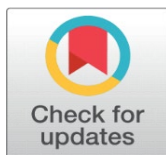
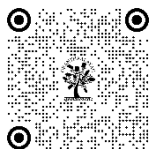


AN INSIGHT INTO THE DESIRABILITY OF TOY - BASED PEDAGOGY & IT'S RELEVANCE IN THE 21ST CENTURY: WITH SPECIAL REFERENCE TO INDIGENOUS TOYS OF INDIA

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ABSTRACT

India, a land of rich culture has been endowed with colourful crafts that distinguish it from all across the world. Toys have remained one of the most soulful cultural caravans of India's glorious past. Toys form a part of our discussion when it comes to trade, Balance of Payments and self-reliance especially in the recent past when our focus has moved towards becoming 'Aatmanirbhar Bhaarat', but there is yet another very significant dimension where toys were, are and will always remain active role players that is child development, growth and education. Since time immemorial toys have greatly facilitated in the mental and emotional development of children, exposing them to the real like externalities of the society and its various facets. Toys are appealing to youngsters owing to their colours, design, and size, as well as their tactile nature. These activities support every child's natural need for creative expression. Toys teach young minds numerous values and abilities. Toys and games help kids acquire values such as sharing, empathy, love, and caring, as well as abilities like decision making, teamwork, and problem-solving. Various researches suggest that using appropriate toys throughout the teaching-learning process promotes children's growth and development at all stages.

Teaching through interactive play is a great approach for students to have fun while learning in elementary school. Instead of traditional memorisation approaches, the focus is on employing entertaining games, amusing activities, and engaging products to make the learning process more fascinating. Even well-known educational boards, such as CBSE, value this technique since they recognise the benefits of play for both the brain and the emotions.

Hands-on learning takes the stage in this teaching style, while the traditional chalk-and-board technique takes a back seat. Teachers select engaging games and activities that are relevant to the material they want you to learn. Consider brain-teasing puzzles, inventive building materials, exciting scientific kits, and even useful digital tools. It's like finding new things and having.

Keywords: Toys are things that aid children to play and maybe defined as locally popular games or puppets that children like playing with, creating, listening to, touching, and watching. Examples include tops, dolls, racing cars, rattles, aeroplanes, kites, and dancing and singing puppets.

Pedagogy is a collection of methods and practices that facilitate learning and help learners acquire information, skills, attitudes, and dispositions within a specific setting.

Indigenous means something which is more native. This term refers to the use of locally accessible natural or manufactured materials for development or production.

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1. INTRODUCTION

Indigenous toys and games may help pupils improve cultural awareness and expression across all educational levels. Indigenous toys and games have developed over time. Traditional Indian toys and games were inspired by nature and relate to everyday items.

Toys and gaming traditions continue to play an important role in festivals and festivities. The indigenous toys are not just very attractive from their outer appearance but also safe & healthy for the children as they are formed from environmentally sourced raw materials that are absolutely free from toxins.

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Toys provide young minds with delight, joy, and entertainment. While playing with toys, children explore their surroundings, educate themselves, role-play, and develop emotional expression. Many parents and instructors believe that toys are for play and enjoyment, which might distract children's attention. Children get information from their environment. Toys encourage children to study STEM subjects such as science, engineering, arts, and maths. Toys, no matter how basic or sophisticated, teach children valuable lessons. Toys can assist youngsters in expressing their feelings while discussing difficult or frightening experiences.

Playing with toys for hours can lead to a healthier and happier childhood that children will cherish. Allowing children to completely experience childhood helps ease the transition to maturity.

