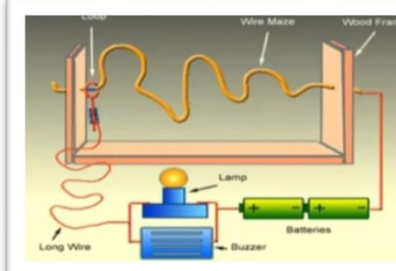





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| Sr. No. 1 |  | <p style="text-align: center;">Toys Name : Joyful Puppets</p> <p style="text-align: center;">Model Description</p> <p>How to prepare: Stick the cloth on thermocol plastic ball. Try to create a face of the character by using the waste material. Create eyes, nose, mouth, hair and other organs. Create hands and stitch it with puppet. Please take care while stitching the hands as it should have the movement. Decorate the puppet according to the character. Finally, our puppet is ready.</p> <p>How to use: It is the hand glove puppet so, to move the puppet fit it in a proper way and move it by the movement of hand and mouth.</p> <p style="text-align: center;">Contact details</p> <p>✚ Name: Rashmi Narottamdas Tiwari ✚ School Name: Goraj Primary School, Block: Sanand Dist. Code: 24070402801 ✚ Contact Number: 7567100025, WhatsApp: 7567100025, E-Mail: ahm04goraj5a@gmail.com</p> |
| Sr. No.2 |  | <p style="text-align: center;">Toys Name : STOP : READY :GO – BOARD GAME</p> <p>HOW TO PREPARE</p> <ul style="list-style-type: none"> • First of all construct the blank game board design on computer. (Without computer also manually designed can be prepared) • Collect photos of indicating traffic rules & regulation signs and stick up them at pre decided appropriate places on the game board. • Now prepare the required title cards and traffic symbol cards with its photos on chart paper. • Also make a game money of required amount to play the game. • Now Game board is ready to play. <p>HOW TO USE (Game Manual is created with board game to play)</p> <ul style="list-style-type: none"> • This game can be played by minimum 2 and maximum 4 players at the time. • Before starting a game players have to distribute the given game money in equal amount among |


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| | | <p>themselves and one portion they have to keep for the game office.</p> <ul style="list-style-type: none"> • The game should be start for playing from the home mentioned on the corner of the game board. • Every player have to throw the dice on the game board by taking one by one turn and whatever number indicated by dice that many steps they have to move on, on the game board. • Wherever place the players will reach on the game board, at that particular place whatever sign or title is mentioned the same title card for the sign card, player have to take and follow the instructions written behind on it. • In the same way by taking a turn one by one and following the instruction given in the game manual the player who will reach back first to home after successful completion of every place that player will be announced as a winner of the game. |
| | | <p style="text-align: center;">Contact details</p> <p>✚ Name: Prakashkumar D. Solanki ✚ School Name: Ningala 1 Primary School, Block: Rajula DISE Code: 24131005101 Contact Number: 8460221825, E-Mail:veer2012.vs@gmail.com</p> |
| Sr. No.3 |  | <p>TOY NAME:-MATHEMATICAL GAMES</p> <p>HOW TO PREPARE:-PRINT 1 TO 100 NUMBERS, REQUIRED COLOURFUL SHEETS AS LIKE IMAGE THAT GIVEN BELOW. THEN LAMINET THEM.</p> <p>HOW TO USE</p> <p>1. Factor Square: - The game is played by two or more players from two dices. The game will require as many coloured white board markers as players want to play. Both players throw both dices simultaneously. Now multiply the number obtained by dices. The factor of the number obtained Connect any two of the given four points around the number of one of the components. Draw a line. Playing in this way, when the whole square is finally completed, he can draw the whole square with his colour pen. Colour the square. And get him one point for completing this one square. So keep noting the points. At the end of the game player who is Making more squares and getting more points is considered the winner.</p> |


