

# Toys of Our Past



## 1. Introduce the concept of "collection"

As a class, ask the students what they think a collection is.

A collection is a gathering of a group of things of the same type. Collections can be made up of as few as a couple of times or have more than a million items. It all just depends on what the collector, collects.

Then ask the students if they collect anything, give examples such as dolls, cards, models, or Legos. What sort of things do your family members collect? Maybe you have an uncle that collects stamps, or a grandma that collects coins. What about a museum? What sort of things would they collect? Art, clothing, historical items, etc. These are called artifacts.

At the Thunder Bay Museum, they have a lot of collections such as a First Nations collection, a military collection, a clothing collection, a toy collection (like you see on the website), and much, much more.

## 2. Brainstorm about toys

The Thunder Bay Museum has a wide toy collection, and not all the toys are on the website. Ask the students if they collect any kind of toy or game and list them on the board, chart paper, etc. Then ask the students to imagine what kind of games or toys their parents may have played with. Also ask about what they think their grandparents may have played with.

## 3. Explore the "Toys of Our Past" online exhibit <https://www.thunderbaymuseum.com/exhibits/virtual-exhibits/toys-of-our-past/>

If working with a projector or SMART board explore this website with the students. Before clicking on the various rooms, have students brainstorm what sort of toys or games they might find in each room.

## 4. Toys of our past and future

After going through the rooms of toys and games ask the students if they recognized any of them and if so which ones? Keep a track of their answers on a board, chart paper, etc. If a student says they recognized Barbie, ask them if they have any Barbie or Ken dolls at home. How are they different as these ones, and how are they similar? How are some of the toys they saw different now than they were in the past? Let's think about the future, imagine how some of these toys might look like? Brainstorm as a class.

## 5. Activities

- a. Have the students interview a teacher or a family member about what toys or games they played with when they were their age
- b. If there are students from a different country, ask them what sort of toys or games did they play with? Are they different? Are they similar?
- c. Brainstorm with the class as to why they collect what they collect? Why do museums collect objects?
- d. Have students choose a toy from the online exhibit, or a toy/game that they have at home. They must design the 'next-generation' version. What would that toy or game look like 100 years from now?

## Student Worksheet – Design a Collector Card

Choose a toy or game from your collection at home.

What's the name of it? \_\_\_\_\_

What type of toy is it? \_\_\_\_\_

What is it made of? \_\_\_\_\_

Who made it? \_\_\_\_\_

When did I get this toy or game (for example, at a birthday)? \_\_\_\_\_

How do you use this toy or game?

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Is this toy or game similar to any of the toys you saw on the Toys of Our Past exhibit?

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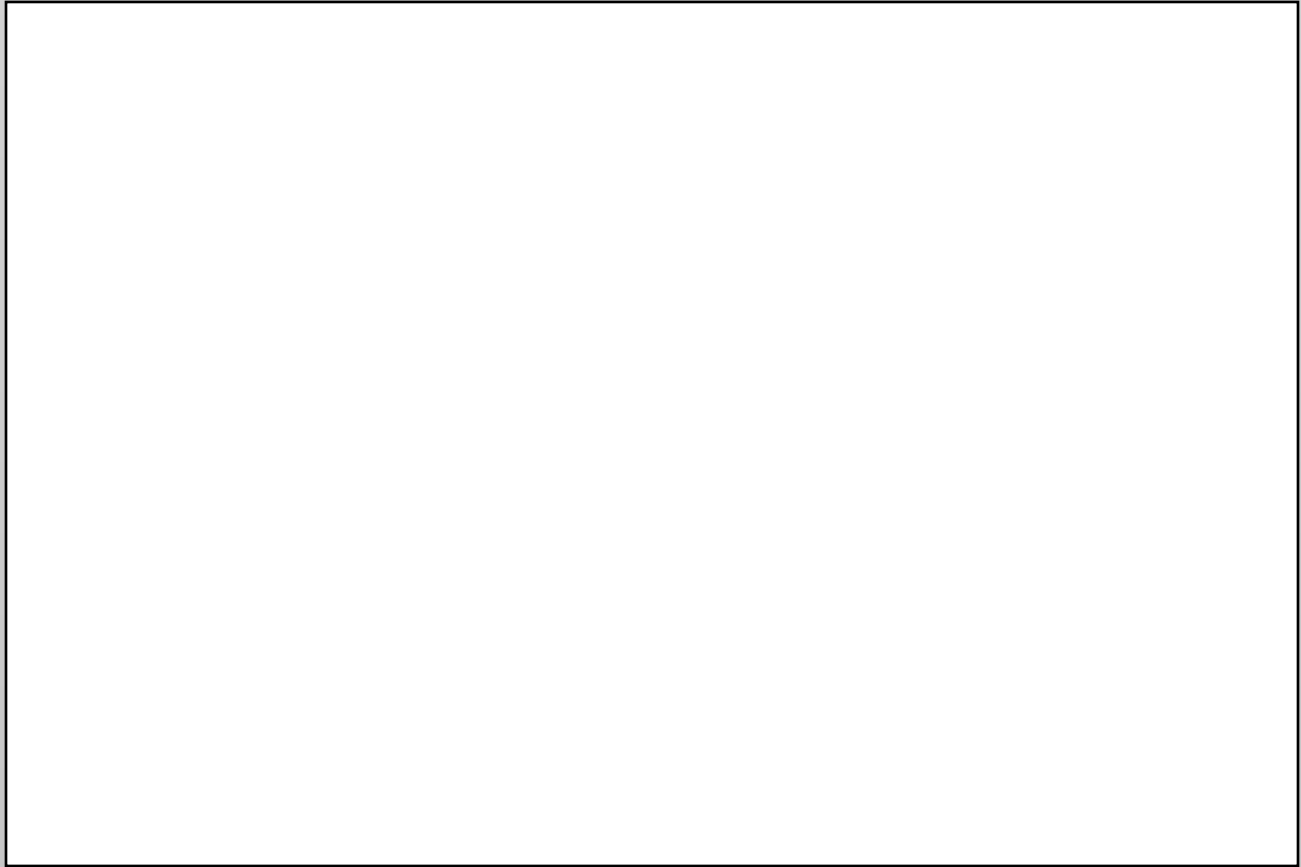
How is it different?

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## Design your own Collector Card

In the box below, fill in the information about the toy or game you chose then draw and colour in your toy.



Title:

Maker:

Country of Origin:

Date:

Colours:

Played with by: