



WORLD PLAY DAY MESSAGE 2013

Freda Kim, Founder, World Play Day

My messages in 2010 and 2012 were part of an explanation of play to a group of prospective Toy Librarians in the southern-most part of South Korea. My intention was to complete this explanation over 3 years. However, in 2011, I talked about the earthquake and tsunami in Fukushima in Japan. Therefore, the last part of this talk is the subject of this message.

The messages of 2010 and 2012 drew discussions, agreements and oppositions to the content and this is good. Just in case you missed them here they are.

2010 PLAY IS:- natural, unforced, happy, spontaneous, flexible, fulfilling, absorbing, relaxed, unpredictable, unplanned, self-motivated and exploratory

2012 PLAY HAS:- no goal, no winner and no loser, no beginning and no end. Also it is non-threatening, anyone can do it with no training, and there is no right or wrong way to do it.

From here the talk goes on to GAMES, SPORT, RECREATION and ENTERTAINMENT.

Just looking at these section heads you will see that there is a gradual decline in personal motivation and involvement in the activity.

GAMES – games can be played alone or with others. A game implies rules in order to play. A game begins and ends; a game is won or lost. The game is competitive. The player needs confidence and good self esteem to happily take part in games.

SPORT- sports require skills and therefore a teacher. To succeed in sport one must be able to learn these skills and perform at a level satisfying to oneself and challenging to others. Those who take part in sports and enjoy them must have acquired bodily and emotional maturity.



RECREATION – Here I refer to the kind of recreation where there is a leader and the participants respond to the orders of the leader. This is usually physical activity but less demanding than games or sport, It is not a competition and as long as one follows the leader there is no further demand. It is a group activity with the leader in control and the degree of success or standard of performance is not important. Taken to extremes the participants could become puppets in the hands of the leader.

ENTERTAINMENT – our effort being equal to the energy in one finger needed to activate the program of our desire.

In putting this description of PLAY into the context of these references to games, sports, recreation and entertainment perhaps we can strengthen our appreciation of the creativity and value of PLAY. I hope this will promote some useful thought and discussion in your WORK with PLAY.

With the upcoming of the Asia Conference (Play * Empowerment * Life) in Japan this year and the International Conference (Play for Life) in Korea in 2014 –details of both conferences on ITLA website, itla-toylibraries.org - I shall be most grateful to have your reactions to this message to help me with my inter-actions with the delegates.

HAPPY PLAY MAY 28TH

Freda Kim, founder of WPD