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| | | <p><u>2. Go at Home earlier:</u> - This game can be played by two players. In this game the Blue-coloured cookery in the blue-coloured box and the red cookery has to be delivered in a red box. Before start the game arrange the Blue cookery in red box and the red cooker in the blue box. Now each player playing simultaneously and move the cookery in the box which are empty and move as many steps as he wants in the cross, just like camel moves in chess. But will not be able to run straight. The one who delivers all the cookerries to his house in less steps is considered the winner.</p> <p><u>3. Count, Think and Win:</u> - This game can be played by two or more players. Scoresheet will be required. The player throwing all three dices simultaneously. And he /she gets Numbers and with those numbers player can do any of the addition, subtraction or multiplication and the answers obtained. He will put his cookery in the box according to the colour and point of the given sheet. They will think about how to get more points. All players will note the points they get. Finally, the one who gets more points will be considered the winner.</p> <p><u>4. Make Your Chain:</u> - This game can be played by two or more players. The game is to be played using two dices. Multiply the digits of the two fallen dices and place the cookery on its component or multipliers .Thus arranging a cookery while playing Go and build a chain. At the end of the game the player whose chain becomes the longest is considered the winner.</p> <p><u>5. .Don't Take Red:</u> - This game can be played by two players. To play this game you have to Put the yellow cookery on points on a given board. Place the red cookery where the red point is drawn in centre of the board. Now each player in turn Taking one or two or more of the three cookerries in a straight line from the arranged cookerries except the red ones. The last player to take the red cookery is considered out of the game.</p> <p><u>6. TikTik Three:</u> -This game can be played by two players. Each player takes 10 - 10. Cookerries of different colors. In the given sheet, each player will place one cookery at a time. While one player will</p> |
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| | | <p>place three cookerries of same colors in a straight line. He/she can any one of the opponent's cookerries. This cookery will be considered a cookery out. At the end of the game who has remain only two cookerries while playing, he is considered out. Who has remain more than two cookerries is considered winner.</p> <p>NAME:- GHODASARA DIPTI MANSUKHLAL SCHOOL NAME:- PAY CENTER PRIMARY SCHOOL- LAMBHVEL BLOCK:-ANAND DISE CODE:-24150102501 CONTACT NUMBER:-7819918288/8320824390 WHATSAPP (IF ANOTHER):- E-Mail:-diptimghodasara1984@gmail.com</p> |
| Sr. No.4 |  | <p>TOY NAME:--knowledge with joy</p> <p>HOW TO PREPARE:-First of all, take a Cardboard and make holes in it at distances, place nails in that Cardboard. Keep the pipes separate. Let the children make different shapes and designs as per their wish. Take clay, knead well. And make the Idol of Ganesha. The trunk of the Ganesha is made using the pipes. The Idol was colored and decorated with the Flowers and stones.</p> <p>HOW TO USE:-First of all, we will tell the children that we are going to learn the numbers. We are going to feed laddus to Ganesha. The said number of laddus will be feed to Ganesha that will pass through the trunk of Ganesha. That marble will be counted by the children. There will be a box placed at the back of an Idol, The marbles will be collected in that box. The children will also count the marbles collected in the box. Moreover, Plus minus, addition subtraction cards will be made if you want to teach addition, then ask for the number of the marbles are placed, for example $5 + 2 \dots ?$ So the children will first feed five marbles and then two. Later it will be collected and counted from the box. The children will learn that there are seven marbles total. Same subtraction can also be taught easily. Example take five marbles in hand and ask the children to place into the trunk. The rest two remain in hand. Three will be the answer. In this joyful way the kids can learn counting.</p> <p>NAME:-:- USHABEN BHAGVATSINH SOKANKI SCHOOL NAME:- PRIMARY SCHOOL BARVIGHA - SAROL BLOCK:- BORSAD, DISE CODE:- 24150305307 CONTACT NUMBER:- 9870057641, E-Mail:- ubsolanki111@gmail.com</p> |


