

Making Toys For Children Using Corrugated Toys

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Guide

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Introduction

Levels of study

Toys and its relationship with the child
Small research on Child psychology
Exploration of the medium

Child Psychology

Cognitive development

Development of motor skills

Development of play and concept formation

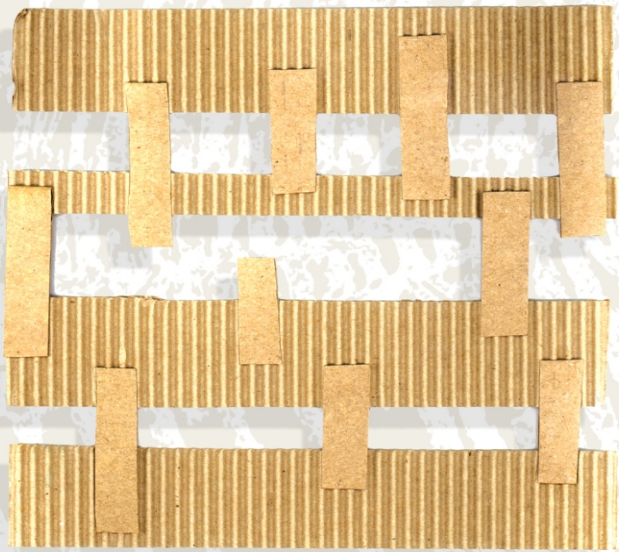
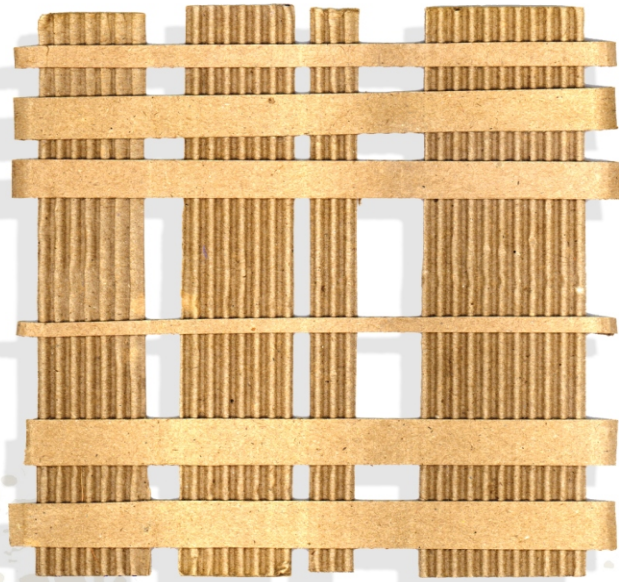
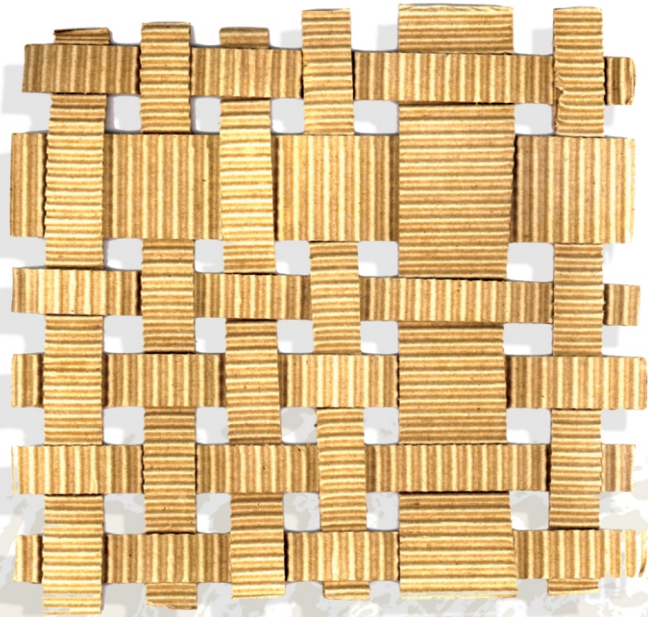
A play pattern of the child has been roughly charted out

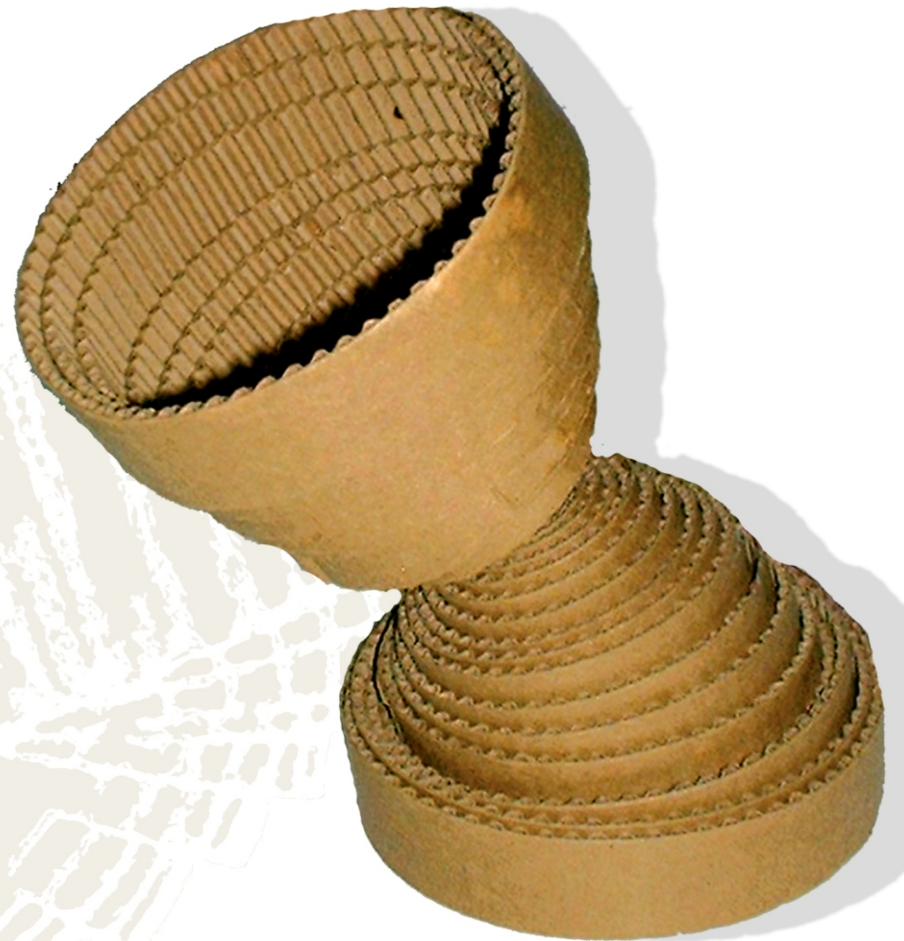
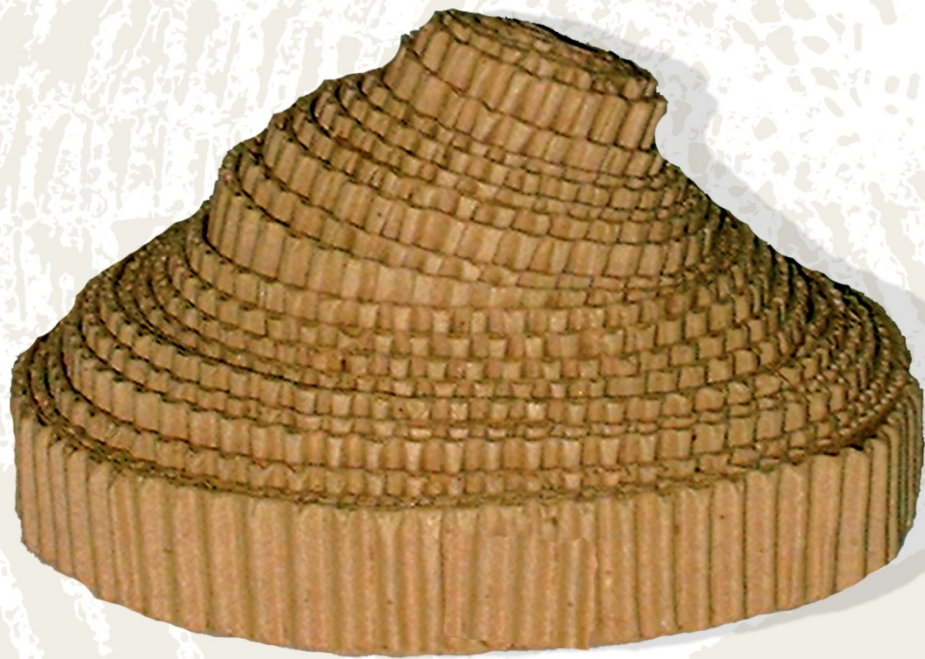
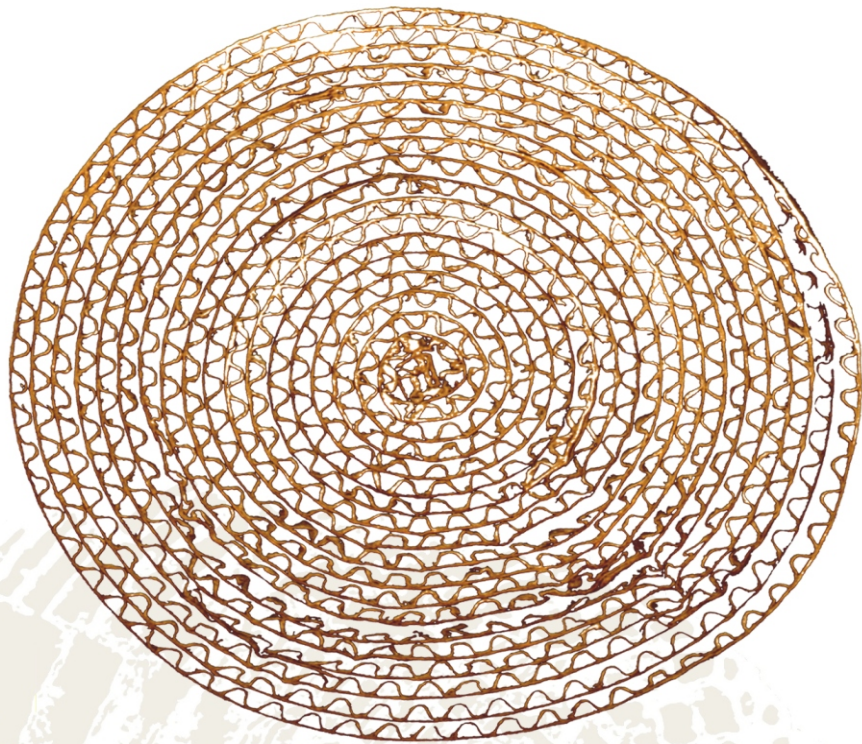
Exploration of the medium

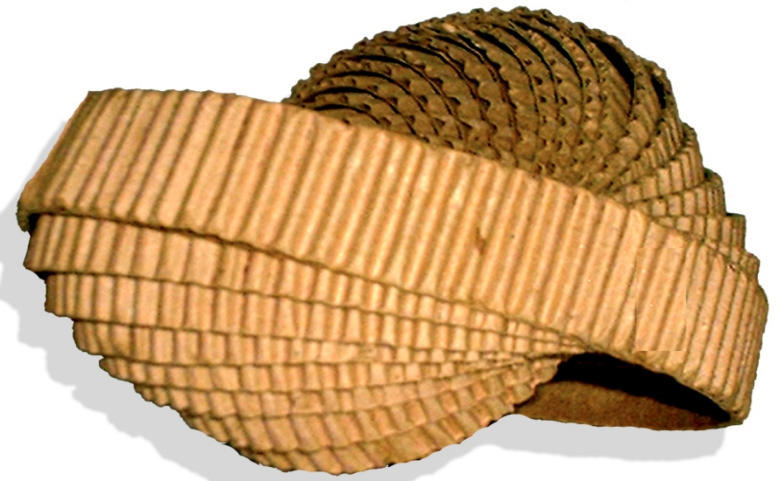
Study of properties through observation and experimentation