Curriculum refers to the activities children engage in at school, home, and other venues that contribute to their learning results. Children's learning activities are typically based on their own experiences, syllabi, textbooks, and pedagogies used by teachers and carers to teach various concepts and skills. National Education Policy 2020 is dedicated to the overall growth & development of children through adoption of toy – based pedagogy to inculcate among them a sense of discovery, critical thinking and analytical ability, psycho-motor skills and problem-solving. Teaching and learning can be conducted in a more interactive manner; questions can be encouraged, and classroom sessions can regularly contain more fun, creative, collaborative, and exploratory activities for students for deeper and more experiential learning. Toy-based pedagogy focusses on learning through toys, games, and puppets. Using toys and games for learning may simplify, explain, and concretise abstract concepts. Toy integration in the curriculum helps connect different courses in a logical and learner-centric way. Toys, particularly indigenous ones, may be a cost-effective and valuable tool for promoting cultural awareness. Exposing learners to traditional toys and games in a formal context promotes cultural awareness, facilitates expressiveness, and creates opportunities for their resuscitation and promotion.

Toy and game traditions are unique to each area of India. Traditional Indian miniatures and toys have existed for millennia. These artefacts and figurines have been around from prehistoric times, demonstrating extraordinary historical continuity. These toys and games reflect our surroundings, culture, traditions, and behaviours. Toys typically include animals, birds, fish, human characters in costumes, workers, abstract forms, and small everyday goods like cooking dishes and ceremonial paraphernalia. Toys range from musical and mechanical to mobiles, dolls, and more. Indian toy manufacturers employ a variety of materials, including clay, wood, terracotta, jute, and many more naturally driven resources.

Play provides a stress-free environment for children to learn and develop holistically. To effectively employ toys and games for learning, instructors and parents must first determine the ideas, competences, and learning goals they want their children to accomplish. Select toys, games, or puppets based on the identified concepts and competencies. Mapping toys to concepts yields astonishing outcomes. Playing with toys and games throughout the foundational and preparation periods offers several benefits to the children including:

- Toys help young minds to develop their cognitive, motor, socio-emotional, and aesthetic abilities.
- Complex puzzles promote experimenting with cause and effect, strategic thinking, and problem-solving.
- Using craft tools including clay, beads, collage materials, paint, washable inkpads, stamps, markers, and scissors promotes creativity and aesthetic awareness.
- Fitness and fun items like balls, beanbags, and jump ropes promote self-confidence, exercise, stress relief, socialisation, and the development of fine and gross motor abilities.

Our mindset determines how we perceive the world. It is the way we see things. A person's attitude reflects their views. This is evident in many aspects of our operations. When a teacher or parent says, 'toys will waste your time', it expresses a negative attitude towards their use. Teachers and parents with this perspective tend to prioritise textbook-based learning and traditional assessment methods. Providing a choice of toys and allowing children to learn in their preferred way demonstrates a parent's or teacher's confidence in the child's ability. Toys are an important aspect of childhood, but they also need to be promoted at schools and place of education. Toy-based pedagogy may teach design thinking and other abilities such as critical thinking, problem solving, and decision making. To foster creativity, it's crucial to introduce

design thinking concepts from an early age. For example, children can create new designs for old toys to meet new settings. Toy-Based Pedagogy may also help children to identify their area of interest.

2. LITERATURE REVIEW

Elkonin found that play fosters the development of self-regulatory behaviours in children. This is due to the rules they must follow when playing with toys, puppets, or games, as well as the fact that the roles they play often mirror those of adults (e.g. teachers, parents, doctors, drivers, chefs, etc.). Imitating role models' activities during play helps children develop planning, self-monitoring, and reflection skills, which are necessary for deliberate activity. (Elkonin, 1978).

Vygotsky (1967) argues that play promotes linguistic and cognitive development. Play facilitates the development of mental structures through the use of signals and instruments. Play allows children to escape the confines of their daily lives.

As a facilitator, the teacher may aid the students in developing new toys to keep their attention in class. Toys designed in the classroom have a greater impact on teaching and learning, making them more relevant to the topic at hand. Making their own toys helps students learn and relate to subjects more effectively. It also helps to enhance their creative skills.

According to Althouse (1994), children may create knowledge by actively affecting their environment, learning through relevant ways, and identifying and resolving their own obstacles. Althouse agrees with Baroody and Coslick (1998).

According to studies (Countryman, 1992; Sobel & Maletsky, 1999; Van de Walle, 2001), most students perceive mathematics as a difficult subject with little practical application.

In early school, students become aware of the abstract nature of the subject and its reliance on algorithms. This tendency continues through middle and high school, as well as college.

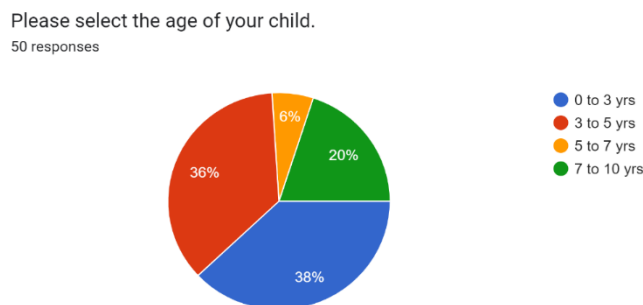
By high school, students often lose interest in mathematics and struggle to define some techniques (Countryman, 1992). Countryman (1992) reports that many students find classroom maths approaches and conventions difficult or illogical.

3. RESEARCH METHODOLOGY

In the research article we have tried to understand the relationship between toys and child learning with special focus on indigenous toys of India. For this purpose primary data has been collected by way of a questionnaire.

A pilot study done on 50 parents of children aged between 0 to 10 years has given several useful insights to suggest how important role, toys play in learning.

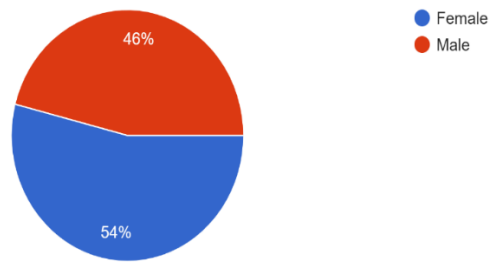
The questionnaire involved the following:



The questionnaire required respondents to select the age of their child in which about 38% parents had children between 0 to 3 yrs , 36 % had between 3 to 5 yrs , 6 % between 5 to 7 yrs and 20 % between 7 to 10 yrs.

Please select the gender of your child.

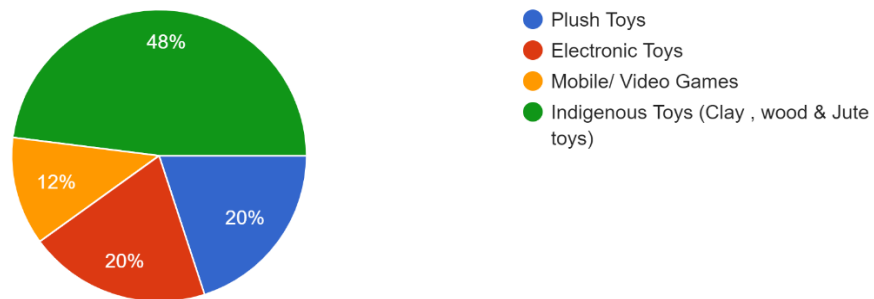
50 responses



Respondents were asked to choose the gender of their child , of these 50 parents 54% were and remaining 46 % were males.

Which type of toys are more commonly liked and purchased by you for your child?

50 responses

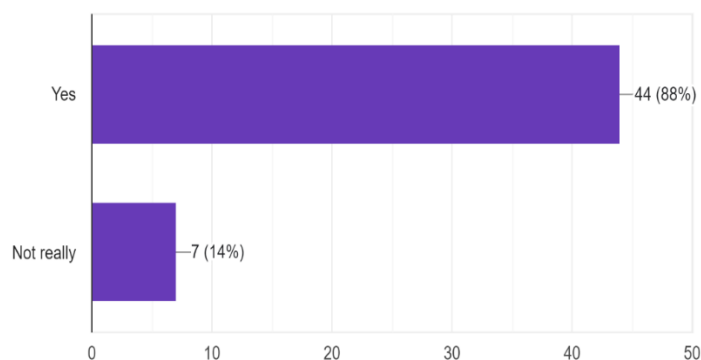


As per the data , about 48% of the total respondents have shown liking towards indigenous toys (clay , wood , & jute) in contrast to other modern day & digital toys.

This data shows the growing desirability of indigenous toys and a greater embrace for domestically manufactured toys.

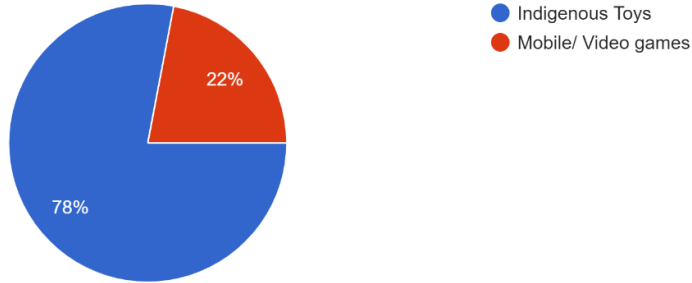
Do you feel there is any role of toys in ensuring your child's development?

50 responses



About 88% (44 respondents) believe that toys play a significant role in child development , whereas only 14% (7 respondents) believe that toys do not really help in ensuring child development.

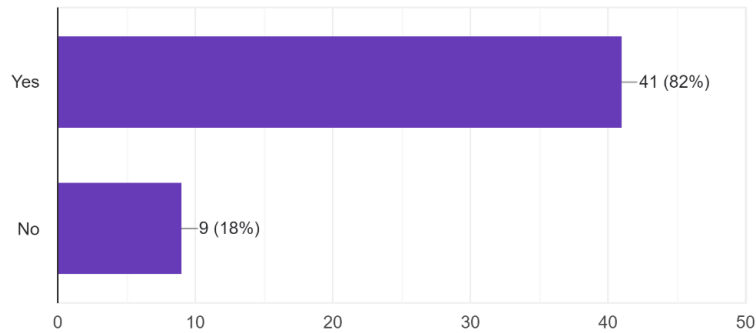
If YES what do you think is a better way and more suitable media for child growth?
50 responses



About 78 % of respondents behold that indigenous toys are a way better medium to suitably aid in child growth and development.

While only 22 % believe that mobile/video games are a good way to ensure child growth & development. Indigenous toys which are natural sourced are environment friendly and good for the health of children, while mobile/video games generally lead to eyesight difficulties, obesity and exposure to cyber crimes for young and innocent minds.

Have you observed any positive outcome from use of toy- based teaching (Pedagogy) on your child's physical & mental development?
50 responses

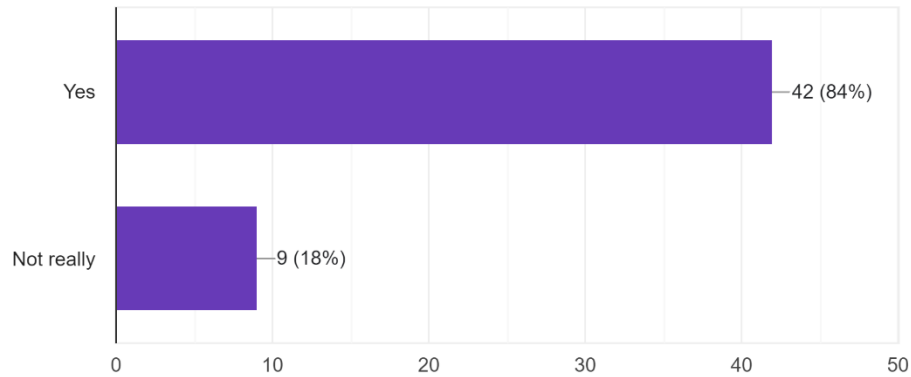


About 82% (41 out of 50 respondents) are of the opinion that toys are a good medium to facilitate learning and can be used as a potential tool to effect teaching – learning process.