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| <p>Sr. No.5</p> |  | <p>TOY NAME:- STATUE OF ALPHABET</p> <p>HOW TO PREPARE:-Take one pvc pipe. Stick a printed sticker of alphabet and numbers. Put a plastic box on pvc pipe and make a tower. Place cubes in plastic box. Write vowels on each cubes. Make 4 types of dice like regular dice, odd number dice, even numbers dice and symbolic dice.</p> <p>HOW TO USE:-Version 1 :</p> <p>Step 1: One to Four players can play this game, player can even make two teams and a single player can play this game, too.</p> <p>Step 2: Player can choose any one smiley.</p> <p>Step 3: The player has to get '6' on the regular dice to start the game.</p> <p>Step 4: The player who gets '6' on the dice places his/her smiley on the first step of the statue.</p> <p>Step 5: A player gets a vowel cube only when he/she comes on 'Z' or '26'.</p> <p>Step 6: The player along with his/her vowel cube should come down to step 'A' or '1', then a player will continue to play for more vowel cubes in the same manner.</p> <p>Step 7: If the player is on 'X' or '24' and gets '6', he/she will climb two steps up and four steps down. His/her smiley will come on '22' or 'V'.</p> <p>Step 8: Player with maximum vowel cubes will win the game.</p> <p>NAME:- URMIBEN V.THAKAR, SCHOOL NAME:- UNDEL KUMARSHALA BLOCK:- KHAMBHAT, DIST CODE:-24150405002 CONTACT NUMBER:-9106770652, WHATSAPP (IF ANOTHER):-9428737788 E-Mail:-urmibenthakar@gmail.com</p> |
| <p>Sr. No.6</p> |  | <p>TOY NAME:-BUZZER WIRE GAME</p> <p>HOW TO PREPARE:-</p> <p>STEP-1-PREPARE BASE AND TWO POLLS AS SEEN IN GIVEN PICTURES USING HARD SHEET.</p> <p>STEP-2-AS SEEN IN TOY'S PICTURE PREPARE WIRE MAZE AND JOIN BATTERY LED LIGHT AND LOOP IN SERIES CONNECTION AS SEEN IN GIVEN TOY PICTURE.</p> <p>HOW TO USE: THE PLAYER WILL TAKE THE HANDLE WITHOUT TOUCHING THE WIRE AND REACH TO THE END. THEN HE OR SHE WILL BE WINNER AND GET A GIFT. IF THE CHILD HAD TOUCHED THE WIRE THEN BUZZER AND LED LIGHT SHOWS THE INDICATION WITH LIGHT AND SOUND.</p> |

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| | | <p>NAME:-GAIN BHAVINKUMAR SITARAMBHAI SCHOOL NAME:- PRATHAMIK KANYA SHALA, KHANPURDEH,TA-JAMBUSAR,DIST-BHARUCH BLOCK:-JAMBUSAR, DISE CODE:-24210503802, CONTACT NUMBER:-9429426064 E-Mail:-bhavingain@gmail.com</p> |
| Sr. No.7 |  | <p>TOY NAME:- MAGICAL SWING</p> <p>HOW TO PREPARE: - Magical swing is made through this activity (toy).Two small sticks of wood or bamboo are to be joined at the distance of 3 inch at bottom side with a stick of wood. By doing so, first The law of elevation is made. You can hang any small toy (doll) like Chhota Bheem, Spider-Man, Hanumanji, monkey, Chakkardi, etc. using a string with the help of your hands. String must be in crossing position so that it can be moved fast or slow according to force pointed by the operator.</p> <p>HOW TO USE:- Now whenever you give force to both the sticks from lower side, the upper part with toy stretches And The Toy which is hung upper, swings, takes exercise, Performs Shirshasan as well as jump around and round. The chakardi moves front to back continuously.</p> <p>NAME:-JORSANGBHAI BHAGVANBHAI CHAUHAN SCHOOL NAME:-SHREE KACHOTIYA PRIMARY SCHOOL BLOCK:-SIHOR, DISE CODE:-24140703101, CONTACT NUMBER:-9374659769 E-Mail:-mjbchauhan@gmail.com</p> |
| Sr. No.8 | <p>Alphabetical puzzle board</p>  <p>Question board game</p>  | <p>TOY NAME: -THE FUN WORLD (English puzzle games)</p> <p>HOW TO PREPARE:-</p> <ul style="list-style-type: none"> I had created some English games in my class including snake & ladder, vegetables & Fruit market, bingo, ice cream stick puzzle, body puzzle, domestic animals puzzle, sense organ puzzle, opposite word puzzle etc. I had made a bingo game by taking an empty bin and in it putted 100 Gujarati spelling coins and also made English spelling cards. A picture of a man is drawn on a card paper for body parts and a sticker of his parts is made |