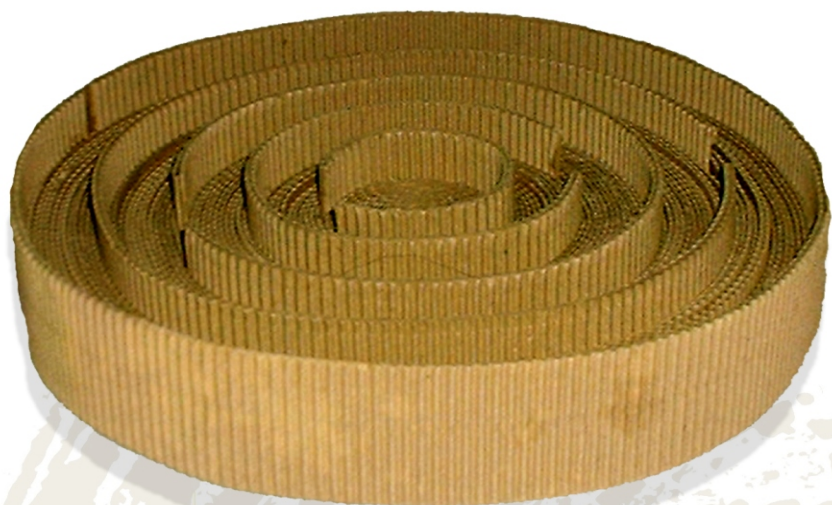
Exploration through structures

Exploration through actual alternatives











Brainstorming

Collapsible doll houses

Craft books

Marble games

Dart boards

Children's furniture

Jigsaw puzzles

Concept 1

Building blocks

Age group 7-10 years

Type of play - group/ solitary

Modules of varying shapes

Folding, spiralled or stacking of sheets

Huge number of blocks (50 to 100 in one kit)

Placed in a carton box which collapses to form a spread sheet

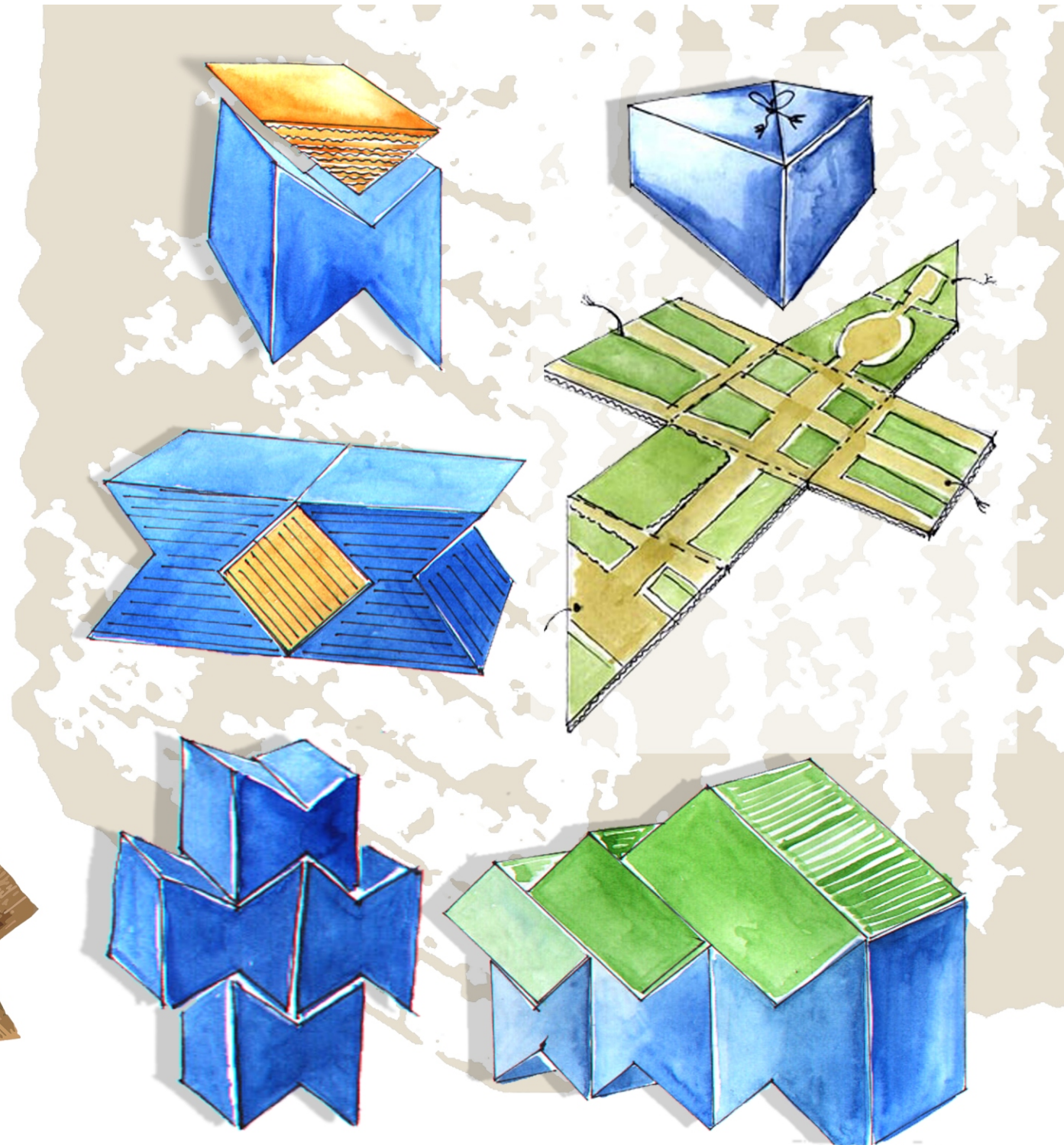
Child can use these modules to build houses/ structures etc. On this carpet

Acc

Accessories- window frames, gates, bridges, trees etc

Concept 1

Building blocks



Concept 2

Transmorgifier

Age group 4-6 years

Type of play - solitary

Inspired by 3d books

Help to draw funny animals with permutation and combinations

Toy is a frame of 3-4 discs fitted inside a frame

Discs have negative cut-outs of a part of an animal

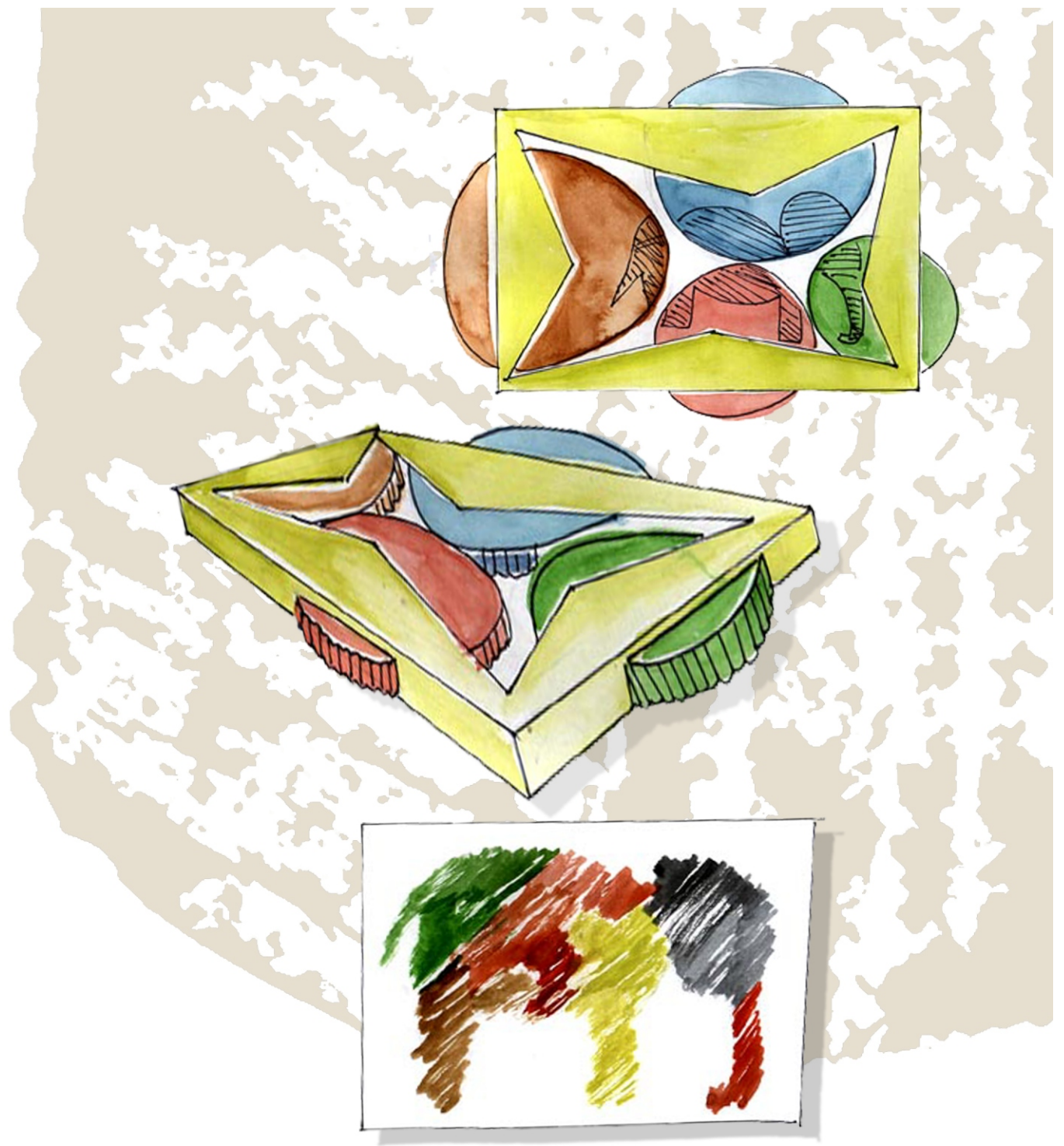
These, combined correctly, makes an animal

