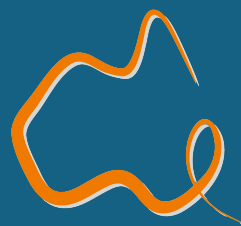




16th International Toy Library Conference

Report

3 - 7 March 2023



Overview

The 16th International Toy Library Conference was held in Melbourne Australia on 3 - 7 March 2023. The event was planned and hosted by Toy Libraries Australia (TLA) in conjunction with the International Toy Library Association (ITLA)

Theme

The theme for the conference was Communities at Play with sub themes of

- your toy library community
- development through play
- toy libraries in the community
- environmental sustainable toy libraries

Venue

The venue was on the fringe of the Melbourne city centre close to public transport, tourist attractions, restaurants, hotel options, shops, theatres and sporting grounds

TLA Conference Organisers



From left to right
Debbie Williams CEO TLA
Catherine Zoppolato President TLA
Helen Nicholson TLA staff
Louise Bell TLA staff
Diane Bish TLA staff
Claire Kingdon TLA committee
The organising committee were support by a numerous other volunteers



Who Attended

150 delegates attended from 13 different countries including Australia, R.O.C. (Taiwan), New Zealand, France, Japan, South Africa, Belgium, Colombia, USA, Bulgaria, Kenya, Malaysia, and Tenerife (Spain).

We welcomed representatives from the Department of Education (state), Department of Social Services (federal), Play Australia, Playgroup Victoria and toy suppliers.

Toy Libraries Australia provided scholarships for delegates to attend the conference. Five delegates from Bulgaria, Belgium, South Africa and New Zealand (x2) had free attendance at the conference and social events, were hosted with local toy librarians and received a cash contribution towards their flights.

3 Australian delegates received a travel scholarship that included a contribution towards their flights and accommodation and Toy Libraries Australia paid for the conference fees of many Australian delegates.



Call for Presentations and Displays

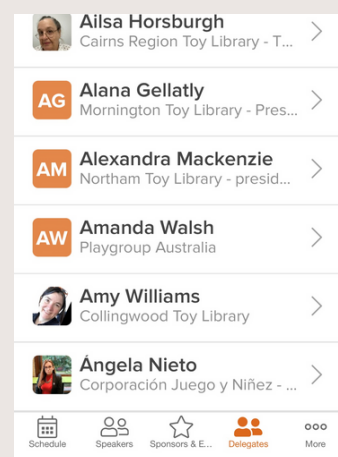
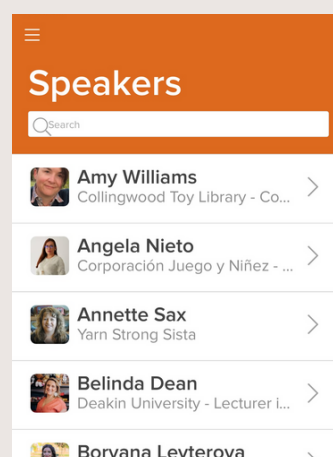
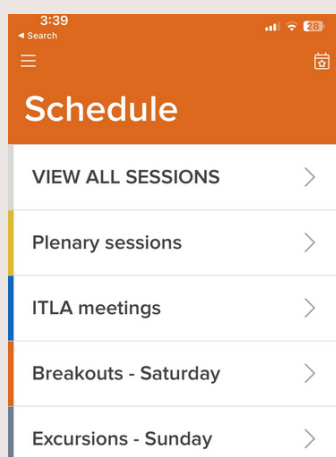
34 applications to make presentations, run workshops and have displays were received. Included in the program were 9 plenary presentations, 17 workshops, and 6 displays.



Use of technology

The conference used technology to communicate with delegates and share information and make connections. The app 'YAPP' was used during the conference and all program presentations and videos are available at www.itla-conference.org.

The domain, website Facebook and Instagram pages will be passed on to the Taiwan organisers.



Keynote Speakers



Robyn Monro Miller AM
President, International Play
Association



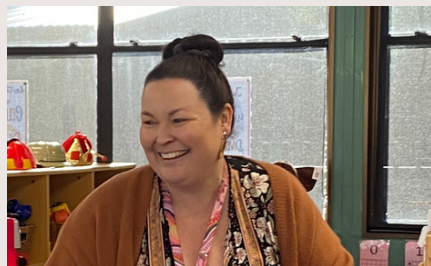
The Hon. Amanda
Rishworth, MP
Minster for Social Services



Dr Moncia Stach
President, International Toy
Library Association



Annette Sax



Vicki Haynes



Belinda Dean



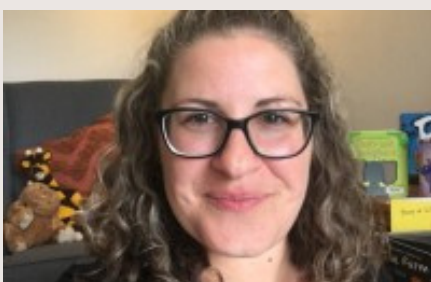
Prof Karen Stagnitti



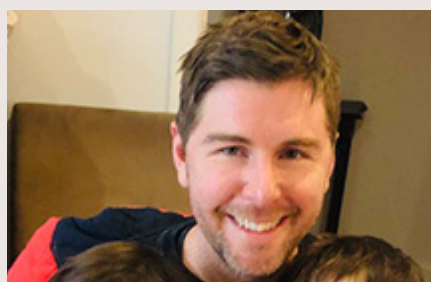
Dr Israel Vergara Alvarez



Dr Renae Barker



Claire Georgiou



Kieran Brophy



Dream Lin & Grace Su

Opening Ceremony



Environmentally sustainable toys panel discussion

- Erin Rhodes (Australia) writer and zero waste blogger who moderated the panel
- Helen Townsend (New Zealand) co-founder of World Sustainable Toy Day
- Wei-Ting Chang (ROC Taiwan) CEO of the Taiwan Toy Library Association
- Datin Wong Poai Hong (Malaysia) co-founder of Play Unlimited



Breakout (workshop) Sessions

1. **Cotlands: digitizing toy library operational systems and services**, *Dr Monica Stach (South Africa)*
2. **Marketing your toy library at (almost) zero cost**, *Boryana Levterova (Bulgaria)*
3. **Discovering games from all continents made with nature & recycling**, *Dominique Dumeste (France)*
4. **Benefits of kindness within the toy library community**, *Larissa Dunn (New Zealand)*
5. **NAVES toy libraries, scenarios to prevent violence against children & adolescents**, *Angela Nieto (Colombia)*
6. **Ethical toy purchasing**, *Dr Renae Barker (Australia)*
7. **The power of technology to improve communication & training for volunteers/staff** - *Kiara Jones (Australia)*
8. **Play, recover, involve** (jugar, recuperar, implicar), *M^a Adoración Marrero Brito (Fasnia, Tenerife, Spain)*
9. **Tell me what you want, what you really really want - UX Design in a toy library**, *Ceire Hopley (New Zealand)*
10. **How toy libraries and playgroups can work closer together** – *Leanne Dhami & Claire Georgiou (Australia)*
11. **Stonework: creative expression & nature connection through play & storytelling**, *Tania Moloney (Australia)*
12. **The importance of toy libraries as community building and strengthening levers**: *Karolien Schotte (Belgium)*
13. **Be or not to be? Toy libraries as a source for serious games and potential for creating boardgames**, *Dr Israel Vergara Alvarez (France)*
14. **Correlating accessibility with membership growth**, *Emily Wheeler and Amy Williams (Australia)*
15. **Self-directed block play at Green Hat Workshops: learning that is caught not taught**, *Cam Lee (Australia)*
16. **Making toys from recycled materials**, *Yutaka Takamura (Japan)*
17. **Recycled Games**, *Lize Marais (South Africa)*



"There were so many breakout sessions I was interested in and would have loved to hear more"



Poster Displays

1. **Wooden Toys Creation Competition in Taiwan:** A supporting system of enriching playing materials for Toy Library, Wei-Ting Chang and Professor Yung-Chih Lin (R.O.C. Taiwan)
2. **Toy recycling system and the carbon footprint in Taiwan,** Wei-Ting Chang and Professor Yung-Chih Lin (R.O.C. Taiwan)
3. **Toy mobile service: A multifunctional, interesting, and popular service to reach rural area and the disadvantaged,** Wei-Ting Chang and Professor Yung-Chih Lin (R.O.C. Taiwan)
4. **Nurture in Nature: Outdoor Play & Learning Resources for Kids and Communities,** Tania Moloney (Australia)
5. **Sources rescue,** M^a Adoración Marrero Brito (Fasnia, Tenerife, Spain)
6. **Taking the toy library to rural remote communities,** Paula Jones (Australia)



Partner showcase

The International Toy Library Conference was supported by a number of companies, some of which had displays at the conference:



Excursions

Itinerary 1 – Melbourne early years highlights



Itinerary 2– West-side volunteer run toy libraries



Itinerary 3– Toy libraries of South East Melbourne



Social Events

Awards Dinner



Flag Ceremony

The 17th International Toy Library Conference will be in Taiwan in 2026.