While only 18% (9 out of 50 respondents) hold a contrasting view that toy – base pedagogy is not a suitable way of teaching -learning.

Would you prefer toy based learning pedagogy at your child's place of formal education?

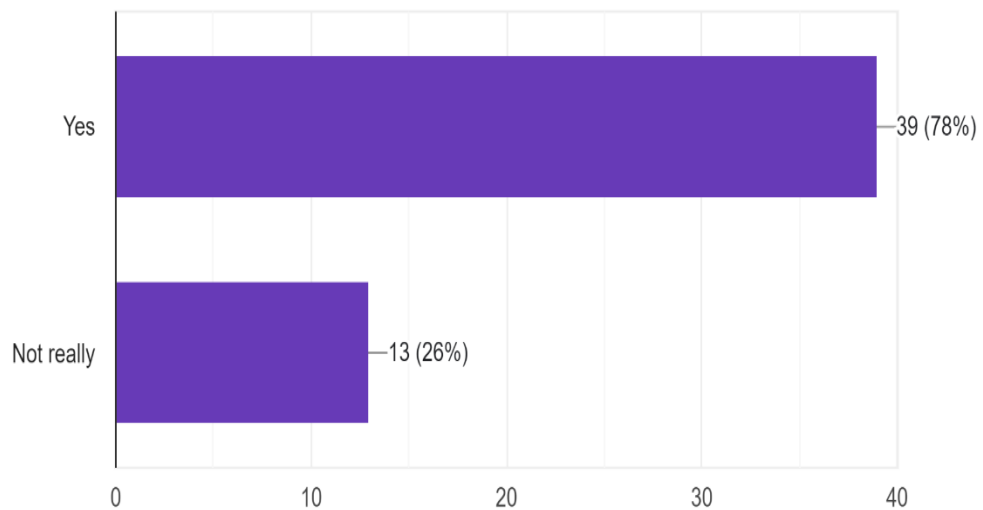
50 responses



When asked about incorporation of toy-based pedagogy into the formal system of education, about 84% (42 out of 50 respondents) replied in a yes whereas, 18% (9 out of 50 respondents) replied in a no, which clearly reflects a greater orientation towards inclusion of toy-based pedagogy into learning practices.

Do you think the use of toy based pedagogy can contribute to a more inclusive and healthy learning environment?

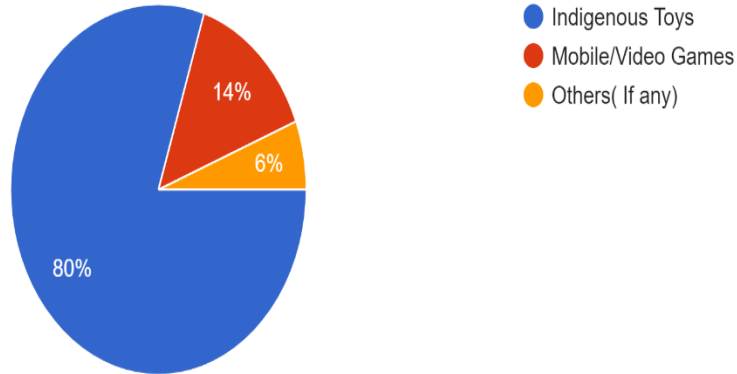
50 responses



As per the data responses about 78% (39 out of 50 respondents) believe that toy -based pedagogy contributes greatly in facilitating a more inclusive and healthy learning environment. Whereas, merely 26% (13 out of 50 respondents) hold the contrary view.