There would be 4-5 cutouts of true animals

Child can make more by mixing and matching

Concept 2

Transmorgifier



Concept 3

Puddle Puzzle

Age group 6-8 years

Type of play - group/ solitary

Deals with environmental studies

Child made aware of environmental hazards

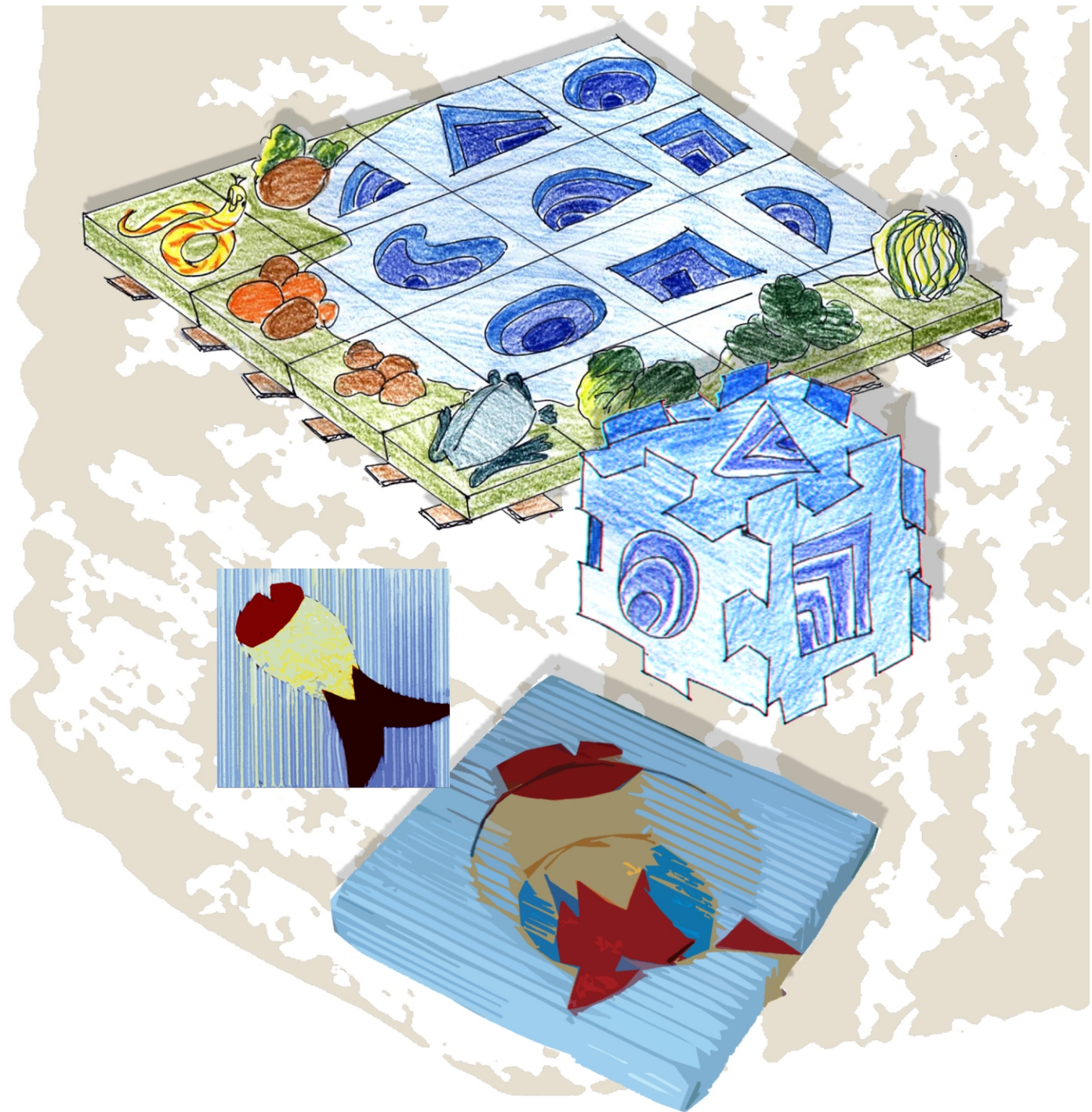
Jigsaw created to imbibe environmental awareness

Exploration was of a kaleidoscope effect

These pieces could have teeth edges so that one could use it to create 3D structures

Concept 3

Puddle Puzzle



Concept 4

Weave- it Puzzle

Age group 6years onwards

Type of play - solitary

Jigsaw puzzle could be solved

Image could be seen only after individual pieces have been woven

Pieces would be strips

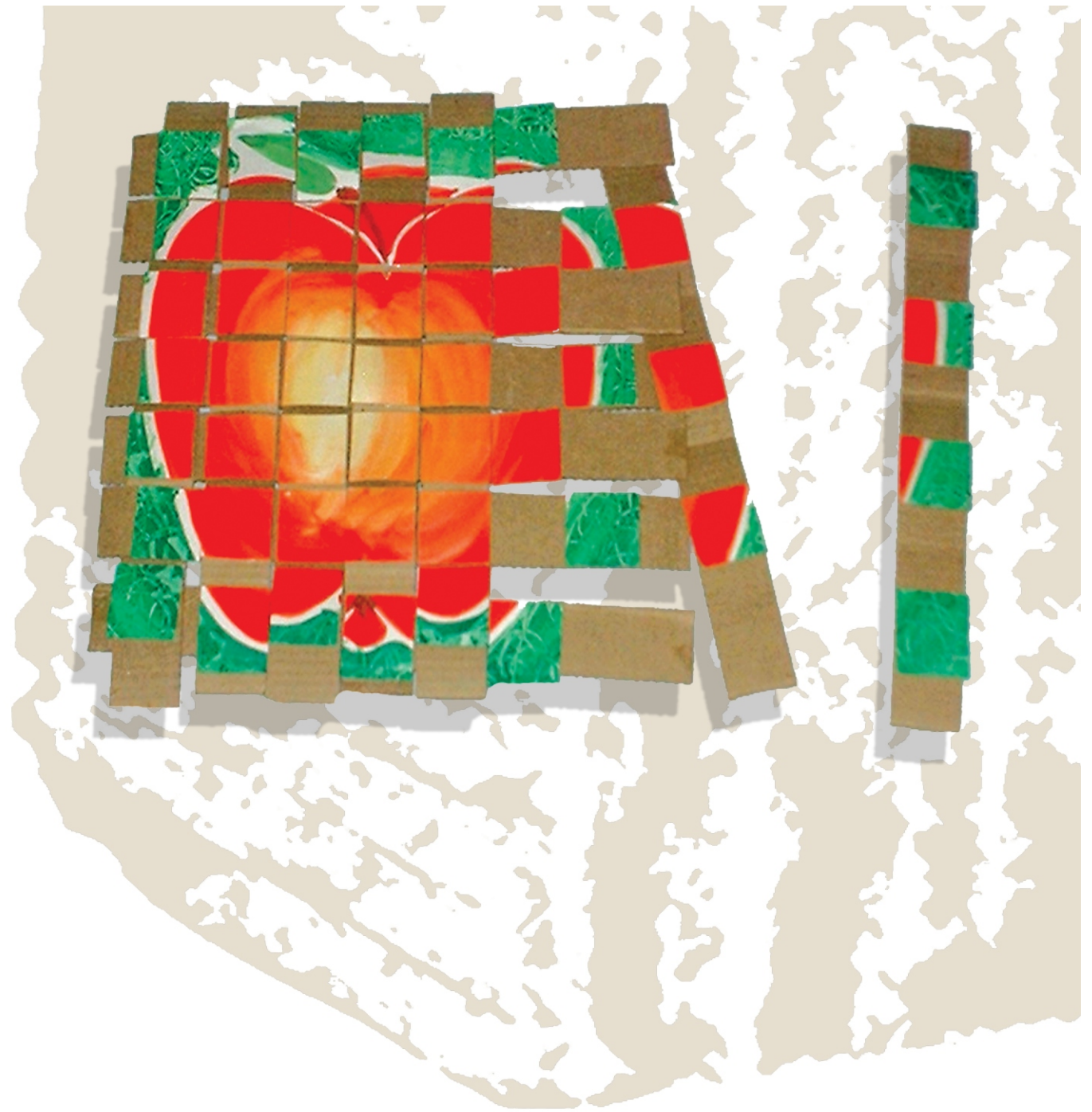
When woven together complete the visual

Different weaving styles and pattern would be a challenge to solve the puzzle

Rigidity and flexibility of the corrugated sheets would be an advantage

Concept 4

Weave- it Puzzle



Concept 5

Story town

Age group 6- 12 years

Type of play - group/ solitary

Kit consists of a set of flat square modules with two edges for locking

Pieces would have miniature flat houses, trees, bridges, etc.

By pulling of a simple flap or strip, these pieces would pop-up

All modules together would make a town

Challenge it poses to a child is town planning (eg. roads should connect)

The kit can become thematic

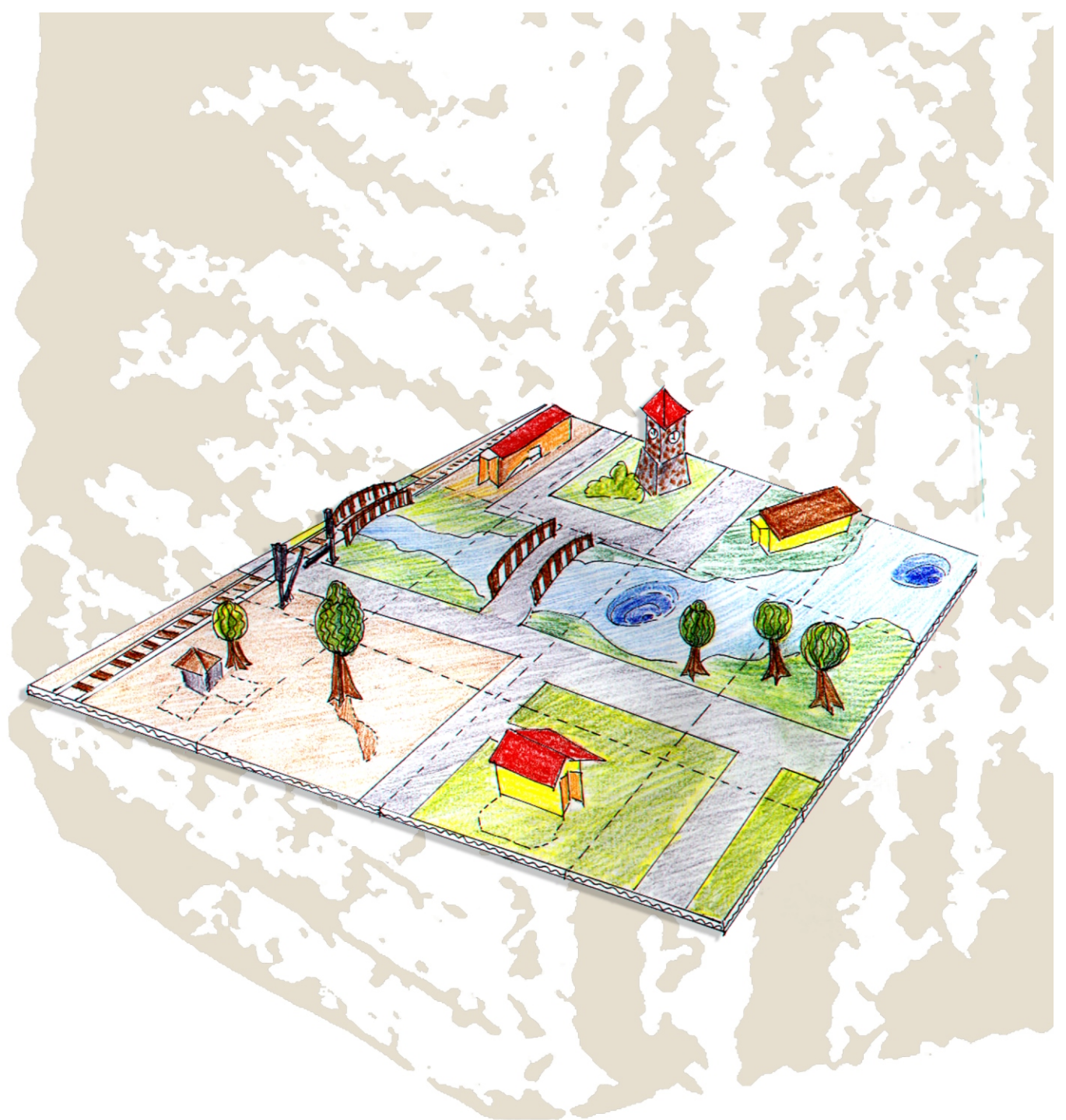
- a folk tale with a graphic in connection to the town will pop up
- a city or a village, or a zoo