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| | | <p>with it.</p> <ul style="list-style-type: none"> • The useless stick of ice cream is painted in different colors and half of them are written with the English alphabet. • For opposite word puzzle I had made candy and stick having answer on it. <p>HOW TO USE:-</p> <ul style="list-style-type: none"> • The alphabet and colors from A to Z are used in the game of snake & ladder. If the child passing the dice has the identity of the colors, he can play forward, otherwise he comes back to A. • Vegetable-fruit market game is played in the same way as the business game is played. In this game coins and coupons are also made. • In a stick puzzle, children separate the sticks according to color and then combine the two sticks to see which alphabet is formed. • In the body parts, children fit stickers with the names of the parts in the picture, which is also made in Gujarati and Sanskrit. • In the puzzle of pets, children see a picture of an animal and put it on their name. • In Sense Organ, children recognize which senses work by turning the wheel in a train. • In opposite word puzzle student will insert the right answer stick in candy. <p>NAME: - SARITA RAMNIVAS SHARMA, SCHOOL NAME: -BAPUPURA PRIMARY SCHOOL BLOCK: -SOLAIYA, DIST CODE: -24060401301, CONTACT NUMBER: -7984257608 WHATSAPP (IF ANOTHER):-7984257608, E-Mail:-sarita13021986@gmail.com</p> |
| Sr. No.9 |  | <p>TOY NAME:- CANDY MACHINE, COIN SHORTING TOY MR.INDIA, MONEY PRINTER, PIGGY BANK</p> <p>HOW TO PREPARE:-</p> <ol style="list-style-type: none"> (1) CANDY MACHINE FIRST MADE A BOX OUT OF A BOX WITH A HOLE IN THE MIDDLE AND A STRIP AT THE BOTTOM OF THE HOLE. (2) COIN SHORTING TOY THE ACRYLIC SHEET HAS THREE HOLES ALONG THE EDGES IN WHICH ONE COIN, FIVE COIN TEN COIN GO EASILY.BELOW ARE 3 PIECES MADE FOR COLLECTING COINS. (3) MR.INDIA A HOLE WAS MADE IN IT BY TAKING A CARD BOARD.A CARD BOARD BELT |




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| | | <p>WAS MADE ON THE BACK SIDE OF THE CARD BOARD.AS WELL AS RUBBER FITTED TO THE BACK OF THE HOLE.</p> <p>(4) MONEY PRINTER</p> <p>TWO PENCILS HAVE BEEN USED TO MAKE A MONEY PRINTER IN WHICH A PRINTER HAS BEEN MADE BY ATTACHING TWO CARTONS WITH A PENCIL ON BOTH SIDES IN WHICH A PIECE OF PAPER HAS BEEN WRAPED.</p> <p>(5) PIGGY BANK</p> <p>PIGGY BANK USED TO MAKE CARD BOARD AND RUBBER.RUBBER IS FITTED ON THE IN SIDE WITH STICK OF KULFI.</p> <p>HOW TO USE:-</p> <p>MATHS CALCULATION,SHORTING,UNIT STUDY,TEACHING,INTRODUCIONG SCIENTIFIC LAW</p> <p>NAME:-SWATIBEN JAYANTIBHAI KACHA, SCHOOL NAME:-SHRI LODHVA PAY CENTRE SCHOOL, BLOCK:-SUTRAPADA, DISE CODE:-24300303901</p> <p>CONTACT NUMBER:-96878 49535, E-Mail:- swatiparmar14892@gmail.com</p> |
| Sr. No.10 |  | <p>TOY NAME: - 1. COLOUR PATTERN GAME, 2. SHADOW DROWING, 3. DIGIT PATTERN'S STRIPE GAME,</p> <p>HOW TO PREPARE:-</p> <p>TOY-1</p> <p>First make five vertical stripes of 10 different colours in a pair of two on a card sheet. And to make horizontal stripes of five different designs. Doing so will create a chart with 25 cards. To prepare cards of small squares for these 25 boxes with a design combination of vertical two colours and horizontal boxes and Velcro in each of this cards and boxes to past cards on the chart board.</p> <p>TOY-2</p> <p>Take blank paper of any colour and place a mobile torch in a stand in front of it. Arranging any tangible object on blank paper in such a way that the shadow of the object falls on the blank paper. Now try to draw the shadow limit with the pencil. Colours can also be completed in the finished picture.</p> <p>TOY-3</p> <p>Stick an A4 size piece of paper on a card board or foam sheet and draw any cartoon picture that covers the whole sheet. Now do 10 equal parts of this sheet. Write any patterns of 10 digits or alphabet on one side as per that picture. Then 10 cut 10 parts with scissors and prepare stripes. In this way a puzzle of 10 parts will be prepared.</p> <p>TOY-4</p> |


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| | | <p>Draw a single line drawing on a card sheet. Straw or fryers stick to its extent. Write the letters of the consonants saffron in the order of the dictionary next to each straw or fryers. Now pass the string from the starting number of consonants. Now finish this picture by correct order of consonants and arrange word cards.</p> <p>HOW TO USE:-</p> <p>TOY-1 In this game, take one board and draw five column with two different colors.</p> <ul style="list-style-type: none"> ➤ Now, we can see five different pattern in row in square shape. 