Appendices

- A - Program
- B - Participant breakdown
- C - Conference financials
- D - Conference evaluation
- E - Presenter abstracts

Appendix A - Conference Program



16th International Toy Library Conference

Community at play
3-7 March 2023 Melbourne, Australia



Friday, 3 March 2023

Arrow on Swanston, 488 Swanston St (north entrance), Carlton

Enter via north entrance, descend to lower ground floor

Sessions for some attendees

Time	Item	Attendees
12:30 – 15:30	ITLA Board meeting (TBC)	ITLA Board
16:00 – 17:00	Continental meetings	American, European, African and Asian toy librarians

Sessions for all attendees

Time	Item
15:30 – 18:45	Registration – collect name tag and delegates bag
18:45 – 19:00	Seat delegates and guests
19:00 – 19:10	Welcome and opening remarks <ul style="list-style-type: none">• Debbie Williams, CEO Toy Libraries Australia• Dr Monica Stach, President, International Toy Library Association
19:10 – 19:15	Welcome to Country (Mandy Nicholson)
19:15 – 19:25	Biik (Country) Dance by Djirri Djirri
19:25 – 19:40	<i>Community at Play</i> , The Hon. Amanda Rishworth, MP Minister for Social Services
19:40 – 19:50	Showcase of Australian toy libraries
19:50 – 20:20	<i>Play, neuroscience, and the power of 30 minutes</i> , Robyn Monro Miller AM, President, International Play Association
20:20 – 20:30	Preview of the conference and close
20:30 – 21:00	Networking

Appendix A - Conference Program

Saturday, 4 March 2023

Time	Item
8:30 – 9:00	Registration, networking
9:00 – 9:15	Welcome and getting to know you
9:15 – 9:45	Building authentic relationships with Aboriginal Families and Communities , Annette Sax (Australia)
9:45 – 10:05	Toy Well Program , Vicki Haynes, (Australia)
10:05 – 10:10	Move it! with Bluey and Beth
10:10 – 10:30	Supporting play with medical toys , Belinda Dean (Australia)
10:30 – 11:00	Morning tea/visit displays
11:00 – 12:00	Breakout sessions
	A1. Cotlands: digitizing toy library operational systems and services , Dr Monica Stach (South Africa)
	A2. Marketing your toy library at (almost) zero cost , Boryana Levterova (Bulgaria)
	B. Discovering games from all continents that you can make yourself with nature and recycling , Dominique Dumeste (France)
	C1. Benefits of kindness within the toy library community , Larissa Dunn (New Zealand)
	C2. NAVES toy libraries, scenarios to prevent violence against children and adolescents , Angela Nieto (Colombia)
	D. Ethical toy purchasing , Dr Renae Barker (Australia)
12:00 – 12:15	Afternoon preview
12:15 – 13:45	Lunch, networking and play
13:45 – 13:50	Welcome back
13:50 – 14:50	Environmentally sustainable toys panel discussion Erin Rhoads (Australia), Wei-Ting Chang (R.O.C. Taiwan), Datin PH Wong (Malaysia), Helen Townsend (New Zealand)
14:50 – 15:05	Play break
15:05 – 15:35	Explaining pretend play and what skills different toys encourage in children , Prof Karen Stagnitti (Australia)
15:35 – 16:00	Playing solidarity! Solidarity, citizenship and interculturality in toy libraries , Dr Israel Vergara Alvarez (France)
15:55 – 16:15	Visualising the Cockburn Toy Library's terms and conditions , Prof Camilla Andersen and Dr Renae Barker (Australia)
16:15 – 16:30	Close
16:30 – 17:30	Networking, play and helping the organising committee pack up!
18:00	Social event (separate ticket needed) Dinner and Awards Night, Captain Melville, 34 Franklin St, Melbourne

Appendix A - Conference Program

Sunday, 5 March 2023 – Excursion

Buses leave from outside the Old Melbourne Gaol, 377 Russell St, Melbourne between 9:00am and 9:40am. They will return to both the Gaol and the Melbourne Bowls Club between 16:30 and 17:00.
Do not be late as the buses won't wait!

Itinerary 1 – Melbourne early years highlights

This tour was designed with international delegates in mind, taking you not just to toy lending libraries, but also playgroups and other early years venues.

- 1. Natureplay at Royal Park**
This playground encourages risky play amongst native and indigenous plants. Divided into different zones, children can explore play without predefined guidelines.
- 2. Playgroup at Bubup Womindjeka Family and Children's Centre**
Playgroup gives families a space and time to focus on playing and spending time with their child alongside other families. They bring young children, families, and communities together to learn and develop through informal play activities and interaction. Playgroups at Bubup are self-facilitated in a purpose-built space.
- 3. Moorabbin Area Toy Library**
2022 Toy Library of the Year with paid staff. The toy library was proactive in adapting to the changing conditions during COVID and built strong relationships with community groups, council and local MPs.
- 4. Twisted Science**
Explore all the fun of science through play. Discover ideas on how you can encourage STEM in your toy library.
- 5. Melbourne Community Toy Library – Carlton Branch**
2023 is going to be a big year of change for the toy library. After having been a volunteer run service for 21 years, the toy library will be transitioning a new model of operation bringing them close to the City of Melbourne

Itinerary 2 – West-side volunteer run toy libraries

Head down to the Geelong region to visit successful toy libraries run by volunteer committees as well as the large Little Buddies Toy Library

- 1. Truganina South Toy Well**
The Toy Well model offers a free toy lending service to members of the school community with pre-school children. Located in school community hub, it is integrated with the hub playgroup and other services.
- 2. Grovedale Toy Library**
While this library turned over 75% of its members during COVID they grew 151% last year and are going strong. Offering 1200+ toys to the 131 members during 3.5 hours of operations a week.
- 3. Belmont Toy Library**
A smaller toy library open one session a week, with a focus on engaging their members and public on social media.
- 4. Little Buddies Toy Library, Point Cook branch**
One of the largest libraries in the country. Spread across two branches with over 660 member families, and 3622+ toys. Point Cook branch is a set up, pack up library in a community centre.

Itinerary 3 – Toy libraries of South East Melbourne

See a variety of mid-sized toy libraries with staff in Melbourne's south east suburbs, as well as the volunteer-run Mornington TL.

- 1. Knox Toy Library**
The toy library has just under 200 members and nearly 3000 items, which it offers to members over 8 hours a week. The garden space here means they are able to hold events easily on site
- 2. Springvale Service for Children Toy Library**
In a community owned children's centre, this toy library is in pride of place at the front of the building. With a 1500+ collection available for its 150 member families. Open nearly every day.
- 3. Mornington Toy Library**
With 140+ members this toy library is open 6 hours a week and is entirely volunteer operated.
- 4. Kingston Toy Library**
Grants have allowed the library to improve their infrastructure. With 1 employee, up to 12 regular community volunteers the library opens 8 hours a week.

Social event (separate ticket needed): 17:00 – 2100 Barefoot bowls and BBQ, City of Melbourne Bowls Club

Appendix A - Conference Program

Monday, 6 March 2023

Time	Item
8:15 – 8:55	ITLA General Meeting (ITLA members only)
9:00 – 9:05	Welcome
9:05 – 9:35	PEEP Learning Together Program , Claire (Australia)
9:35 – 9:55	1000 Play Streets , Kieran Brophy (Australia)
9:55 – 10:00	Move it! with Bluey
10:00 – 11:00	Breakout sessions
	A1. Exploring the power of technology to improve communication and training for volunteers and staff - Kiara Jones (Australia)
	A2. Play, recover, involve (jugar, recuperar, implicar), M ^a Adoración Marrero Brito (Fasnia, Tenerife, Spain)
	B. Tell me what you want, what you really really want - UX Design in a toy library , Ceire Hopley (New Zealand)
	C. Evidence on playgroups and how toy libraries and playgroups can work closer together – Leanne Dhami and Claire Georgiou (Australia)
11:00 – 11:30	D. Stonework play: nurturing creative expression & nature connection through play & storytelling , Tania Moloney (Australia)
	Morning tea & visit displays
11:30 – 13:00	Breakout sessions
	A. The importance of toy libraries as community building and community strengthening levers: a Flemish example , Karolien Schotte (Belgium)
	B. Be or not to be? Toy libraries as a source for serious games and its potential for creating your own stock of boardgames , Dr Israel Vergara Alvarez (France)
	C1. Correlating accessibility with membership growth , Emily Wheeler and Amy Williams (Australia)
	C2. Self-directed block play at Green Hat Workshops: learning that is caught not taught , Cam Lee (Australia)
	D1. Making toys from recycled materials , Yutaka Takamura (Japan)
13:00 – 14:30	D2. Recycled Games , Lize Marais (South Africa)
	Lunch, networking and play

Appendix A - Conference Program

Monday, 6 March 2023 (continued)

Time	Item
14:30 – 15:15	Continental presentations <ul style="list-style-type: none"> • Africa • Americas • Asia • Europe
15:15 – 15:45	Cultural Exchanges in Play Culture Tango between Taiwan and Argentina, Dream Lin and Grace Su (R.O.C. Taiwan)
15:45 – 15:50	Move it!
15:50 – 16:35	ITLA Closing Ceremony
16:35 – 17:00	Evaluation, wrap up and prizes
17:00 – 17:45	Networking and play
18:00	Social event (separate ticket needed) Walking tours leave from Arrow on Swanston at 17:45 or meet at Federation Square at 18:00

Tuesday, 7 March 2023 – Australian Toy Fair

Melbourne Convention and Exhibition Centre, South Wharf VIC 3006

The Toy Fair is on from Sunday 5 March to Wednesday 8 March; however, we have planned for toy librarians to visit the toy fair on Tuesday 7 March. You can explore the Toy Fair independently or meet others at the entrance at 9:00 to explore together.

The Toy Fair is very big, but we will provide a guide to the suppliers who will be displaying toys used in Australian toy libraries.

There are **no toy sales** at the fair, although Australian toy libraries will be able to access toy fair discounts for orders place during the toy fair and delivered after the fair.

Time	Item
9:00	Meet outside the main door if you would like to visit the Toy Fair with other toy librarians
12:30 – 13:30	Informal lunch at the Boatbuilders Yard, 23 South Wharf (just outside the Toy Fair) <i>Note: lunch not included in conference fees</i>
17:00	Toy Fair closes

Sessions for some attendees

Time	Item	Attendees
9:00 – 11:00	New ITLA Board meeting	New ITLA Board

Participant breakdown

Delegates by country

Australia	111
R.O.C. (Taiwan)	15
New Zealand	6
France Japan South Africa	3
Belgium USA	2
Bulgaria Colombia Kenya Malaysia Tenerife, Spain	1

Delegates by payment type

Paying delegates	115
Non-subsidised	59
TLA-subsidised	48
Scholarship winners	8
Non-paying attendees	35
Non-delegate presenters	12
TLA committee & staff	12
Special guests	7
ITLA board	4

Tickets by type

5 day tickets (including excursion)	98
4 days tickets (no excursion)	33
Non-delegate presenters	12
Special guests	7
Social events	
Saturday dinner	70
Sunday bowls	47
Monday walking tours	35

Appendix C - Conference financials

Profit and loss

Australian dollars \$

Income	
Conference Fees	31,574
Sponsorships and donations	9,299
Toy and souvenir sales	2,047
Total Income	42,920
Expenses	
Audio Visual	3,025
Board Costs	92
Catering	9,225
Excursions	5,712
Other Costs	6,748
Scholarship payments	4,046
Signage and banners	521
Social Events	5,177
Toy and souvenir purchases	1,748
Venue Hire	6,364
Website and marketing	530
Total Expenses	43,188
Net Profit	(268)

Conference fees

5 day ticket	\$350
4 day ticket	\$250
Early bird discount	10%
ITLA/TLA discount	10%
Saturday dinner	\$53
Sunday BBQ & bowls	\$38
Monday walking tours	\$25

- Members could get both an early bird discount and member discount
- ITLA board members got free tickets to the conference and all social events
- TLA committee & staff got free tickets to the conference but not social events

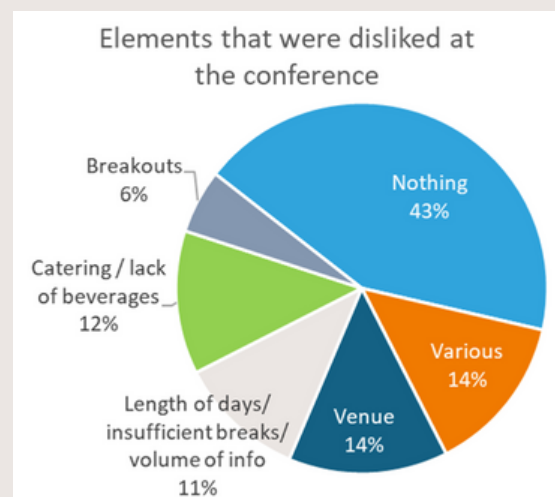
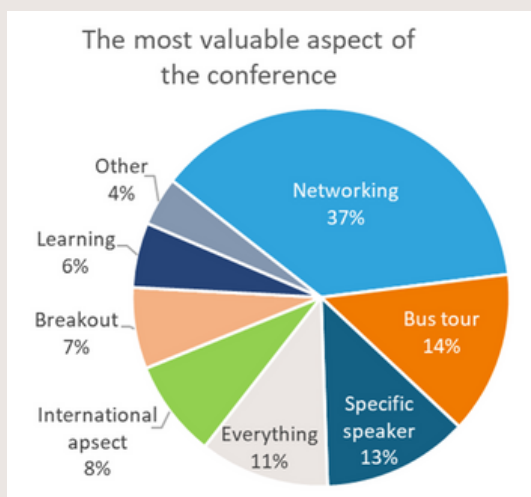
Appendix D - Conference Evaluation

Evaluation Respondents

Delegates were requested to complete the Evaluation Survey as a prerequisite to be eligible to receive one of the 100s of toys that were given out to delegates at the end of the conference. Delegates were provided with a link via the YAPP app to complete the survey. Approximate 60% (72) of delegates completed the evaluation which was an excellent result given that a number need to leave early in order to catch flights or collect children from school



The Good and the Not so Good



Delegate Verbatims

Most Valuable Aspects

All, but for different reasons. Micro level education for my direct improvements at my library. Macro content to help me understand the bigger picture for toy libraries. And I enjoyed overseas models to understand different country ways of doing things.

Breakout sessions - to hear from like-minded people & to be challenged by something new

Loved meeting toy library people from all over the world!

Meeting other librarians and people passionate about play and the chats that spark ideas. Also enjoyed the knowledge gained from the bus tour.

Genuine openness and knowledge sharing amongst all attendees.

Elements that were not liked

A few finished at different times which somewhat limited what I could attend.

Need time between presentations to finish notes.

The venue!! Felt like a dungeon, no phone signal, no sky/plants visible, no outdoor space for breaks

Conferencing Days

Day 1

Friday 3 March, 7 – 8:30pm Opening Ceremony

56 respondents attended the Opening Ceremony with 93% recommending attendance

Sample of Feedback:

I was interested in the honouring of the first people. Robyn's talk was excellent, and so good to hear of someone in govt who supports the cause.

Nice to have the key note speaker set the scene for the importance of play, it was then kept front of mind for the rest of the weekend and why toy libraries are so important

Was a wonderful way to get excited for the next few days events! Fantastic speakers!

Day 2

Saturday 4 March, 9am – 4:30pm Conferencing incl breakouts

69 respondents attended Saturday session with 96% recommending attendance

Sample of Feedback:

I found all the sessions I attended very informative but especially loved hearing from international speakers and learning about how their toy libraries were a part of such a broad community response

Loved all the sessions. Was hard to choose which breakout to attend

Informative, inspirational, entertaining

Would be good to have a few minutes between each speaker to finalise our notes, and have brief self-reflection before the next speaker

Loved the panel discussions, displays and toys on display. The presentations were of great value.

Day 4

Monday 6 March, 9am – 5pm Conferencing incl breakouts & closing ceremony

72 respondents attended Monday session with 96% recommending attendance.

Sample of Feedback:

I learnt a lot today and loved having the opportunity to play and learn at the same time.

I really enjoyed the recycled toy making and would actually recommend this as a plenary for a break from the more serious speeches and as a way to relax and incorporate play into the conference

It felt like strangers became one as new friends

So many ideas for collaboration and connection

It is always an eye opening experience learning how other toy library operate and learn from each other. And there is always not enough time to connect with each other.

Suggest to have all breakout sessions finishing at the same time so that you don't get locked into a second session not relevant to you (but all other sessions started 30mins ago)

Appendix D - Conference Evaluation

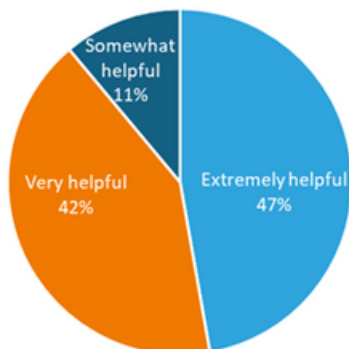
Conference Objectives

The objectives of the conference was to provide

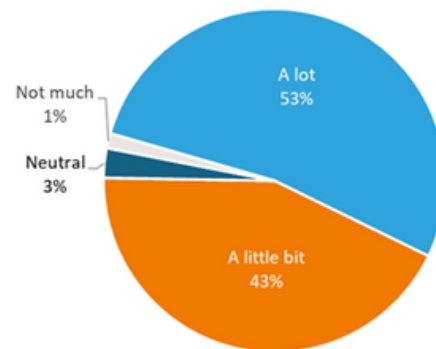
- opportunities for delegates to network
- learning and growth opportunities
- an increased focus on sustainability and the role toy libraries can play

94% of respondents felt there was opportunity to network with others at the conference?