All kits can be combined together

Will represent growth and make the game more interesting and challenging

Concept 5

Story town



Final Concept

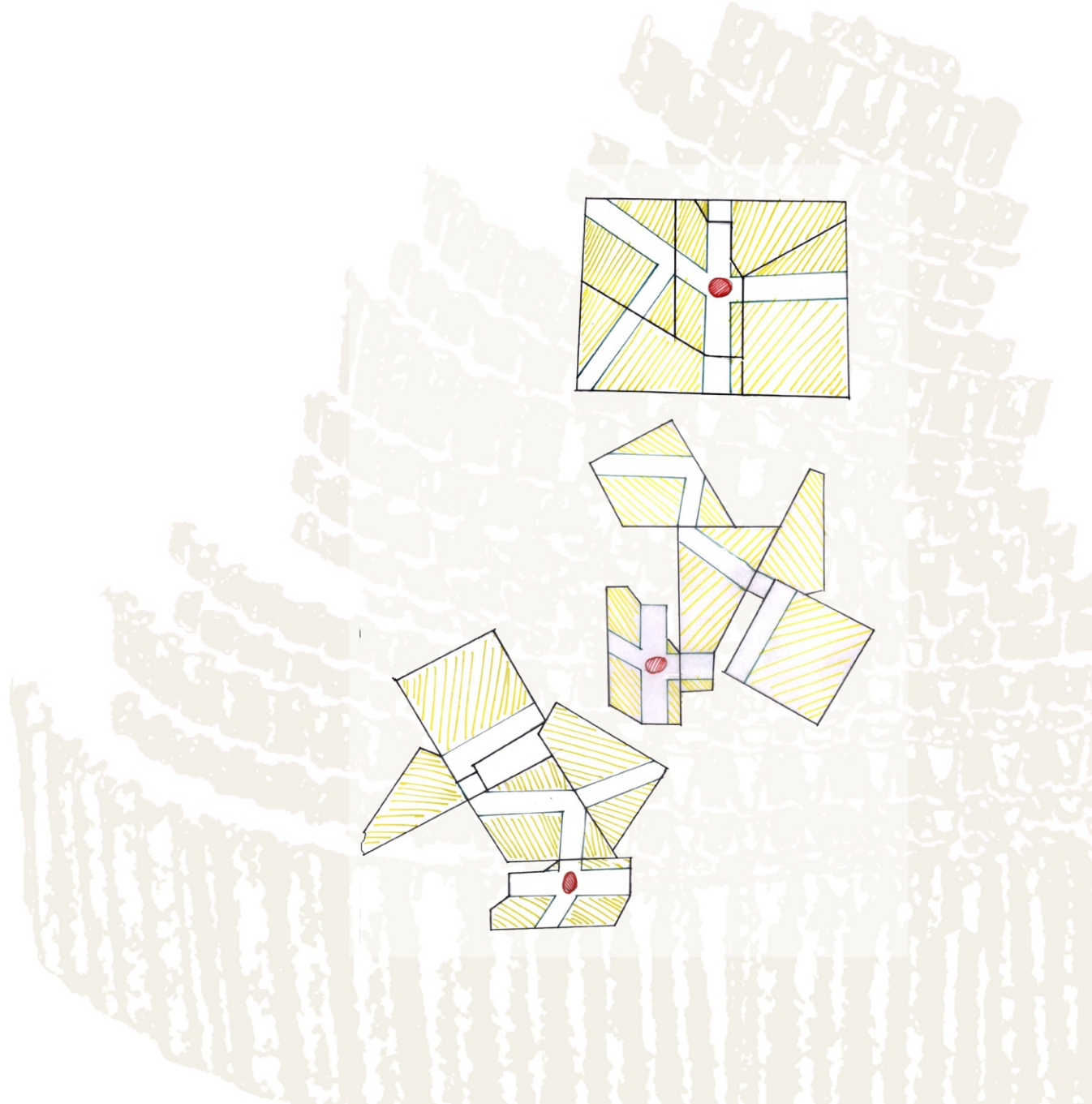
Story town

Module would have 2D structures turning 3D by pop-ups

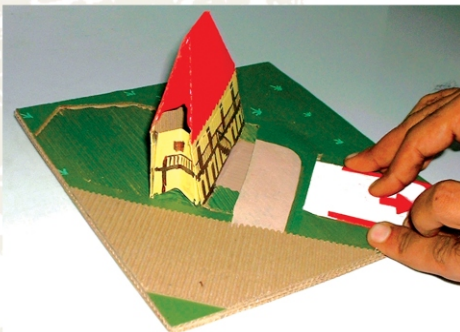
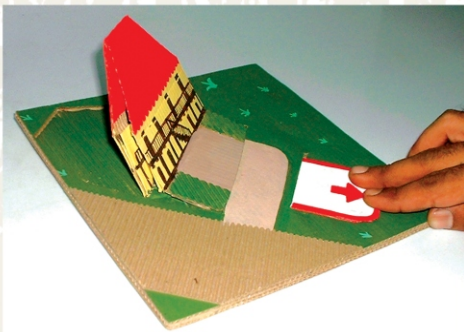
Add-ons such as trees, lamp posts, dolls, vehicles, would be provided

Civic sense and green design concepts would be imbibed by providing dustbins etc.

Initial modules



Initial modules

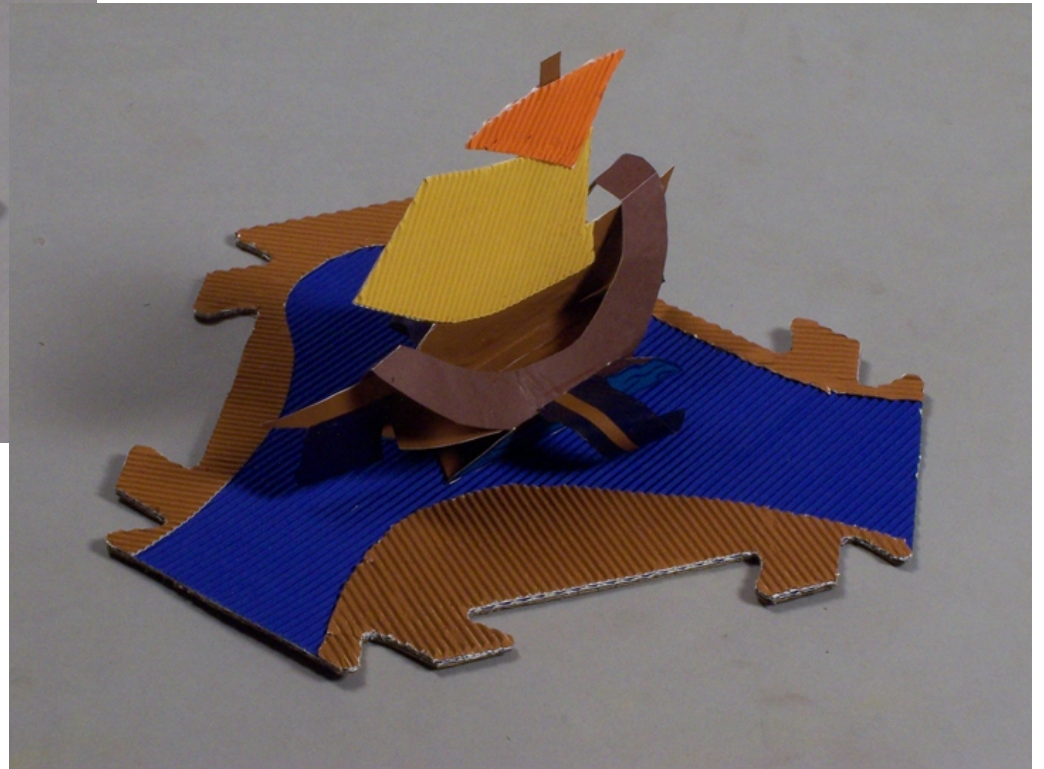
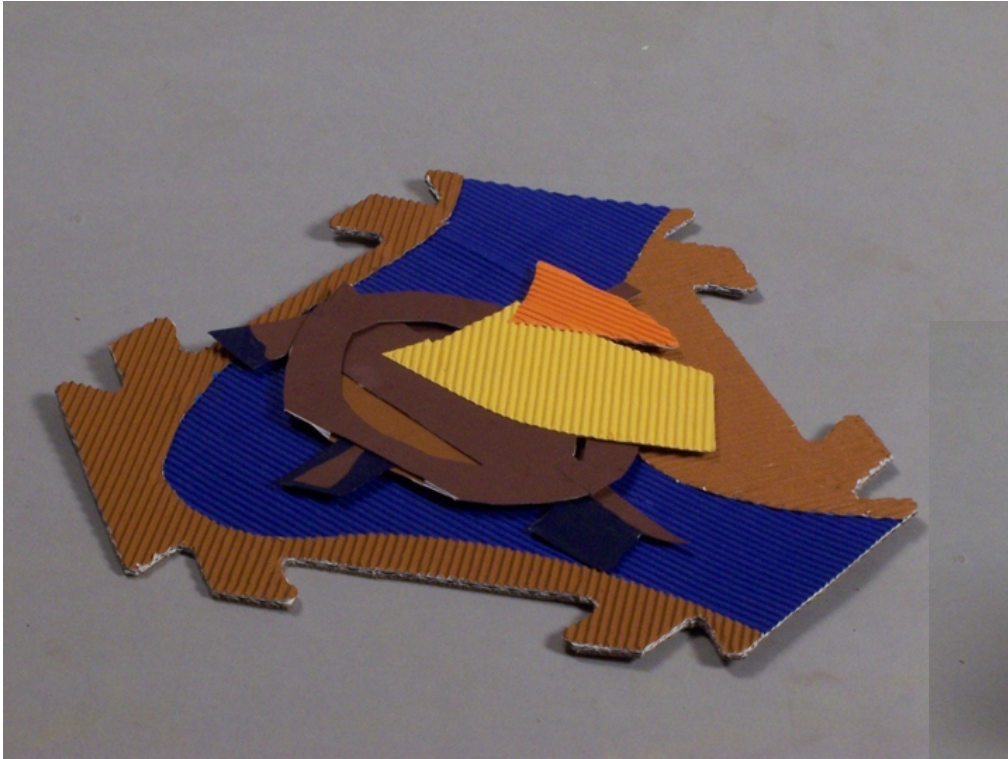


Final Modules

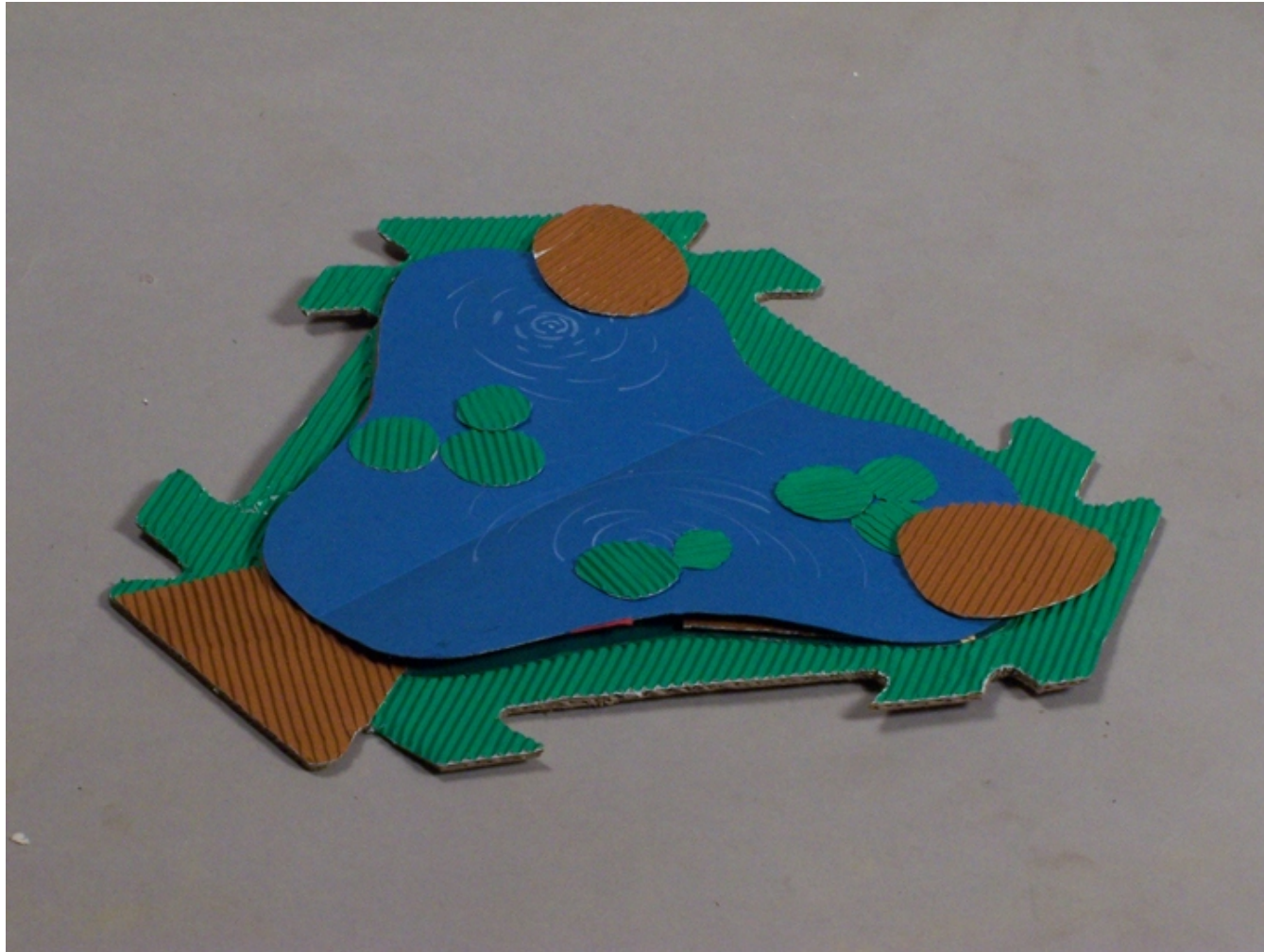
Study

Pop up books
Children's books
Children's toys
Paper engineering
Origami
Town Planning

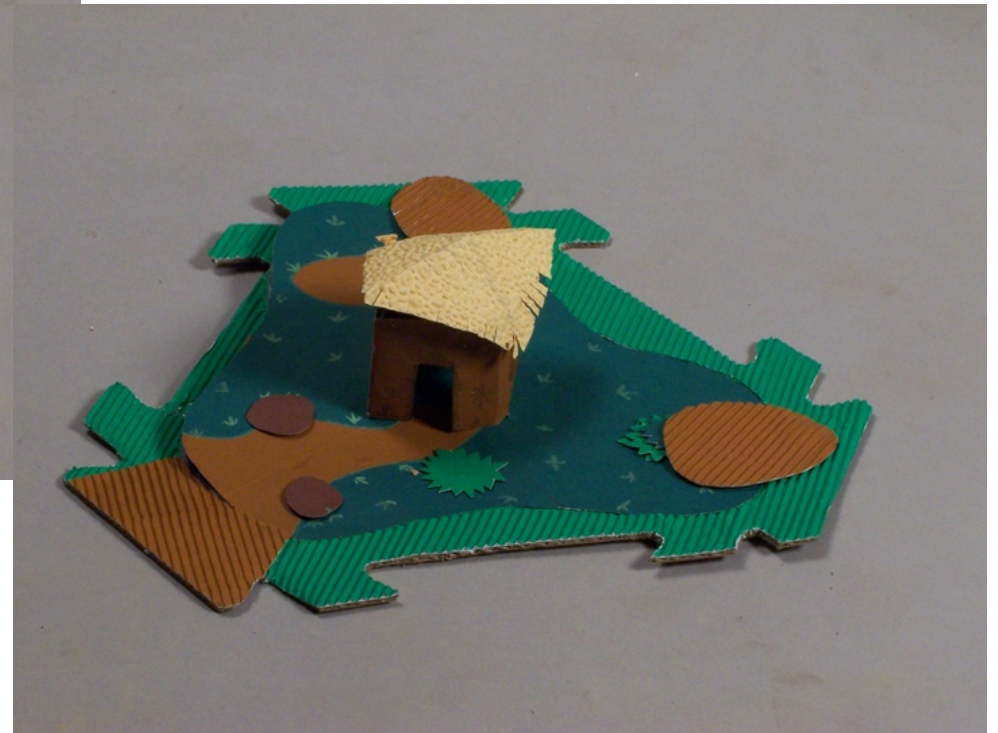
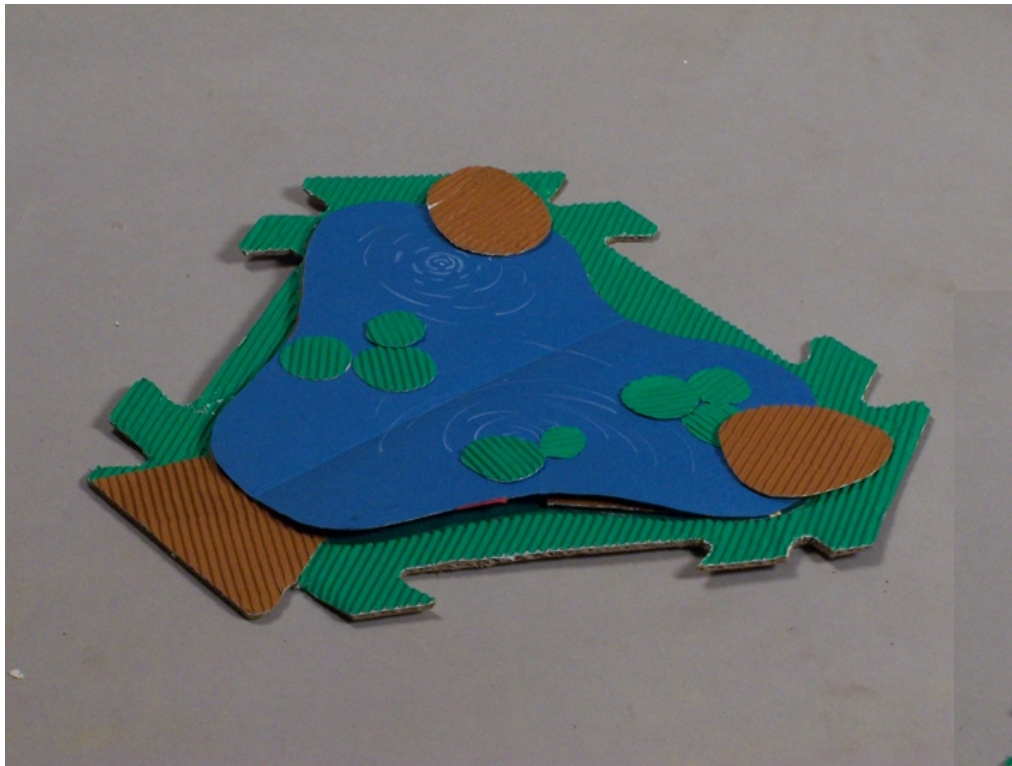
Final modules



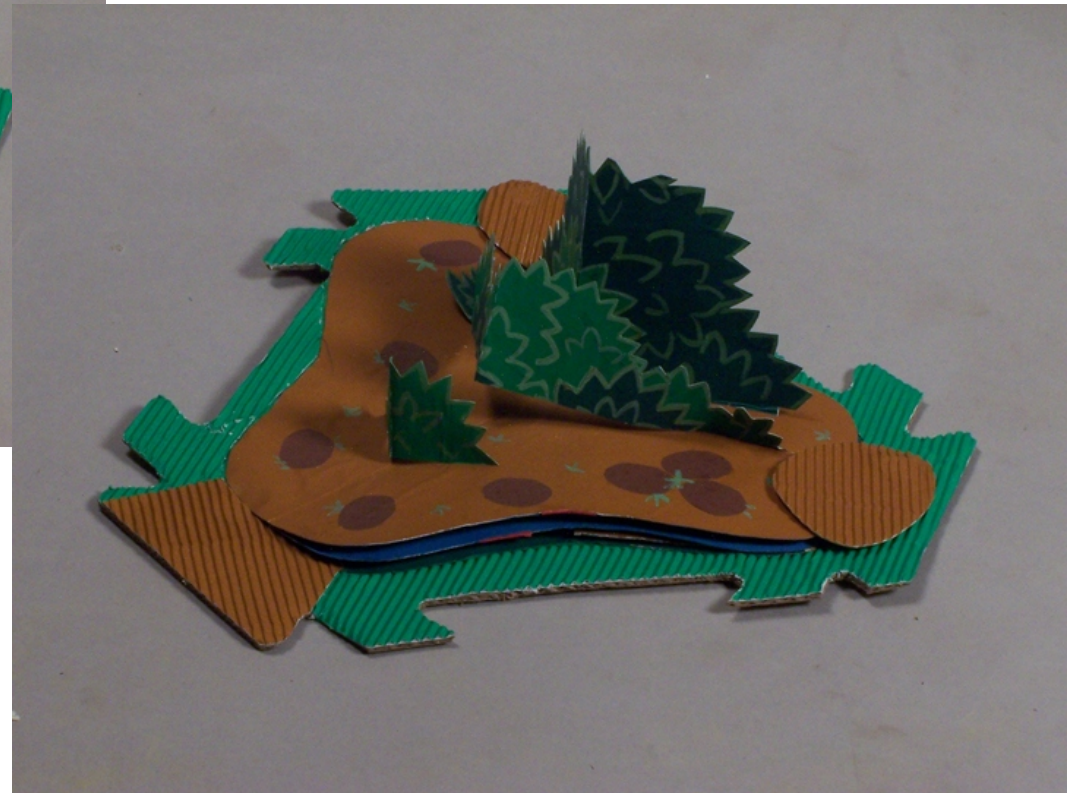
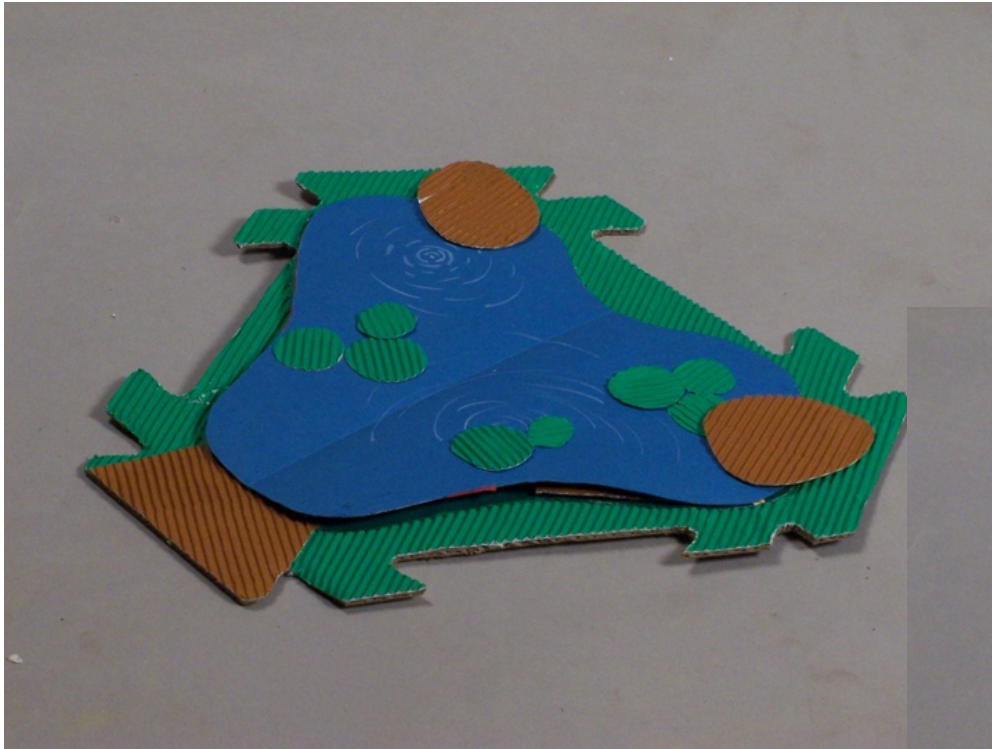
Final modules