1. Here, we can see 25 small square cards. As per game board, we can see that each pattern has 5 part so we have to paint all pair with two different colors. ➤ In this game we have 25 square card row you have to take one card and say to choose which two colors in the column in this board. • Now see which deign is used in this card. • Particular colors column and raw are met in one box, now square card stick in this box ➤ According to this method you have to stick all 25 card on this board and complete this game. ➤ One or more than one students can play this game. <p>TOY-2</p> <ul style="list-style-type: none"> ➤ First, collect this items: torch, plain paper, toys and pencil to play this game. ➤ Then, properly place the torch / flash-light behind the toy, so we can see the reflection of the toy on the paper. ➤ Now try to draw the border of reflection very neatly and make the picture. ➤ Then, color this picture and make it attractive. ➤ We can also use the sunlight instead of torch. <p>TOY- 3</p> <ul style="list-style-type: none"> ➤ First make the bundle of 10 stripe, than divide one cartoon picture in ten parts. ➤ Now arrange the pattern from small to big digits on surface. ➤ First search and then arrange the stripe by its progressive number. ➤ After arrange all stripe we can see the picture is ready now. Imagination of picture will complete itself. <p>TOY-4</p> <ul style="list-style-type: none"> ➤ In this game, draw the picture of cat on the card sheet. ➤ Now write the ordered consonants near the fixed straw pipes. ➤ Then pass the thread by its starting point in to straw. |
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| | | <ul style="list-style-type: none"> ➤ Pass the thread in straw by the order of consonant. ➤ Now arrange the words by the order of dictionary as per the chosen flash card. ➤ One or more students can play this game. |
| | | NAME:- GAJJAR TUSHARKUMAR JAYANTILAL SCHOOL NAME:-- SHREE MOTI KHAVDI KUMAR SHALA BLOCK:- JAMNAGAR, DISE CODE:-- 24100706103 CONTACT NUMBER:-9664927758, WHATSAPP (IF ANOTHER):-9664927758 E-Mail:- tushargajjar8@gmail.com |
| Sr. No.11 |  | TOY NAME:-Electric labyrinth, hydraulic toys, Drill, Magical light, Magical ring, Mathematical Snake Ladder HOW TO PREPARE:- 1. Electric labyrinth by completing the electrical circuit and passing the wire attached to the wood, it can be fitted to the wire by attaching it to a battery and adjusting the switch so that the switch can be turned on and off. 2. Hydraulic toys (trolley, J.C.B., bridge etc.)With a little effort to make a hydraulic toy, different injections are filled with air and water and sealed in such a way that they can go up and down in different places, then the toy works according to the air pressure rule and the children enjoy playing with the toy. 3. Drill: This machine requires no electric wires and operates according to the law of motion. Engineering qualities can be developed in children. 4. Magical light (Tesla Coil) The copper wire coil is attached to the charger and the light is turned on and off by keeping the light around it when it comes in contact with the electric and the children enjoy playing with the magic stick. 5. Magical ring: A wire connected with two separate links were welded. Third ring placed between two separate links. There is no way to pass through both the links and by moving with the help of the rod placed between these links the link can pass or even come out. How quickly and in how much time this link can be extracted, the children can enjoy the game. 6. Mathematical Snake Ladder: To make this snake ladder I have used numbers that can be taken from 1 to 1000 limbs and in between square, square root, solid root number and highlighting and in between drawing CDs and small and big snakes are drawn to the child through dice and cookery game. If two or three fall it is designed to go to square and solid root. More than 1 to 900 digits are used for longevity so that the game does not end quickly and older children can enjoy the game. HOW TO USE:- |