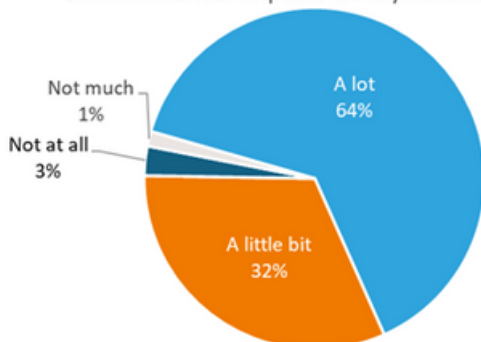
How helpful was the content presented?



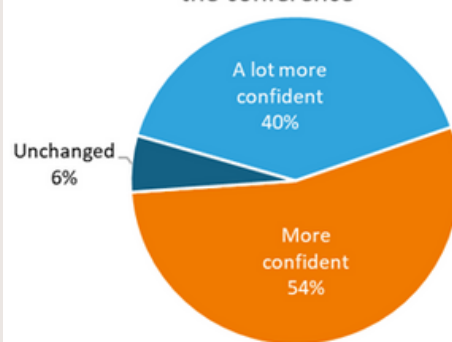
Increased my knowledge about play?



Increased my knowledge of the positive environmental impacts of toy libraries?



Confidence in my role after attending the conference



Opening ceremony keynote speaker

Robyn Monro Miller, AM

President, International Play Association (IPA); Board Member, Play Australia

As a beneficiary of a happy, healthy childhood, Robyn has made her life's work advocating the same for all children. Her career has spanned 35 years, encompassing senior leadership roles in education, local government, children's services, and the charity sector. Robyn's work as an advocate has included participation on a UN working group for the development of the General Comment on Article 31 "The child's right to play".

Play, neuroscience, and the power of 30 minutes

Childhood experiences shape and influence, not just the health and wellbeing of individuals, but the whole community. Drawing on current research and set against the backdrop of our own personal histories, Robyn will take us on an insightful journey through childhood experience and its contribution to individual development and to the development of a socially cohesive community.

Join Robyn in this playful exploration of play, neuroscience, and the power of 30 minutes.

Plenary presentations

Annette Sax

Yarn Strong Sista

Womindjeka my name is Annette Sax and I am a Taungurung woman.

I have worked in Early Childhood for more than 30 years now, but when I first started YSS, I had realized that there was a gap in Aboriginal storytelling, appropriate Aboriginal resources being used and Cultural knowledges available within the curriculum. I love going into work everyday for the diversity of it. Every single day, I drive in for a new challenge and that paired with our wonderful team makes everyday a memorable experience. The creativity required to design the toys and homewares excites me as much as having yarns with my colleagues.

Building authentic relationships with Aboriginal Families and Communities

Vicki Haynes

Truganina South Primary School, Australia

Toy Well Program

Toy Well establishes volunteer-run free toy lending services for children and families experiencing hardship in Community Hubs located in primary schools, with a particular focus on migrant and refugee families.

In doing so, Toy Well:

- provides more opportunities for children and their parents to engage in high-quality play-based learning at home, which improves children's social, physical, cognitive and emotional skills, leading to improved school readiness;

- educates parents about the importance of play-based learning for young children;
- creates a safe and enjoyable context for families to meet, create friendships and develop support networks;
- provides volunteer and work opportunities for parents who oversee the toy library;
- provides an entry point to engage with other social services co-located with the toy library.

Toy Well is funded by the Trawalla Foundation and the Besen Family Foundation.

Belinda Dean

Lecturer in Play Therapy, Deakin University, Australia

Belinda Dean (BN, MCPT, RNDI, RPT) is a Registered Nurse, Registered Play Therapist, Lecturer in Child Play Therapy, Learn to Play Therapy Trainer, Play Therapy Supervisor, Director of Light Heart Play Therapy and is currently a PhD candidate at Deakin University. Belinda has 23 years' experience in the healthcare field with a focus on Child and Adolescent Health & Development, Mental Health, Community and Family Health. Belinda's PhD is considering how pre-procedural play supports children to cope prior to their four-year-old vaccination. Belinda's PhD will review themes within the literature around medical play and procedural play for children. Belinda has recently co-edited a textbook titled Integrating Therapeutic Play into Nursing and Allied Health Care: A developmentally sensitive approach to communicating with children. which is due for publication early 2023. Belinda is a co-author of Storying Beyond Social Difficulties with Neuro-Diverse Adolescents, The Imagine Create Belong Social Development Programme Manual and related published peer reviewed papers. Other areas of research include; Integrating Therapeutic Play into Nursing and Allied Health Care: A Developmentally Sensitive Approach to Communicating with Children.

Supporting play with medical toys

Play therapists support children through a range of play-based psychotherapy modalities which consider the child's presenting problem, background, play level and need. In the industry we speak of play being the child's language and toys being the tools to express themselves.

Attuned parents and carers tend to have somewhat of an innate understanding that children may find medical experiences scary. They may not know what to do to support their child prior to a medical experience or after a difficult medical experience has occurred.

This presentation will focus on medical toys in toy libraries and how children/families can utilise these toys, particularly for preparation prior to a medical procedure. A background into therapeutic engagement in selecting toys and how to support a child to play with medical toys will be included, particularly for children who have experienced medical trauma or a negative medical experience. Therapeutic distancing through the use of toys such as puppets, dolls and teddies will be considered to support children's understanding of medical related themes.

EmProf Karen Stagnitti

Emiritus Professor, Faculty of Health, Deakin University; Developer of Learn to Play

Karen is an occupational therapist by training who has a very strong interest in children's play and respected within the play therapy community. For more than 20 years, Karen worked in community-based paediatric and specialist early childhood intervention programs.

Professor Stagnitti's research is primarily concerned with play ability of children under 10 years of age. The result of this research led to the development of Child-Initiated Pretend Play Assessment (ChIPPA). Karen has successfully trained and supervised dozens of research students including PhDs and has continued to research children's play including further studies on the reliability and validity of the ChIPPA and extending its applicability to Indigenous communities.

She has also developed a highly successful intervention play therapy program called Learn to Play. She has developed two new play assessments. One is called the Pretend Play Enjoyment Developmental Checklist for children aged 12 months to 5 years and the other is aimed for older children and teenagers called the Animated Movie Test. Together with colleagues, Karen developed Imagine, Create, Belong, which is a play intervention for 11 to 15 year olds. She is a highly sort after speaker and trainer, delivering dozens of workshops and training sessions each year.

Title: Explaining pretend play and what skills different toys encourage in children

Summary:

Pretend play, or imaginative play, doesn't seem important or complex. However, it is one of the most complex abilities in early childhood as children use language, narrative, social interaction, and self-regulation to be able to play. Pretend play is also related to literacy as children create stories in their play, giving them an implicit understanding of story. This presentation explains what pretend play is, how to recognise it and the skills involved in pretend play. Toys and play materials are important to helping a child build their own ability in pretend play. This presentation explains a research study into different toys and provides practical information on what toys and play materials encourage pretend play ability

Dr Israel VERGARA ALVAREZ

Terre Ludique, France

Israel Vergara Alvarez is a former doctor in Biology (University of Aix-Marseille in France) and graduated in Foreign Affairs (National Polytechnic of Mexico). Israel has worked in the toy library Terre Ludique since 2020 where he was a volunteer the year before. The potential benefits of games, toys and playing he knew during his volunteer year and the ITLA conference in South Africa inspired him to turn to games as a powerful tool for individual and social development.

His work focuses on using toys and games to develop conditions for dialogue between people from different cultures and living together, to understand and practice citizenship and to empower people to live in international solidarity, especially with those which are invisible in society. During the ITLA conference he will share his experiences and possible course of actions for improving the role of toy libraries within local and global communities.

Playing solidarity!

The benefits of games, toys and play are very well supported by scientific literature. They include development of the child, mediation, health, education, etc. (Rouchours N. 2006 ; Gueyraud C et al., 2014 et 2017). Furthermore, they present enormous assets to discuss and debate with children and parents about complex subjects, to understand the culture of other people and therefore to contribute to live together (Epstein Z. 2011).

Despite the various doubtless positive aspects of games and play, toy libraries struggle to be funded and well supported. In the last years, the pandemic exacerbated these negative conditions and imposed new challenges for toy libraries such as working on conditions of restricted admission, budgets and limited collaborations that in turn worsened their economic and social problems.

Toy libraries and toy librarians had to face these challenges in a constructive fashion. Dr. Israel Vergara will present different collaborations carried out with Argentina, Colombia, Spain and Mexico that have been supported because of their approach. He'll share the results of such collaborations and how recreation, culture and serious games can be used in benefit of the international community of toy libraries, to argue and defend the pivotal role of playing. Furthermore, he will give examples of how the developed projects (i) improved the development of participants and their relationships, (ii) increase the culture and horizons of people in precarious situations and finally (iii) he will share some courses of action to use play in order to create projects and collaborations with other toy libraries and/or develop your projects in your community.

Prof Camilla Andersen and Dr Renae Barker

University of Western Australia and Cockburn Toy Library, Australia

Camilla Baasch Andersen is a Professor at the School of Law at University of Western Australia (UWA) She founded and leads Comic Book Contract project which is revolutionising how we engage with big business and become more clear on the behaviours, expectations and services we are signing up to.

For more information on the comic book contract project see www.comicbookcontracts.com), and for an overview of her extensive publications, see: <https://research-repository.uwa.edu.au/en/persons/camilla-andersen>

Renae Barker is President of Cockburn Toy Library and WA representative on the Toy Libraries Australia Board. During her 4 years as President of Cockburn Toy Library she has overseen the growth of Cockburn Toy Library to be the largest and only multi branch toy library in Western Australia. In her professional life she is a Senior Lecturer at the University of Western Australia Law School, where her research includes the rights of children and contracting with kids. She has published her research nationally and internationally in leading peer reviewed journals.

Visualizing the Cockburn Toy Library Terms and Conditions

The Comic Book Contract project at UWA (www.comicbookcontracts.com) has transformed the idea of visuals in contracts for the past 8 years, culminating in applications across a very diffuse range of industries including banking, research, services and many more. Research has found increases in comprehension, engagement, and perception of the providers of visual contracts, and dispute elimination across the board. With the Cockburn Toy Library terms and conditions, we were challenged to create more accessible terms, with images which resonated with children. This presentation showcases these terms and invites all toy libraries to rethink the way their terms are set

up, and the potential of the terms as a way to communicate image and spirit to users, as well as terms of use. We will also discuss the design insights gained through the multidisciplinary approach to images, contract law and psychological drivers, including results from a variety of focus groups.

Claire Georgiou

National Program Manager, Playgroup Victoria, Australia

PEEP Learning Together Programme: an adult-focused program enhancing parental engagement in their child's learning and development

Research tells us that the biggest influences on children's outcomes are the quality of the relationship with their parents and carers, and what they do with their family, from birth – known as the home learning environment.

PeepLTP supports parents to understand more about how children learn – and to do more of the things at home that make a difference to children's outcomes. Intended for parents/carers of children aged birth to school-age, it can be used to communicate concepts and ideas with parents about how to enhance the home learning environment and can be used with parents in a variety of settings including playgroup, one on one, and groups.

Kieran Brophy

Assistant Director, Play Australia, Australia

Play Australia is the peak national advocacy organisation for PLAY. We support outdoor play by way of inspiration, advice, access to information and professional services. As the Australian branch of the International Play Association (IPA) we protect the human rights of all children to play, as recognised within Article 31 of the United Nations Convention on the Rights of the Child.

Kieran loves helping people rediscover the value and power of play. His role involves driving strategy to grow play in Australia and he is the project lead for 1000 Play Streets. He has spent most of his career in the health promotion and sport industries, gaining a mix of experiences with VicHealth, Sport Australia and within state government. He is also a children's book author and illustrator, and his favourite past time is playing up at home with his three kids.

1000 Play Streets

1000 Play Streets is a Play Australia led movement delivered in partnership with Local Government, Community Partners, and Communities to support Australians to reclaim their quiet residential streets as places for neighbours of all ages to connect and play.

Dream (Chun-Ying) Lin and Grace (Pei-En) Columbia Su

Play Association of R.O.C. (Taiwan)

The Play Association of R.O.C. (Taiwan) is dedicated to helping organisations understand the true meaning of play, avoid misappropriating the marginal utility of play, advocate the enhancement of children-and-play-oriented design, let the play profession exert influence, practice, and improve the existing system, as future policies, venues design and activity planning reference, so that it can effectively achieve the goal.

Dream is the Founding Chairman and Founder of The Play Association of R.O.C. (Taiwan), founder of Justplay, and a lecturer in early education. He has a master degree from Tamkang University Department of Information and Library Science and a bachelor degree from Fu Jen Catholic University Department of Child and Family Studies. Grace is the Coordinator of The Play Association of R.O.C.(Taiwan).

Cultural Exchanges in Play Culture Tango between Taiwan and Argentina

The R.O.C. (Taiwan) government has successively established a variety of toy library organisations, such as parent-child centers, in response to the social development process in Taiwan, including low birthrate and an aging social structure, however there is a lack of legal structure and unified standards across these organisations.

Programa Juegotecas Barriales, Argentina were invited to share their play policies, histories and practice, to discuss the cultural difference and similarities in play. They visited Taiwanese public and private book libraries with toys, parent-child centers, museums, special schools, etc., exchanging the inclusive play certification for special needs, parent-child, elderly, and multicultural communities.

The cultural exchange project has developed a play policy proposal with multiple aspects (culture, social, education, economy, etc.) for relevant Taiwanese government departments, legislators, public representatives and play professionals, and hope to provide further international exchange for reference.

Environmentally sustainable toys panel discussion

Moderator

Erin Rhoads

The Rogue Ginger, Australia

Erin Rhoads is the person behind The Rogue Ginger, one of the most popular zero-waste blogs and has become a leading voice on zero waste in Australia. Erin has been writing about her plastic free and zero waste journey since 2013. Through her pursuit to live plastic free and zero waste, Erin learnt to eat real food, discovered new skills, cut down her exposure to harmful chemicals, found joy in moments over things and simplified her life, while saving money.

A sought-after speaker and campaigner, Erin is on a mission to engage with individuals, business and government to redefine what is waste and how we can create less of it. Erin has authored two best-selling books *Waste Not: Make a big difference by throwing away less* (2018) and *Waste Not Everyday* (2019).

Panelists

Helen Townsend

Sustained Fun, New Zealand

Helen Townsend is the Co-founder of Sustained Fun, a NZ toy company that invents toys that reduce rubbish, encourage a love of the environment and build climate confident kids. After years of working in sustainable business Helen and her co-founder Anthea Madill saw a need in the toy industry for toys that address kids' growing climate anxiety. Toys shape how children see and interact with the world. Disposable plastic toys that encourage excessive consumption is the antithesis of the environmental and sustainable message children receive in schools.

In 2022 Helen and Anthea established World Sustainable Toy Day - a day to celebrate sustainable actions in the toy industry, highlight what needs to be done and bring people together to collaborate for a more sustainable toy industry. The theme for 2023 is Towards Carbon Neutral Toys.

Wei-Ting Chang

Secretary General, Taiwan Toy Library Association, R.O.C. (Taiwan)

Wei-Ting Chang, CEO of the Taiwan Toy Library Association, will share the association's experience in creating a toy recycling system with education, environmental sustainability, and community service benefits. Since 2006, the Taiwan Toy Library Association (TTLA) have devoted themselves to establishing a nationwide toy recycling system.

Between 2019-2021, a recycling system with a high-performance logistic system was set up, processing more than 100,000 sets of used-toys from families which weigh up to 178 tons. After renewal, these recycled toys are distributed to 848 bases in the community or through cooperative ESG projects with social service departments.

Datin Wong Poai Hong

Play Unlimited, Malaysia

Poai is a lawyer by profession and Director of non-profit organisation Childline Foundation which is spearheading child online protection, child helpline training, outreach to children as Child Advocates as well as child friendly cities initiatives. She is passionate about delivering quality childcare and play through establishment of toy libraries and safe spaces for children in Malaysia via Toy Libraries Malaysia and Play Unlimited. She is also a Board Member of the International Toy Library Association.

In 2021 Play Unlimited started the Re:Play Project. The project strives to create a Circular Economy for the toy industry in Malaysia - connecting manufacturers, distributors, purchasers (public) and plastic recycling stakeholders who have excess stock, returns or preloved toys that Play Unlimited will collect, clean, sort, repack. These toys will then be sent to marginalised communities that have little or no access to toys and learning materials for their children, preschools, or schools, thus, reducing inequalities in early childhood care and education. The project has also prevented at least 1000 tons of toys (90% of which are hard to recycle PVC) from ending up in landfill.

Saturday Workshop Presentations

Dr Monica Stach (and Venessa T'Hart)

Cotlands, South Africa

Venessa is an early childhood specialist with over 20 years' experience from qualifying as a teacher to working at Cotlands for the past 13 years. She has been involved with toy libraries since 2012 and is TLASA's Vice Chairperson. Her collective expertise includes, developing toy library guidelines and operating procedures, programme and curriculum development, project management, training, facilitation, mentoring, coaching and has recently qualified as an assessor. She developed CotlandsIgnite accredited New Venture Creation Toy Library Skills Develop course. Venessa is passionate about toy libraries and has plan to open her own toy library in the near future.

Monica is the President of the International Toy Library Association and CEO of Cotlands. She holds a doctorate from the University of Pretoria. Her thesis explored the role of toy libraries in providing play-based early learning opportunities for young children. She leads a team of dedicated and passionate early childhood experts who conceptualised Cotlands play-based e-learning course, toy library, and early learning playgroup models and training courses.

Cotlands Toy Library Case Study: Digitizing toy library operational systems and services to efficiently sustain and manage the nationwide toy library stockrooms, mobile toy libraries and donor sponsored toy library projects.

Cotlands Toy Library will share their journey on how they re-imagined and digitized their toy library operational systems and services to efficiently sustain and manage the national footprint and to increase access to play-based learning opportunities to:

- be more functional
- have access to accurate real-time data
- streamline archaic manual stock take systems
- provide members with a more direct and connected service
- give members easy access to toy information, suitable ages, open-ended play ideas, tips to care and clean toys.

They were able to achieve this thanks to an opportunity to participate in JP Morgan's Force for Good program where JP Morgan provides technology assistance and support for non-profits in the social good sector, using Hector's software and technical expertise.

Boryana Levterova

Infinity Toy Box, Bulgaria

Boryana is the co-founder of the first and only toy library in Bulgaria, after coming across the idea in Canada where she used to live. Toy libraries appealed to Boryana because they center on reducing consumerism, shared ownership, and getting children used to circular consumption from a young age. Infinity Toy Box took the idea of a traditional toy library and came up with a way to make it digital, accessible, and hopefully attractive to other families.

Boryana was previously Head of B2B Sales for an e-procurement business and a strategy consultant at BCG. She has a BA in International Studies from the University of Chicago.

Marketing your toy library at (almost) zero cost

Our toy library is bootstrapped and so have been finding very cheap/free ways to do marketing. We will share with you:

1. Tools to use to create content for free (e.g., Canva, inShot)
2. Working with microinfluencers for free
3. Co-branding opportunities with other physical locations that families frequent
4. Cross-marketing with brands that target the same audience: e.g., in our case we have promotion going on with a big producer of bio snacks
5. Pop up experiences

Dominique Dumeste

Amies des Ludos sur Roues (Friends of mobile toy libraries), France

After graduating as a Toy Librarian at University of Bordeaux (France), I created a mobile toy library in the French Alps working with various people (e.g., families, people with special needs, with addiction, in jail, psychiatric hospital, schools, team work in companies, refugees and xenophobes).

My aims are to sustain :

- the pleasure of playing from 0 to 123, connecting people of all colours, ages, social and cultural levels
- exercise, pretend play, assembly, and board games for all ages

After different ITLA conferences and other journeys, I've taught cooperative, traditional, and modern games in Brazil, Uruguay, South Africa, Spain and Italy

Discovering games from all continents that you can make yourself with nature and recycling

Celebrate the playful intangible heritage of humanity through discovering and sharing traditional games (mostly board games but also a few skill games):

- Africa: Oware, Bao, Senet, Yote, Fanorona.
- America: Toc, Puluc, Toca da Onça, Kukuli, Awithlaknannaï, cooperative Inuit stick, corn hole
- Asia: Gomoku Ninuki, Nyout, Shap Luk, Doushou Qi, Bagh Chal, Bagh Bandi, Tchuka Ruma, Lam Turki, Kono, Surakarta, Toguz Kumalak
- Europe: Shut the Box, Tablut, Nain Jaune, Cercar la liebre, Backgammon, Molky

- Oceania (modern games with the theme of Australia): like Kang-a-roo from Reiner Knizia, Boomerang from Michel Lalet and Dominique Ehrhard, Uluru from Lauge Luchau, Mu Torere, Konane

Games can be explained in French, Spanish and English

Larissa Dunn

Golden Bay Toy Library, New Zealand

Hi my name is Larissa Dunn and I have lived in a sunny town called Takaka for almost 7 years now. 5 years ago, I started working for a Toy Library in my community. I personally appreciate being the Librarian because I meet families and interact with people. My friendly personality is the perfect combination for a community driven organisation. I am fortunate to feel my job is rewarding. Professionally being a Librarian, means I learn a lot of new skills and the job is filled with variety. I enjoy finding methods to improve the workplace efficiency and using my organisation skills. In my time working for the Golden Bay Toy Library, the biggest difference I see is the way kindness benefits the community and building relationships with Toy Library members.

Benefits of Kindness within the Toy Library Community

Hear about the benefits of creating genuine connections and rapports with members of the community in order to provide a welcoming environment with toy library service. The librarian is key person to inspire and encourage the visitors. Be inspired to hear how we can express compassion and kindness for the people we meet and serve in our librarian work.

Angela Nieto, Irma Salazar and Jaime Castro

Corporacion Juego y Niñez, Colombia

Juego y Niñez is a non-profit entity established in 1999. During its 22 years of operation, it has reached all of Colombia after having documented and validated in longitudinal research its own playful methodology called NAVES Methodology (Children Learning, Experiencing, Experimenting and Socializing) to promote the well-being of girls, children, adolescents and their families through social and educational actions that raise awareness about the rights of children in Colombia, making play visible.

Its mission is to contribute to closing the gaps in education and human development in the country, stimulating the formation of socio-emotional, civic and creative capacities in children, adolescents and their families by applying their play-based methodology validated by research.

NAVES toy libraries, preventing violence against children and adolescents

In 2019, a national survey of violence against children and adolescents was carried out in Colombia, which showed that physical violence continued to be the most prevalent form of violence and that one of the factors that required intervention was the education of families, parents, and caregivers to transform beliefs and practices that validate violence in parenting.

Also in 2019, the NAVES toy libraries began training parents and caregivers to provide them with concrete tools that would allow them to incorporate new parenting practices based on love, respect and play.

As a result of this training, it was found that the participating children increased their knowledge of what makes a loving upbringing and the place of play in home-based learning. Parents and caregivers understood that play is a fundamental right of children, that it is a protective factor of childhood, and that when playing in the home as a family, bonds of affection and secure attachment are consolidated. The process also allowed them to develop concrete tools to be used during parenting, and to understand that physical punishment, cruelty, humiliating treatment, and all kinds of violence within the family affect the integral development of children.

Dr Renae Barker

Cockburn Toy Library, Australia

Renae is President of Cockburn Toy Library and WA representative on the Toy Libraries Australia Board. During her 4 years as President of Cockburn Toy Library she has overseen the growth of Cockburn Toy Library to be the largest and only multi branch toy library in Western Australia. In her professional life she is a Senior Lecturer at the University of Western Australia Law School, where her research includes the rights of children and contracting with kids. She has published her research nationally and internationally in leading peer reviewed journals.

Ethical Toy Purchasing

This workshop will provide toy librarians with the tools and knowledge to make ethical decisions when purchasing toys.

As major toy purchasers, toy libraries need to consider the ethical implications of their toy purchasing. Such decisions may impact on their brand and therefore membership. This workshop will provide participants with the skills and knowledge to make ethical toy purchases for their toy library.

Topics considered will include ethical questions related to local vs international toy suppliers, toy materials (plastic vs wood etc), big brands vs small manufacturers and original vs copycat products. During the workshop participants will be invited to actively engage with these questions in small and large group discussions. The aim of this workshop is not to provide definitive answers to these important questions but rather to provide participants with the tools to make ethical judgments relevant to their own local conditions. Each toy library is unique and therefore the ethical toy purchasing decisions will be different for each.

Monday Workshop Presentations

M^a Adoración (Dora) Marrero Brito

Ludotecaria, Ludotecas La Luna Azul y El Búho Sabio, del Ayuntamiento de Fasnia, Tenerife Island, Spain

The Luna Azul and Búho Sabio toy libraries in the municipality of Fasnia, on the island of Tenerife, Spain, have been promoting play for children, their families and the community for 20 years, educating through play and toys. Fasnia is a small village in the south of the island of just 3000 inhabitants. The town has 5 neighborhoods in addition to the center.

The Luna Azul toy library is located in the center and the Búho Sabio toy library is in the neighborhood of La Zarza (one of the most populated). At the beginning in 2002, there were two schools, one in the centre and another in La Zarza, but unfortunately in 2020 the school at La Zarza with which we collaborated a lot closed. Most of the population is engaged in agriculture, tourism and teaching – it is said that Fasnia is the town that has produced the most teachers! In the toy libraries, apart from receiving users every day to play, outings are made with children, families and collaboration with other organizations and associations. The toy libraries used to belong to the Department of Education of the City Council, but for the last four years they have moved to the Department of Culture.