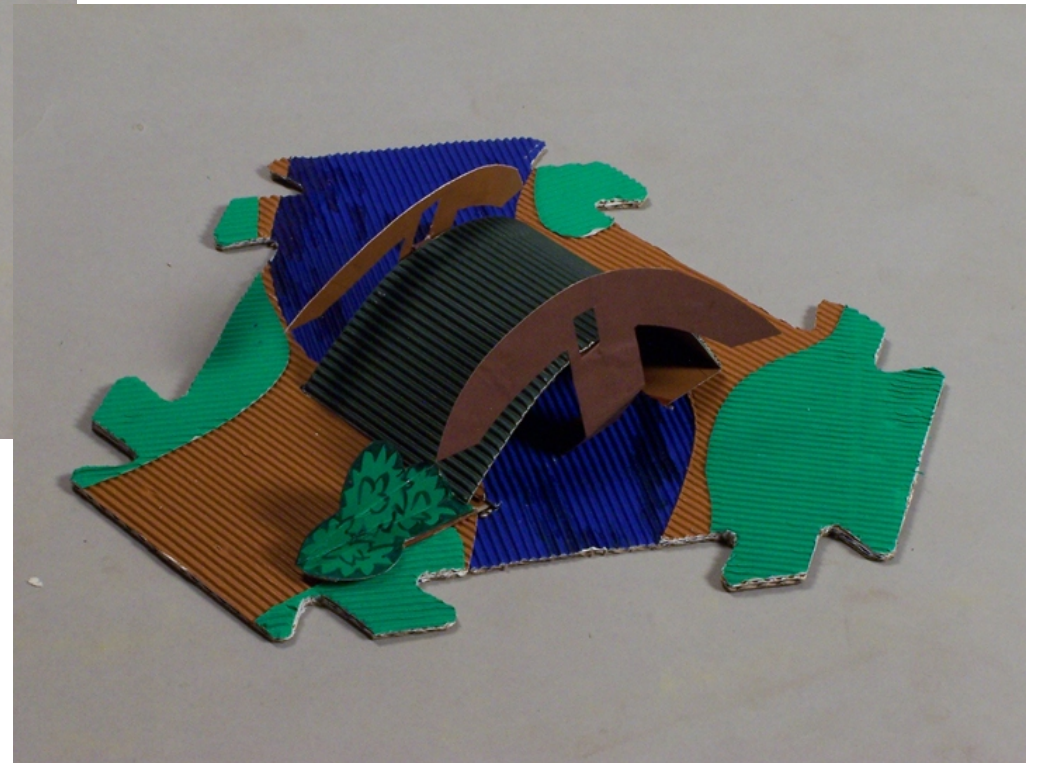
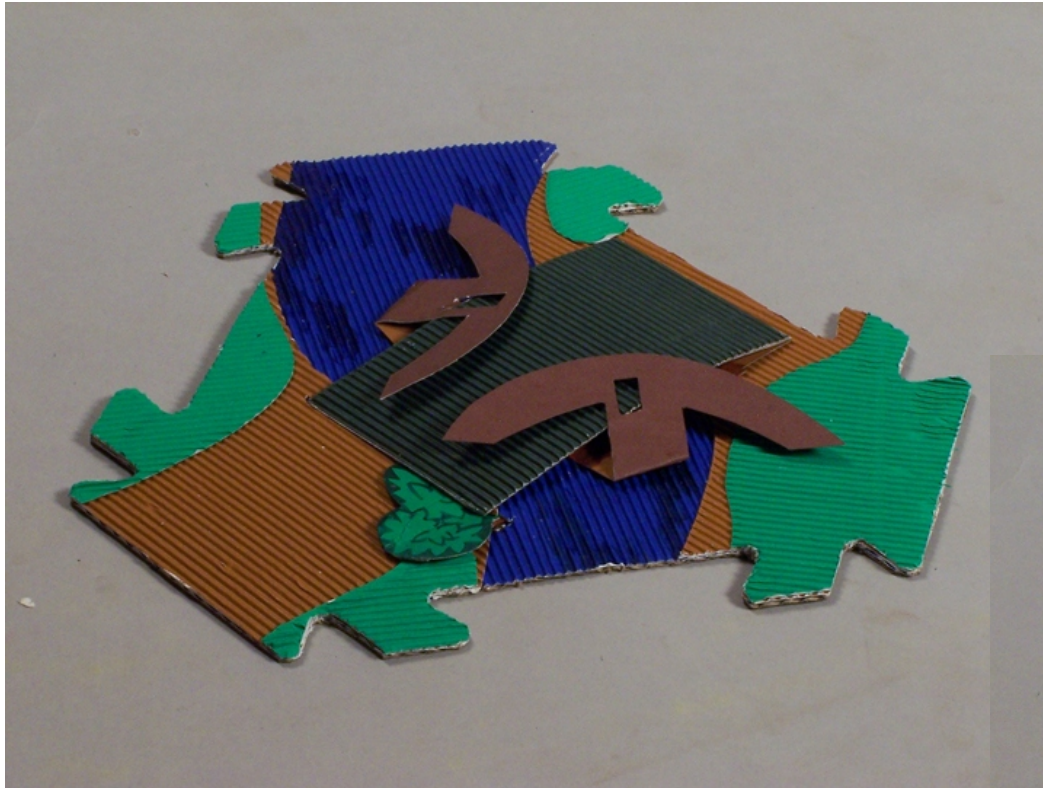
Final modules



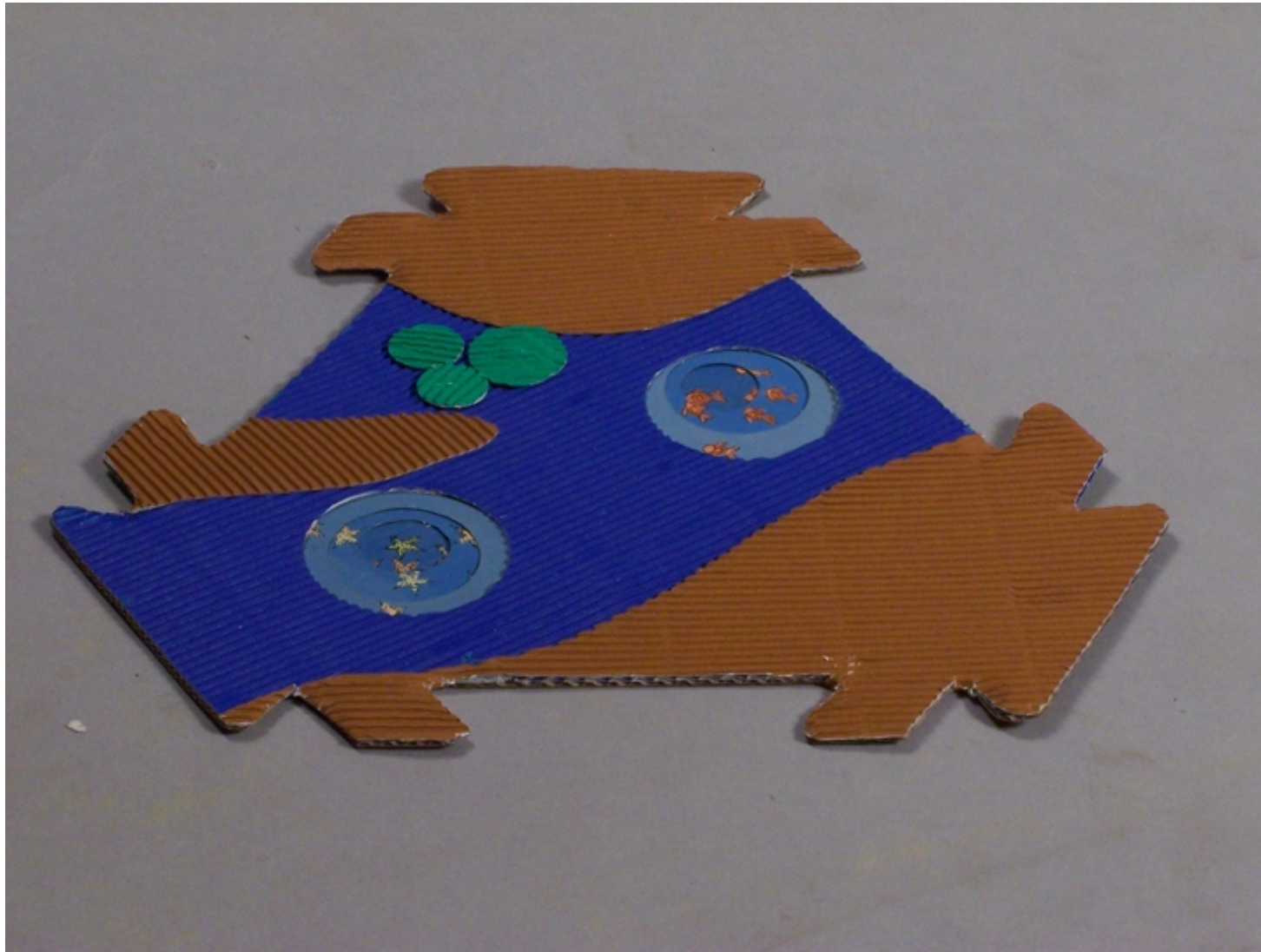
Final modules



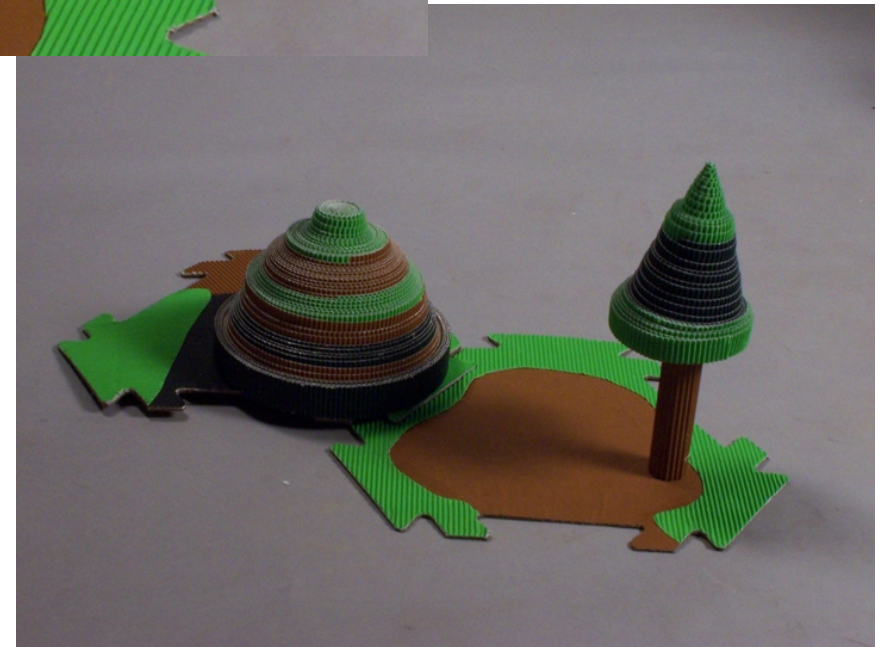
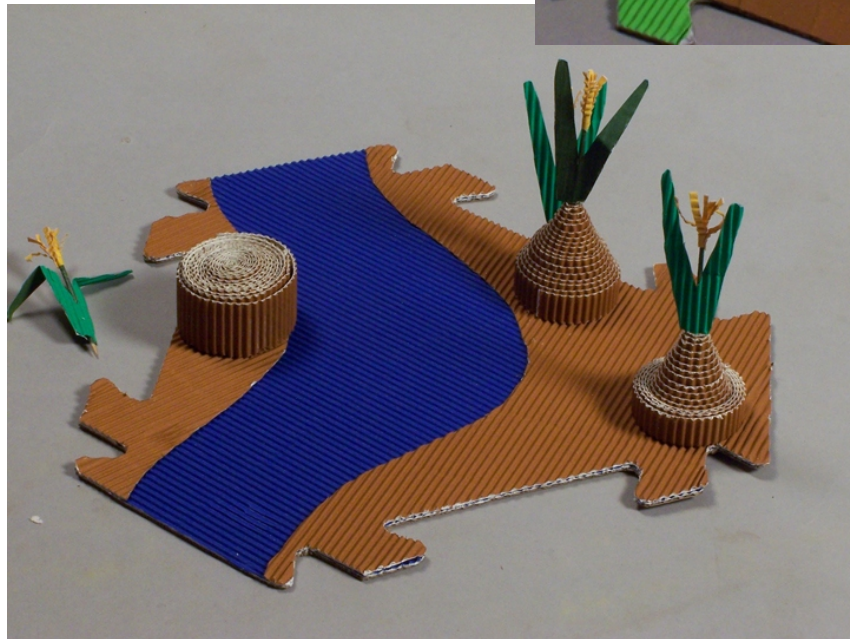
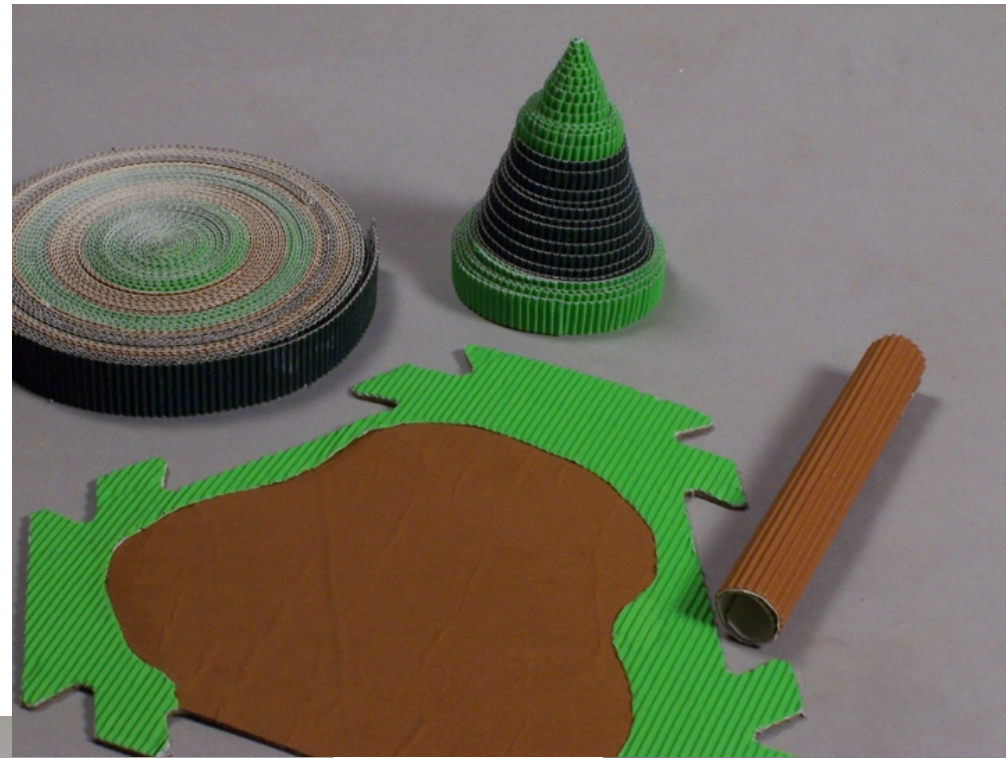
Final modules



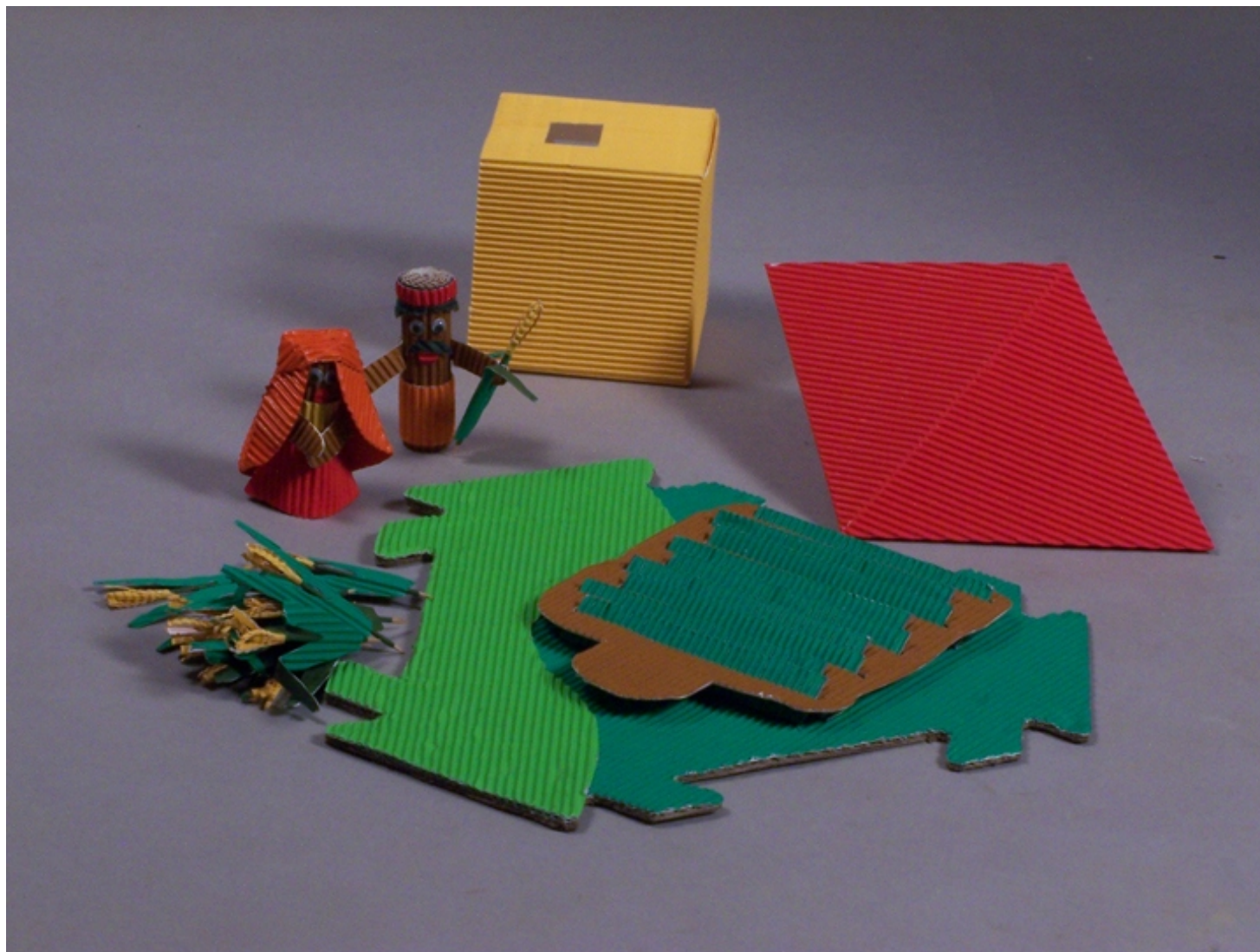
Final modules



Final modules



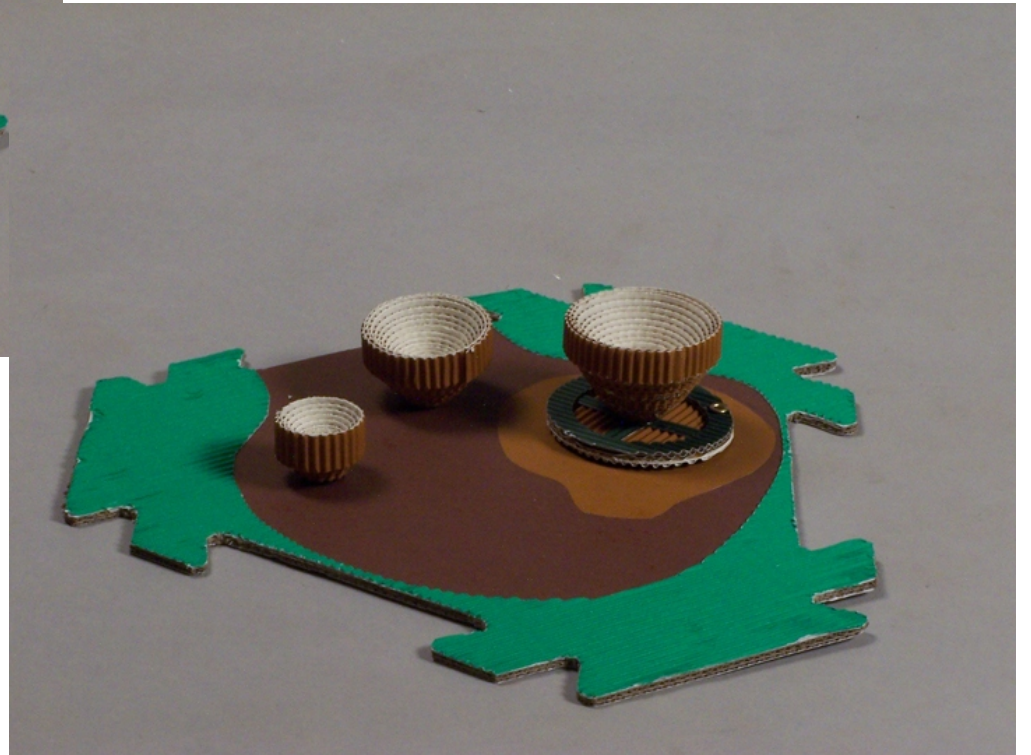
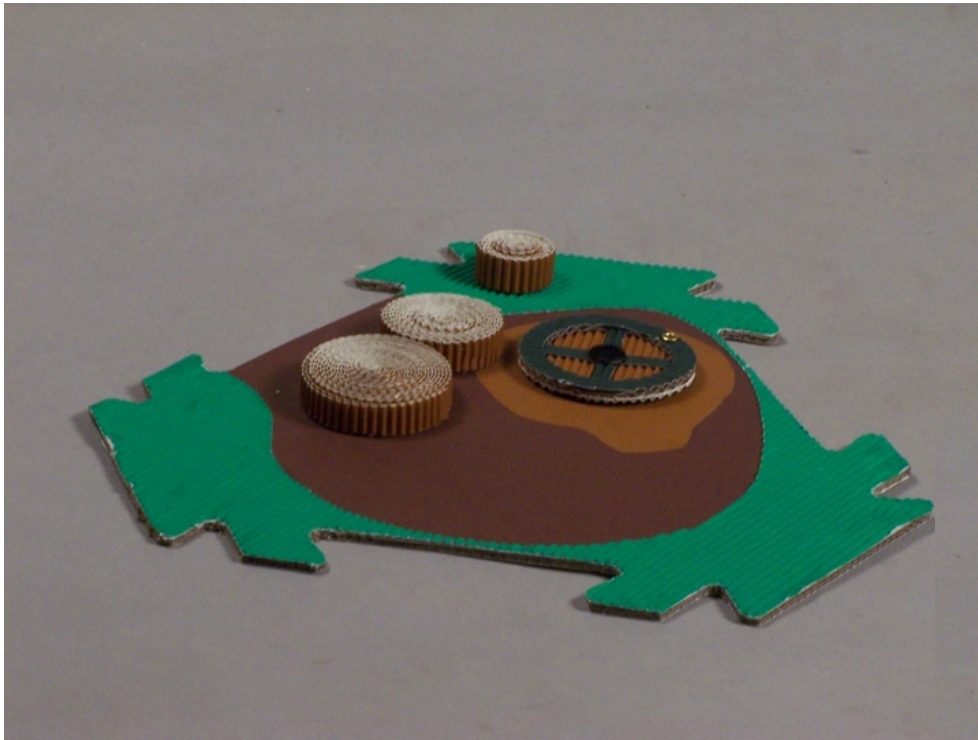
Final modules