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| | <p>1. Electric labyrinth The child will pass through the piece of the queue. Which is connected to an electric battery. In which electric current passes. If it touches the wire, the LED light will turn on and the child will be out. The child's own endurance can be tested and the information of the electrical circuit can be obtained.</p> <p>2. Hydraulic toys (trolley, J.C.B., bridge etc.) The child in this game has injection tubes filled with water, which when pressed will move up and down the part attached to the toy, meaning that the child will enjoy the work he has to do with his toys.</p> <p>3. Drill: Using a manual drill without using electric will work with a machine based on the rules of motion in a circle and enjoy doing it yourself.</p> <p>4. Magical light (Tesla coil): Even if there is no connection of the electrical circuit, the light is turned on and off which will enjoy and learn how the coil of copper coil works.</p> <p>5. Magical ring: How a game is arranged between different links made of metal wire that can be played quickly and in how much time between the two links. The child's brain is to pull out the link using these three hands and eyes.</p> <p>6. Mathematical Snake Ladder: Older children do not like to play small snake ladder so the snake ladder I have made are from 1 to 200 digits, which are not completed quickly so it is very fun for the child to play. Many mathematical principles like square, square root, cube, cube root, clock, ascending-descending sequence, even-odd number etc. can be memorized by playing with this game. The child in this game has to play with the help of dice and cookery. If the child also knows the aspect, he will reach the square of the number directly, if he reaches the ladder, he will climb the ladder and if he comes near the mouth of the snake, he will descend back to the following digit. The cave is located at a distance of four to five digits below or between, he will be able to exit the cave above by entering this cave.</p> |
| | <p>NAME:- Vaishnav Meera Satishbhai SCHOOL NAME:-Shri swami vivekanand vinay mandir high school- chanaka(Umralli) BLOCK:-Bhesan, DISE CODE:-24121103602, CONTACT NUMBER:-6352389009 WHATSAPP (IF ANOTHER):-6352389009, E-Mail:-miravaishnav86@gmail.com</p> |

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| <p>Sr. No.12</p> |  | <p>TOY NAME:- PUPPET</p> <p>HOW TO PREPARE:- First make a human face shape from big piece of thermocol using a cutter. Now paste white piece of waste cloth with help of any glue. Now make a human face design using any paint (water colour) for eyes make it from a piece of paper and stick it on face. Use black wool fibre as hair and stick it on head of mask. Make a cylinder shape of hard paper and stick it as a neck. Make hand from waste cloth and stick it. Dress up puppet with old waste clothes. You can make men women puppet accordingly.</p> <p>HOW TO USE:- The puppet is operated with the help of 3 fingers of the hand. The movement of both the hands with the thumb and the index finger and the movement of the body with the middle finger are used by moving the hands and body to benefit different story.</p> <p>NAME:- MOVALIYA MAYURKUMAR CHHAGANBHAI SCHOOL NAME: - SHREE KALA TALAV PRIMARY SCHOOL. BLOCK: - ABDASA., DISE CODE:- 24010705701 CONTACT NUMBER:- 63510 01589, WHATSAPP (IF ANOTHER):- 96875 97825 E-Mail:- movaliyamayur6191@gmail.com</p> |
| <p>Sr. No.13</p> |  | <p>TOY NAME: - 1. WORDOGRAPH, 2.MAGIC GAME, 3.PUZZLE STICK, 4.MEMORY GAME</p> <p>HOW TO PREPARE:-</p> <ol style="list-style-type: none"> 1) Wordography:-I have made this toy from useless CD and old marriage invitation card. First take card and fix to CD with screw on the one of the path of it write down all the alphabet and numbers on it. 2) Memory Game: -I have made this from a useless box. First take a box. Make hole up and down on the box. Stick picture around the pencil and put this pencil into the hole. 3) Magic Game: -To make a game first take a paper and make 9 squares on it and stick 4 pictures on it and stick a transparent paper up in the middle of it. 4) Puzzle stick: -1 stick of kulfi and stick pictures around it. <p>HOW TO USE:-</p> <ol style="list-style-type: none"> 1) WordGrapy:-Student will read all the words from the list. And remember them, then they are asked to make words. One who make highest words is the winner of the game. 2) Memory Game: -In this game pupil rotate the toys and see the pictures of animal. Remember them and name them without seeing them. 3) Magic Game: -one of the pupils tells another pupil to select the picture. Pupil will fold the picture which he wants to make. Thus, picture will be made according to his desire. 4) Puzzle Stick: - People will arrange the picture with the help of a puzzle stick given in the box. |