Play recover, involve (Jugar, recuperar, implicar) in English with Spanish and French subtitles

Hear about the important service that toy libraries are providing to the families of Tenerife Island. Modern toys and games are always available in the toy libraries, as well as traditional toys and games to involve all parts of the community.

From the beginning we have involved parents and families who are invited to play and remember how they played when they were younger. Together we have celebrated special days, such as Christmas, anniversaries, carnivals, Father's Day, Mother's Day.

Play has extended beyond the toy libraries, taking advantage of the municipal facilities, we're also able to invite all kinds of professionals to come to the toy libraries to share their work, so children acquire more knowledge and cultural awareness. An important objective in our educational project is that children know the place where they live.

As a result of the pandemic, there was a greater need for communication and the radio program Cuéntame Fasnia began providing music, stories, culture, and interviews. We continue to add projects such as the Cuéntame Fasnia Festival, where culture is shared for everyone through stories, storytellers, music, book fairs and children participate by inventing a story or drawing, depending on the theme.

Ceire Hopley

Ōtaki Toy Library, New Zealand

I am representing Ōtaki Toy Library, which is on the Kāpiti Coast, north of Wellington, New Zealand. I have been involved in our Toy Library for around six years, first as a member, then shift co-ordinator and currently in an employed position as a Toy Librarian. I am a qualified librarian and designer. My career in libraries started around 10 years ago and I have worked in public, tertiary and school library settings. As a designer, I naturally want to improve the experience for our Toy Library members, and have found that applying UX principles is a great way to do this.

My children (6 and 2) love going to the Toy Library and it has enriched our whole family's life - not only through toys, but the connections and friendships made, and the reward that comes from contributing to our community.

Tell me what you want, what you really really want - UX Design in a toy library

This session will demonstrate how User Experience or UX research can be used to discover users' frustrations, challenges and irritations, and to implement fast and inexpensive solutions to improve the User Experience. The workshop will feature hands on research methods that are easy and fun.

UX, as defined in the library context, is a suite of techniques based around first understanding and then improving the experiences people have when using our services. It utilises ethnography and design to achieve this. (Ned Potter, UX Design expert)

This presentation will show how UX research has been used in the Ōtaki Toy Library to discover users' frustrations, challenges and irritations, and to implement fast and inexpensive solutions to improve the User Experience of:

- The library's physical space
- Receiving assistance or instruction
- Looking for toys
- Being a volunteer member

Research included attitudinal and behavioural methods, specifically observation, guerrilla interviews, photo tasks, love and break-up letters, card sorting and touchstone tours.

Ceire will show how the data was analysed, how ideas were generated, and the piloting of potential solutions. There will be an opportunity to try a couple of UX methods during the session, showing how easy, fast and fun UX design can be, and how any toy library can integrate it to create a better library experience for users, ultimately growing the toy library community and allowing it to flourish.

Tania Moloney

Nurture in Nature, Australia

In 2012 Tania Moloney founded Nurture in Nature and has been helping educators, parents and others who care deeply for connecting kids and nature to grow their knowledge and skills so they feel confident and supported in their nature-inspired teaching and learning practice.

She presents regularly at national & international conferences & events and is also the host of the Nurture in Nature Radio Podcast and runs innovative programs for kids and communities in her mobile classroom, The Nature Bus.

Tania also organises and leads engaging professional development programs for educators - including an annual face-to-face Campference Teacher Nature Conference in Australia; an online Campference: Where Nature Meets Story and Nurture in Nature's online Membership Community, Treehouse Educators.

As a deeply passionate, creative and highly regarded nature-preneur, Tania has a knack of bringing great people who care deeply for children and nature together around the campfire - be it in the real world or the virtual one - and making sure there is a welcoming seat for everyone around it.

Stonework play: nurturing creative expression & nature connection through play & storytelling

During this hands-on and engaging Stonework Play workshop, participants will create stories using a beautiful variety of stones as the medium. Participants will be guided through a 5 Step process of Gathering, Constructing, Rendering, Narrating and Sharing.

Through this workshop, participants will connect with nature, discover the open-ended possibilities of loose parts, nurture their creative expression and tap into the power of storytelling.

Karolien Schotte

Coordinator at Spelothek De Wip and President Vlaams Overleg Spelotheken (Flemish Board for Toy Libraries), Belgium

In 1998 Karolien Schotte graduated with a master's degree in Pedagogical Sciences at the University of Ghent. Then she obtained a graduate degree in upper secondary education. In 2004 she started as a volunteer at Spelothek De Wip, and since 2006 she has been working there professionally. After years of being a board member of the Flemish Toy Library Association, she became the President in 2019.

Spelothek De Wip toy library's main goal is to help children and their families who have less opportunities, and to support a sustainable environment. They do that by investing in community building and supporting a climate friendly world

The importance of toy libraries as community building and community strengthening levers: a Flemish example

In this interactive presentation, I hope to inspire other toy libraries to invest in community building and strengthening activities with the aim of developing and supporting a more child- and climate-friendly world.

After a brief introduction round and warm-up, I'll present the operational projects of Spelothek De Wip, a Flemish toy library. During this presentation I'll emphasize the impact of the toy library on the local community. The main goal of this is to help children and their families who have less opportunities and to invest in a sustainable environment. I'll also briefly mention some other Flemish examples.

Through a couple of interactive exercises, I'll try to make the participants aware of the specific opportunities for their toy library to build and strengthen their own community. There will be plenty of room for the exchange of valuable ideas and good practices on this theme.

Dr Israel VERGARA ALVAREZ

Terre Ludique, France

Israel Vergara Alvarez is a former doctor in Biology (University of Aix-Marseille in France) and graduated in Foreign Affairs (National Polytechnic of Mexico). Israel has worked in the toy library Terre Ludique since 2020 where he was a volunteer the year before. The potential benefits of games, toys and playing he knew during his volunteer year and the ITLA conference in South Africa inspired him to turn to games as a powerful tool for individual and social development.

His work focuses on using toys and games to develop conditions for dialogue between people from different cultures and living together, to understand and practice citizenship and to empower people to live in international solidarity, especially with those which are invisible in society. During the ITLA conference he will share his experiences and possible

course of actions for improving the role of toy libraries within local and global communities.

Be or not to be ? Toy libraries as a pivotal source for serious games and its potential for creating your own stock of boardgames

In the last decade, toys and games have raised the interest of people in a phenomenal fashion. We have witnessed an outstanding increase in the offer of games. On one hand because of their potential to develop skills and facilitate learning (Gee PL. 2015; Nakao M. 2019; Fjællingsdal and Klöckner 2020) and on the other hand because of the development of industries and technologies to produce them in mass which are accompanied by huge amounts of investments in toys and games marketing, board game trends, etc... (Lalet M. 2018). In particular, board games are a very interesting case because the trend in Europe and North America is still growing. According to Trendavio forecast the board games market for 2026 will raise around 7.31%. While this could be good news for toy libraries, it could also be a challenge because many of them work on a budget.

Board Games are a vector of culture in societies (Huizinga J. 1938; Caillot R. 1958; Lalet M. 2018) and they occupy an important part in the catalogue of toy libraries. In the current context, we consider that toy libraries and toy librarians may play an essential role in the development of games. In this workshop we will give you some ideas to enhance your capacity to create your own board games with materials and tools easily accessible for all while working on a budget. We propose to share our practices in using board games and toys as a vector of creation, cohesion and dissemination of culture. Techniques such as serious gaming will be part of the workshop. We will share equally technical and practical advice for acquiring the capacities to create new games, develop new activities in the toy library and finally increase your stock of boardgames. We believe that by sharing our creations, our virtual toy library and by getting to know each other better we can contribute to the growth of our toy libraries community.

Amelia Pohl, Emily Wheeler, and Amy Williams

Collingwood Toy Library, Australia

Collingwood Toy Library is a community-run organisation in the inner suburbs of Melbourne and has been running for 30 years. Our toy library supports over 650 families and is open 6 days a week across two branches.

Amelia is the President, Emily a committee member, and Amy the Coordinator of the Collingwood Toy Library

Correlating accessibility with membership growth

Over the last 10 years the Collingwood Toy Library committee has grown their memberships, opening hours and toy collection by 100%. In this presentation they will share the process that they took to improve accessibility with increased opening hours and broadening their toy collection to retain existing members whilst maintaining financial sustainability and demonstrate how these actions correlated in membership growth.

They will also describe how they govern the toy library today, which has now grown to two very different branches. The well-established branch caters to over 650 families and has a dedicated games room with games and puzzles for all ages. And the second branch, which is in its first year of operation and is very small, sits within a local council centre that supports families living in public housing, who mostly speak English as a second language.

Cam Lee

Green Hat Workshop, Australia

An ex-primary school teacher and STEAM education specialist, Cam has spent the last 10 years running Green Hat Workshop, working with a play-based approach around Australia, resourcing and specialising in block play and loose-parts play experiences for all ages in both schools and public spaces.