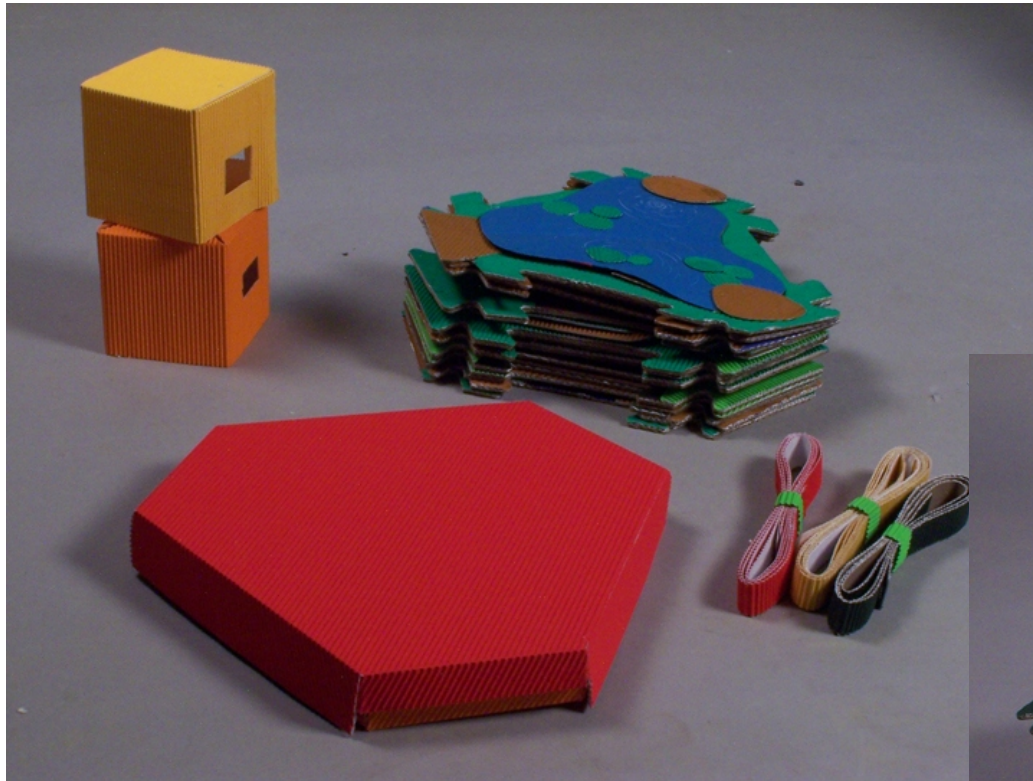
Final modules



Final modules



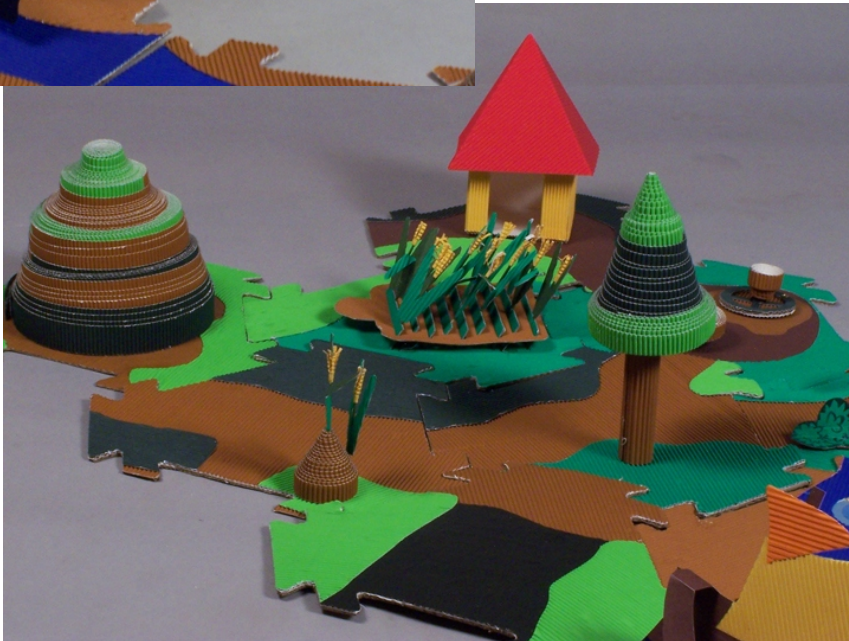
Final modules



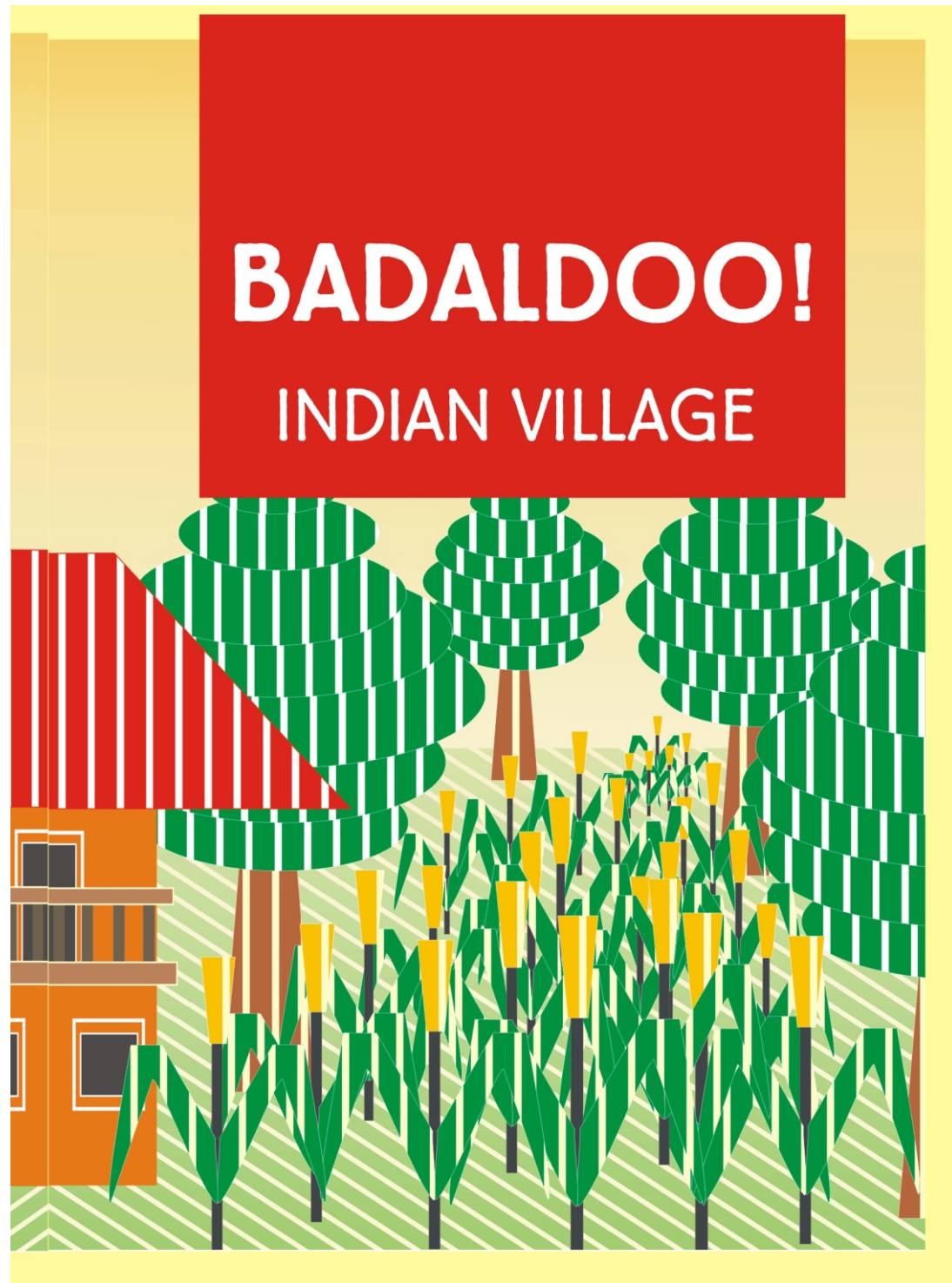
Final modules



Final modules

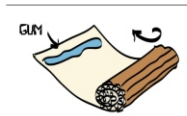


Instruction manual



Instruction manual

How to Make Ramu in 9 steps



- 1 To make Ramu's body, roll the **brown** paper piece given and paste to form a cylinder



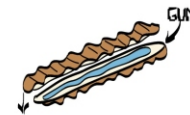
- 2 Roll and paste Ramu's **orange** lungi around one end of the body



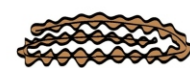
- 3 Roll and paste Ramu's hair of **Dark Green** colour on the other part of the cylinder



- 4 Roll and paste Ramu's Red turban on the hair



- 5 For the hands, paste two **Brown** strips



- 6 Hold the strip and fold in three parts as shown



- 7 Stick eyes, mouth and moustache to make Ramu's face on the cylinder as shown



- 8 Apply glue on the center portion of the hand - strip and paste to Ramu's body as shown



- 9 Ramu is ready

Wish list

Ever growing game

Story element could be added

Made into a story book

Trading cards element could be added

Various themes such as amusement park, zoo, city, town could be added