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| | | NAME:- Patel Vibhaben Bapujibhai, SCHOOL NAME:-Vitoj Primary School, BLOCK:-Halol DISE CODE:- 24170311402, CONTACT NUMBER:- 9725994051 WHATSAPP (IF ANOTHER):- 9909642149, E-Mail:-vibhap125@gmail.com |
| Sr. No.14 |  | <p>Toy Name: Spinner</p> <p>Hoe to prepare: Stick blank paper on the staircase. Draw different color lines out side on the paper. Put the staircase on the Lakhoti.</p> <p>How to use: Holding and rotating Lakhoti. Lakhoti will move on the ladder.</p> <p>Name: Suthar Harshadkumar, School: Thakrasan pri. School, Block: Sidhpur, Mo. No. 9913972949 Email: harshadsuthar2017@gmail.com</p> |
| Sr. No.15 |  | <p>NAME OF TOY- ADDITION BOX</p> <p>PROCESS OF MAKING TOYS – ADDITION BOX: First of all take a wooden hard board. Make equal 10 box in it then give a shape of harmonium to this toy. Make 10 buttons in front of it so that we can press them up & down. After that type in the number written in the box above and press the two digits to be added so the marbles will be deposited in the box below through the shield and the children will be able to count and sum it up In this way children will learn addition by playing</p> <p>NUMBERS CREATOR: In this toy first of all laying three upholstered strips on a wooden plank. Then put some space in it to fit the glass and put some marbles inside. Moving these marbles up and down will deposit a different number of scripts in each cell. The number of marbles deposited in the cell will be the final number. Deposits of different marbles in the boxes of the unit, tens, hundreds and thousands a different number will happen each time. In this way the child will learn to read and write numbers by playing.</p> <p>TEACHERS NAME- LAKHANA BHAVISHA R., SCHOOL NAME - SHREE MOKAR PRATHMIK SHALA, TALUKA-RANAVAV, DISTRICT- PORBANDAR MOBILE NUMBER-7874822656</p> |
| Sr. No.16 |  | <p>TOY NAME:-SHAKTIMAN</p> <p>HOW TO PREPARE:-</p> <ul style="list-style-type: none"> ● FIRST, DRAW TWO CIRCLES ON WOODEN SHEET. ● MAKE THE HOLE OF 5 CM IN RIGHT SIDE CIRCLE. ● IN LEFT SIDE CIRCLE, MAKE THE CUT OF MAGNET BAR'S SIZE AND FIT THE MAGNET BAR IN THAT CUT. ● FIT THE OTHER MAGNET BAR IN A ROUND SHAPED PLASTIC CONTAINER. ● FIX THE SMALL WHEEL SHAPED OBJECT ON THE UPPER PART OF PLASTIC CONTAINER THAT HELPS IT IN CIRCULAR MOVEMENT. |

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| | | <ul style="list-style-type: none"> ✱ FIX THE SHAKTIMAN CHARACTER ON THAT WHEEL WITH THE HELP OF NUT BOLT. ✱ FILL THE DETAILSON CARD PAPER INBOTH CIRCLES WITH THE HELP OF SHAKTIMAN AND KEY CARD. ✱ NOW, THE SHAKTIMAN TOY IS READY FOR THE PURPOSE OF EDUCATION – KNOWLEDGE WITH FUN. <p>HOW TO USE:-</p> <ul style="list-style-type: none"> ☺ THERE TWO CIRCLESIN THIS SHAKTIMAN TOY ON THE CARD PAPER. ☺ ONE IS QUESTIUON AND OTHER IS ANSWER CIRCLE. ☺ FIST PUT THE SHAKTIMAN ON QUESTION CIRCLE. ☺ THEN PUT THE HAND OF SHAKTIMAN ON ANY OF THE PICTURE OR DETAIL AND SET THERE. ☺ THEN LIFT THE SHAKTIMAN AND PUT IT ON THE CENTER OF ANSWER CIRCLE. ☺ NOW SHAKTIMAN WILL SHOW YOU THE RIGHT ANSWER. ☺ WE CAN DO THIS WITH MANY OTHER CHARTS AND THE RIGHT ANSWER WITH FUN |
| | | <p>NAME :- ANILKUMAR VELJIBHAI VAISHANANI SCHOOL NAME :- MAKHAVAD PRIMARY SHCOOL BLOCK :- LODHIKA,(RAJKOT ,GUJARAT), DISE CODE :-24090702001 CONTACT NUMBER :- 9537347946, WHATSAPP (IF ANOTHER) :- 9537347946 E-Mail:- avv6469@gmail.com</p> |
| Sr. No.17 |  | <p>TOY NAME:- SUPER CITIZEN</p> <p>HOW TO PREPARE: - TAKE SQUARE CLOTH FOR BOARD. STITCHED 32 POCKETS ON IT. WRITE NUMBER ON EACH POCKET. PAINE CENTRE AREA WITH FABRIC COLOURS LIKE SLOGANS OR ANY MESSAGES.MAKE WOODAN DICE. MAKE 32 CARDS WITH SENTENCES REGAEDING HABITS OF CITIZEN (like if someone save energy or reduce pollution or harm environment). STICK PHPTOGRAPH BEHIND THE CARD RELATED TO SENTENCES.</p> <p>HOW TO USE: - MINIMUM 2 AND MAXIMUM 4 PLAYERS CAN PLAY. FIRST PLAYER WILL THROW DICE AND MOVE HIS PIECE. THEN HE WILL READ THE CARD AND WILL PAY FINE IF HE WILL HARM THE ENVIRONMENT OR WILL GET BONUS POINT FOR</p> |