Now with PLANKS blocks in many Australian schools and households and a growing number of regular public play events in his calendar, Cam has also taken on the renewal of Melbourne's iconic Reverse Art Truck, a not for profit organisation that pursues and promotes creative re-use in the community; repurposing rejects, seconds and factory offcuts, that would otherwise go to landfill, and making them available to the greater community, educators, artists, makers, crafters and hobbyists of all ages.

Reverse Art Truck cardboard tubes and leather rings are a staple of the 'making areas' of many early years centres and a growing number of family homes across Melbourne, and Cam continues to travel Australia-wide resourcing and promoting creativity, that is freely chosen, self-directed and intrinsically motivated.

Self-directed play - learning that is caught not taught

Cam will demonstrate a selection of Green Hat Workshop's activities from the hundreds of play events he's resourced, to identify some ways that the natural behaviour of players of different ages align with formal learning outcomes and key areas of development.

The workshop will also include an opportunity to explore the magic of blocks and discover the thrill of a large scale creative construction experience of PLANKS. Learn how to incorporate PLANKS into your toy library and some key engineering tips and tricks from Cam before embarking on an extraordinary experience of shared construction.

Yutaka Takamura

Authorized NPO Toy Library National Liaison Committee, JAPAN

Making toys from recycled material

In this interactive workshop participants will learn the pleasure of origami, cardboard, paper containers, and paper plates to make butterflies, Anpanman tops, and paper plate Manmaruchan

Lize Marais

TLASA and Milkwood Learning, South Africa

Lize Marais is passionate about inclusive education and play based learning. She owns Milkwood Learning for special need children in Gordonsbay South Africa. She started the school 6 years ago and has been growing since. She joined the world of Toy libraries two years ago.

Recycled games

There will be a brief introduction of recycled games and why I choose recycled games for my centre. I will also show how parents and the community can use these recycled games in the community.

Recycled games have more than one purpose and can be used in many areas in a child's development, enrichment or just for fun. Participants in this interactive workshop will be making three games of recycled materials. Once the games have been made, participants will enjoy the fun of stepping into a child's shoes and playing with these games and getting a feel for it.

Displays

Paula Jones

Ooranga Family Mobile Resource Unit, Australia

Ooranga Family Mobile Resource Unit is a not-for-profit organisation offering a toy library together with 11 playgroups and 7 preschools to rural remote communities in the area surrounding Gunnedah in north-west NSW. These preschools and playgroups are run over 3 local government areas, whilst our Toy Library is offered to Gunnedah residents and through delivery to our playgroup locations. Our playgroup van covers almost 1400km a fortnight and delivers toy library requests to 6 of our 11 playgroups, with other playgroup services having direct access to the toy library.

Paula Jones has been coordinator of the Ooranga Toy Library since early in 2014 and in 2020 moved across to the playgroup team, working part of the week on the road and part in the library.

Taking the toy library to rural remote communities

Our display will showcase our playgroup van and its purpose in delivering toy library to our surrounding rural remote communities, the use of toy library resources at playgroup and how we select & pack our deliveries.

Wei-Ting Chang and Professor Yung-Chih Lin

Taiwan Toy Library Association, R.O.C. (Taiwan)

The core beliefs of Taiwan Toy Library Association are 'Environmental protection' and 'Education'. We devote ourselves to partnering with children, the elders, people with disabilities and their families.

We focus on the application and development of toys for people in all age. We offer appropriate toys, adaptive courses for people with different needs, and provide companionships to all corners of society.

As a platform of toy resources, Taiwan Toy Library Association strives to provide the following:

1. Reuse resources: Protect the environment through extending the usage period of toys.
2. Friendly Family Parenting Project: Increase childcare and parenting services and promote parent-child interaction
3. Spread Love to Remote Sites: Balance the resources for rural and urban areas through our 'Toy Mobile Service'
4. Caring for Underprivileged Groups: Advocate for the right of play for children with disabilities and promote integration of different groups
5. Promote the interaction between people from all ages through play.

1. Wooden Toys Creation Competition in Taiwan: A supporting system of enriching playing materials for Toy Library

Toys are essential when toy librarians want to design play-based learning surroundings for children. The toy might be made of cloth, paper, wood, or even virtual ones in a computer, but usually for purchased toys, plastic makes up a large part of the toys.

Wooden toys are considered as one of the most natural and safe toys for children. Even the children with dedicated or allergy skin can play with them freely without any worry. “Easy to clean up” is the strong point of a wooden toy for toy librarians, it also can be used for a longer time than plastic toys. On the other hand, wooden toys also have some weaknesses such as likely being more expensive and having fewer categories of wooden toys compared to plastic.

To solve these issues, a wooden toys creating competition (WTCC) was established in 2016 in Taiwan. WTCC is a nationwide competition held by Taiwan Toy Library Association and supported by some local authorities. WTCC aims to:

1. Provide natural good toys for children, responding to the needs of families and communities
2. Discover talents with wooden toys making
3. Seek ways of reaching sustainable development for environment.

In this poster, we'll show how the supporting system was organized and what wonderful, original, full with cultural context toys were designed in these 8 years of competitions.

2. Toy recycling system and the carbon footprint in Taiwan

There are six types of recycled toys in Taiwan and their carbon footprint was calculated. The recycled toys included cotton plush dolls, plastic toys, sound & light toys, other cloth, wood materials, picture books, and toy books. Ways to reduce the carbon footprint are suggested in this poster and the relationship between recycled toys and the circular economy will be discussed.

3. Toy mobile service: A multifunctional, interesting, and popular service to reach rural area and the disadvantaged

Based on our toy recycling system, we manage 9 mobile service cars that go around the whole of Taiwan to reach rural area and disadvantaged people. The cars not only carry toys but also teachers with good command of how to use recycled toys, how to play games, and how to support children, elders, and disabled.

Through the toy mobile service, we spread the right to play, and we can supply free toys continuously from the toy recycle system.

Tania Moloney

Nurture in Nature, Australia

In 2012 Tania Moloney founded Nurture in Nature and has been helping educators, parents and others who care deeply for connecting kids and nature to grow their knowledge and skills, so they feel confident and supported in their nature-inspired teaching and learning practice.

She presents regularly at national and international conferences and events including: Children and Nature Network Conference (2016, 2017, 2019, 2022), International

Association of Nature Pedagogy Conference, Environmental Education in Early Childhood Conference, Playgroup Victoria Conference and Outdoors Victoria Conference.

She is also the host of the Nurture in Nature Radio Podcast and runs innovative programs for kids and communities in her mobile classroom, The Nature Bus.

Tania also organises and leads engaging professional development programs for educators - including an annual face-to-face Campference Teacher Nature Conference in Australia; an online Campference: Where Nature Meets Story and Nurture in Nature's online Membership Community, Treehouse Educators.

As a deeply passionate, creative and highly regarded nature-preneur, Tania has a knack of bringing great people who care deeply for children and nature together around the campfire - be it in the real world or the virtual one - and making sure there is a welcoming seat for everyone around it.

Nurture in Nature: Outdoor Play & Learning Resources for Kids and Communities

At Nurture in Nature I create a variety of innovative nature play and outdoor learning resources for children, educators and organisations.

This display will showcase our "Grab It and GO" Nature Cards & Backpacks, Nature Number Ruler & Nature Alphabet Resources, and other nature play resources I create and recommend. I also have a nature-based children's picture book with associated resources that will complement it coming out in early 2023.

M^a Adoración Marrero Brito

Ludotecaria, Ludotecas La Luna Azul y El Búho Sabio, del Ayuntamiento de Fasnia, Tenerife Island, Spain

The Luna Azul and Búho Sabio toy libraries in the municipality of Fasnia, on the island of Tenerife, Spain, have been promoting play for children, their families and the community for 20 years, educating through play and toys. Fasnia is a small village in the south of the island of just 3000 inhabitants. The town has 5 neighborhoods in addition to the center.

The Luna Azul toy library is located in the center and the Búho Sabio toy library is in the neighborhood of La Zarza (one of the most populated). At the beginning in 2002, there were two schools, one in the centre and another in La Zarza, but unfortunately in 2020 the school at La Zarza with which we collaborated a lot closed. Most of the population is engaged in agriculture, tourism and teaching – it is said that Fasnia is the town that has produced the most more teachers! In the toy libraries, apart from receiving users every day to play, outings are made with children, families and collaboration with other organizations and associations. The toy libraries used to belong to the Department of Education of the City Council, but for the last four years they have moved to the Department of Culture.

Sources rescue

This poster will explain the initiative of Montañeros de Uzapa with our Toy libraries La Luna Azul and El Búho Sabio, to recover the sources (which years ago gave water to people). Include photos of the sources before and after the rescue and show what has been achieved with them.