



EXPLORE AND PLAY

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Research field: V 003 Design

Research purpose. Learning through play is a special experience and it stimulates new interests and passions among the children. Therefore, during our project week, we decided to make some didactic toys that encourage children to further develop their abilities, and at the same time look interesting and eye catching to them. Didactic toys in general help with motor skills, improve the senses, mental abilities, creativity and expand experience. So, in this project we combined knowledge from Art Theory, manual woodworking, and knowledge of the characteristics of different woods in our Project week. With that we made child-friendly and interesting didactic toys.

Keywords: child-friendly, colored toys didactic toys, didactic toys, made from wood, project, puzzle toys, teamwork, toys, wooden toys

Research Methodology For our main designing tools, we used Photoshop and AutoCAD. It was important that toys attract people not only for learning purposes but also with its appearance. That is why we used many different color combinations with vivid shades and a lot of different accessories to stimulate interest in such games. All three games that we present contain puzzle solving, which is one of the key mind games, that has been proven to encourage children to solve additional problems and increase their mental abilities. In one of the games, the children also learn about the position of the cities and regions in Slovenia. In other two, they learn how to properly handle the garbage/waste that younger people encounter daily. That also contributes to better understanding of importance of a clean environment and recycling. Toys in our presentation are for kids from 6 years up, because we prioritize learning of addition, subtraction and recognizing the geometric shapes.

Results / Findings. We were able to learn more about the importance of didactic toys and toys in general in children' development. We were also able to test ourselves with our ability to work in teams and tandems. But most importantly we got to design the product by ourselves, got actively involved in its production with a variety of machines, to now see the final product.

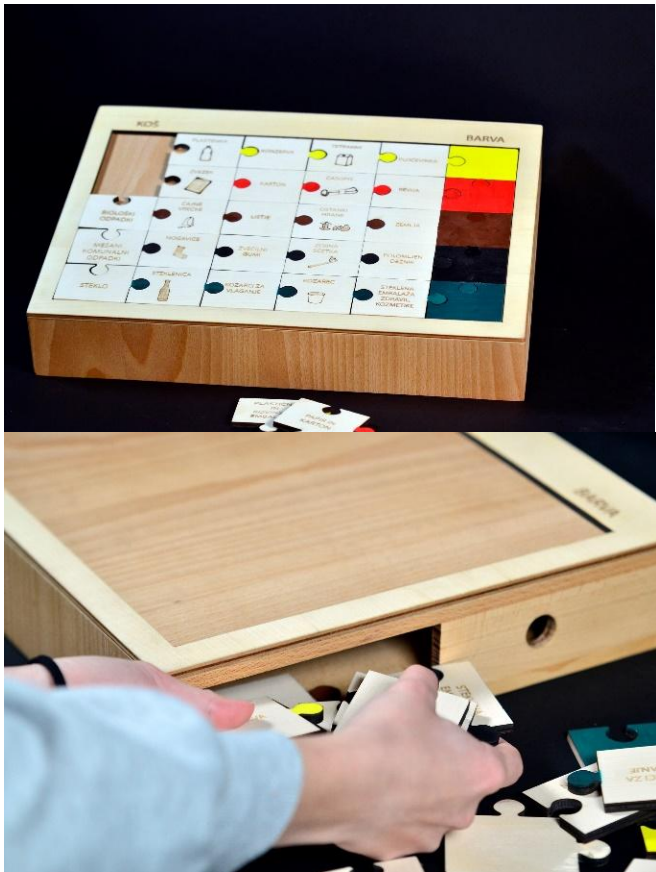
Originality / Practical implications. We represent three final products, that are shown in the pictures, and are named: Don't get angry (SLOVENIA my country) on Game 1 (fig. 1), The book of recycling on Game 2 (fig 2), Puzzle on Game 3 (fig 3).



*Figure 1. Game 1. Don't get angry (SLOVENIA my country)
Author: Žan Matjašič, Leila Furlan, 2021/22*



*Figure 2. Game 2. The book of recycling
Auhor: Eva Hanžekovič, Gregor Rezar, 2021/22*



*Figure 3. Game 3. Puzzle
Author: Sara Gabor, 2021/22*