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| | | <p>GOOD HABIT. WHO WILL GET MAXIMUM POINT AFTER TRAVELLING ALL 32 CARDS WILL BE WINNER AND WILL GET TAG OF SUPER CITIZEN.</p> <p>NAME:- SWATI NARENDRABHAI SVSETA SCHOOL NAME:- SHREE NAVI KANYA TALUKA SHALA BLOCK:- KOTADA SANGANI, DISE CODE:- 24090604309, CONTACT NUMBER:- 9909184940, WHATSAPP (IF ANOTHER):- 9909184940 E-Mail:- swatisavseta@gmail.com</p> |
| Sr. No.18 |  | <p>TOY NAME: OCTACUBE</p> <p>HOW TO PREPARE: Collect matchbox and fixed with each other with the help of glue. You can make the same boxes other side. Then cover all sides with colourful pages. After preparing eight boxes cut them and divide them. After all cubes join each other with the help of adhesive tape.</p> <p>Teacher Detail: Name: Shitalben S. Patel, Vinchi Primary School, Block: Poshina, DISE: 24051412801 Contact No. 8469753187, Email: shitalspatel00@gmail.com,</p> |
| Sr. No.19 |  | <p>TOY NAME:- Basketball</p> <p>HOW TO PREPARE:-</p> <ul style="list-style-type: none"> • Take a cardboard, which should be cut in rectangle shape, cut the other small pieces of board which should joint in different place as per requirement • A small board should be place front side, where one more heart shape board is place on the top which can move 45° on both side from the middle • Stick be attach on heart shape board, stick must be attach from the middle so one side pressure get the ball through from the other side • As opposite side from the release side different rings should be set in such a way that do not mess with each other, all ring carry different point • All rings should be set in different distance as different point too • Both side should be cover other board so ball does not go away <p>HOW TO USE:-</p> <ul style="list-style-type: none"> * while pressing a stick a ball on other side get press for jump * When stick is release ball fly toward the ring which has different point * Point will be count as the ball get pass from the different ring * If ball goes outside the court then points will get deduct for it total. <p>NAME:- Hiteshbhai Bhanabhai Patel, SCHOOL NAME:- Barasadi Primary School</p> |

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| |  | <p>WE PLAY THIS TOY LIKE THIS. WE PRESS THE CLIP AND A SMALL CAP THROW A BALL TO 3 BOXES. AND GET POINTS AND TWO PERSON ALSO PLAY THIS. ONE IS PRESS THE CLIP AND OTHER ONE MOVE BOXES, HE TRY TO CAN NOT THROW BALL IN BOXES. IN THIS WAY TWO PERSON CAN PLAY EASILY. I TRY TO MADE MORE INTERESTING LIKE THIS ON CLIP BOARD I PUT A SOLIDER AND , PUT 3 STATUE OF TERRORIST IN THREE MOVABLE BOXES. IN THIS WAY WE SHOW THIS WE FIGHT FOR OUR COUNTRY. WE PLAY ROLE, LIKE A SOLDIER.</p> <p>NAME: - KUSHAKIYA MANISHA DHANJIBHAI. SCHOOL NAME:- KADODARA PRIMARY SCHOOL BLOCK:- KADODARA, DISE CODE:- 24220901701, CONTACT NUMBER:- 9714480309 WHATSAPP (IF ANOTHER):- 9714480309 , E-Mail:- pankhaniyamanisha22@gmail.com</p> |
| <p>Sr. No.21</p> |  | <p>TOY NAME:-BHULBHULAMANI</p> <p>HOW TO PREPARE:- Making this toy we use marble, card board, gum, cello tap, Colour.</p> <ul style="list-style-type: none"> ➤ This toy making, First of all I take 40*30 am card board and make a box. ➤ In this box one side one hold where the Marble is coming out. Then in this box Four side we stick the 4 small strip. <p>HOW TO USE:-</p> <ul style="list-style-type: none"> ➤ When the children put marble at start and passing it without fall down the marble in the hole. ➤ In this game which children is passing the marble form start to finish at less time without fall down marble in this hole children will consider winner. ➤ Point is written near each hole in this game. Points will be counted as far as the child reaches. ➤ The game can be played alone or in groups. The child can be given three chances. A new baby will play later. ➤ Young children will only be able to play for fun. <p>NAME:- PATEL CHANDANBEN RAMESHBHAI SCHOOL NAME:-D.L.K.SHAH SANJIVANI HIGH SCHOOL, DAMKA BLOCK:-CHORIYASHI, DISE CODE:-24220202205, CONTACT NUMBER:-7874209520 WHATSAPP (IF ANOTHER):- 7874209520, E-Mail:-chandanpatel7333@gmail.com</p> |

