

Giant dice, giant games and children's play mats

Monash University Graduate Conference October 23, 2009 Workshop

presented by Roger Carthew, Managing Director, Roger Carthew Printing

You might say why develop these resources...?

The common thread running through this collection of educational giant dice, giant games, children's play mats and giant pieced jigsaws, is one of facilitating play. Play through which children gain educationally whilst having to move their bodies.

It's my personal belief that there is much to be gained through play.

It's the US National Institute for Play who so eloquently ascribes to play these benefits...

"Play is a central element of life, throughout life, not only for children, but for working and retired adults.

In play our burdens feel lighter and we are opened to new possibilities. But play goes even deeper – it shapes our brains to make us smarter and more able to adapt to situations."

All the resources that I have developed in the last nine months are predicated on this; my personal experiences of the benefits of play, my desire to make a contribution to the welfare of others and the ground breaking work on Dr Aric Sigman in his book "How TV is killing us".

And laugh you may, but I encourage you to take the time to read this book – it is thought provoking – and hopefully should encourage prudential avoidance.

As an internationally regarded psychologist, an associate fellow of the British Psychological Society, Dr Sigman has said that "children under three should not be watching any television at all and parents should only introduce it 'judiciously' after that".

His work has been corroborated by recent research by the American Academy of Pediatrics and others.

Both Sigman and the Academy are linking high levels of watching television to the growing incidence of ADHD and all the associated challenges this presents to learning.

So it's within this framework that these resources of giant games, giant dice, educational play mats and giant pieced jigsaws have been created.

And Sigman doesn't see much difference between television and fast moving computer games, where for him, the effects run parallel.

The selection of play resources....

Where it all began, the target game

The objective....in the first instance was to create a game to catch people so they would play and learn about the environment, a cause for which I'm passionate.

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The outcome was that teachers saw it for the multiplicity of educational outcomes that could be attained. These include but are not limited to:

- developing gross motor skills,
- testing and improving arithmetic capabilities
- developing memory.
- sharing and co-operation in a group

Furthermore, the game can be made more difficult by moving the feet to further away from the target, and even more so, if played outdoors on a windy day.

The play mat selection.....

There are play mats of many kinds, designed primarily for 3 to 7 year olds.

The basic sets include resources for teaching alpha-numeracy, attributes, colour and shape recognition, animal play mats and then collections of Aboriginal Cultures' mats.

We have created tessellation sets which are noted for their benefits of pattern recognition and their use in developing math concepts.

Further, we even have the ability to make customised play mats that have been found to offer much improved child behaviours by assigning a 'patch of turf' to each child.

The aboriginal cultures' education mats...

Created by noted Aboriginal artist, Suzie Betts, these mats are designed to be eye catching and as a way to exploring different aspects of Aboriginal Culture.

Sitting around them you can talk and explore the images qualities and the stories they impart.

The giant dice selection.....

Here we have a selection of giant dice... there are some 47 different designs in the selection...

We are going to demonstrate two or three just so you gain an idea of how they are deemed to work.

I'll be demonstrating from these resources...

- Yoga dice....
- The dice of suits... which is a two dice set
- Super racer dice
- Lifestyle Choices for the Planet
- Lifestyle Choices for good health
- Emoti-dice

Giant pieced jigsaws...

This huge selection of large pieced jigsaws starts with educational content for teaching alpha–numeracy, through to a world map, and a wide selection of animals and Australian places.

A brief note on how we make these educational resources...

At Roger Carthew Printing we have taken a pro-active stance with respect to managing for the welfare of the environment.

This is a brief summary of what we do within our factory.

- All electricity used within our plant is from sustainable sources, first and foremost from a bank of solar panels on our factory roof.
- We stream all waste and in so doing reduce materials going to landfill and increase re-use of materials
- Where possible we use materials that have environmental credentials such as is the case with all our giant games, play mats and tessellation sets.

Australian made

Finally all our educational resources proudly carry the Australian Made logo.



Websites:

Giant games: <http://www.educate.giant-games.biz/playmats.htm>

Play mats: <http://www.educate.giant-games.biz/early-childhood-education.htm>

Giant dice: <http://www.giantdice.net/>

Educational Jigsaws: www.rogercarthew.com/jigsawsedu.htm

Aboriginal Culture's education mats: <http://www.armsu.rogercarthew.com/>

Education Order form url: www.rogercarthew.com/education.htm

About Roger Carthew Printing

Roger Carthew is an Eco-preneur and Managing Director of Roger Carthew Printing, a leading eco-friendly manufacturing printer. They use leading edge digital technologies in concert with self generated solar power, recycled materials and innovative approaches to make a range of educational teaching aids

Roger Carthew Printing, is a business of the Carthew Group, who has wide ranging interests in souvenirs, green consumer products, bar accessories, giant game party hire, vintage and nostalgia advertising signs for interior decor, handcrafted artistic chessboards and making industrial safety signs.