If yes which type of toys do you feel are going to have a long -lasting and healthy impact on the child's development?

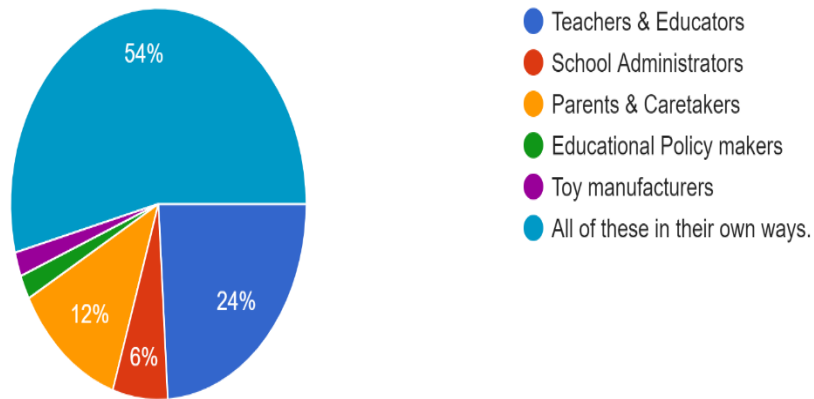
50 responses



As per the data 80 5 believe that indigenous toys have a long -lasting and healthy impact on a child's growth & development. Only 14% chose for mobile/video games and 6% for others.

Which stakeholders can play an active role in promoting the adoption of toy based pedagogy in schools?

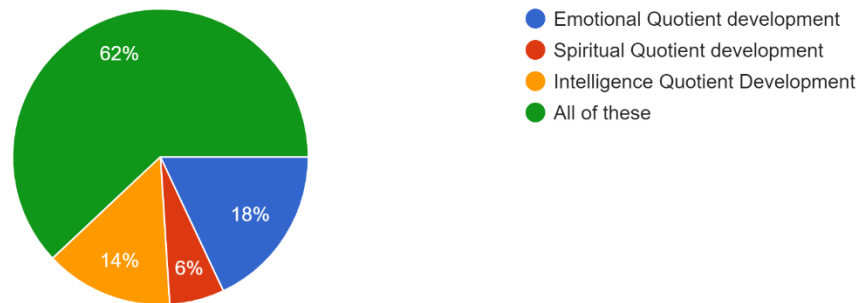
50 responses



The data shows about 54% respondents believe that teachers & educators , school administrators , parents & caretakers , education policy makers , toy manufacturers , all have an important role to play when it comes to toy – based pedagogy implementation.

What do you think this toy based pedagogy aids in?

50 responses



As per the data 62% respondents believe that toy-based pedagogy helps in achievement of EQ, SQ and IQ. The results of this primary data reveal useful insights which reflect greater reliance of parents on toys especially indigenous toys to facilitate in teaching-learning process.

We may infer that employing toy pedagogy is a highly successful way to educate. Shifting instructors' perspectives is vital, as they may prefer old approaches due to personal preferences or limited resources. To implement constructivism in senior secondary schools, teachers must prioritise technique and develop effective teaching practices.

The results of the primary data so collected reflects greater orientation of parents towards indigenous toys to foster child learning, which is an all good news for Indian toy & handicraft manufacturers ...a way ahead to shout out loud "VOCAL FOR LOCAL".

Children have a natural instinct to play. Play is as important for children's welfare as eating, breathing, and sleeping. Play promotes learning and boosts self-esteem. It allows toddlers to explore and manipulate items in their own way.

Toy-based pedagogy is an effective teaching method that takes advantage of children's inherent joy of play to promote learning and development. Teachers may create a dynamic, inclusive, and transformational learning environment by including toys as teaching aids. By gradually realising the potential of play-based education, we enable children to become lifelong learners capable of comprehending every part of their environment.

CONFLICT OF INTERESTS

None

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None

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