

WORLD PLAY DAY CONCEPT



In 1999, in Tokyo, at the 8th International Toy Library Conference, the then President of the International Toy Library Association (ITLA), Dr Freda Kim, proposed the establishment of World Play Day, to be celebrated on 28 May.

This motion was voted on and adopted by the General Assembly of ITLA.

Since then, countries with toy libraries (over 30 worldwide) have celebrated World Play Day on the 28th of May each year.

This was Dr Kim's original vision:

"What I envisage is not an event or series of events, and not something that entails expansive and expensive preparations (or expensive presents). The essence of PLAY is childlike. It is what all children do naturally. Therefore, a WORLD PLAY DAY should be a day of total attention to each other, from generation to generation. A day when children and adults do what they want to do. A day that is relaxed and emphasizes human interaction. We do not need to stop the world for a day. We play in our own place, home, school or work place. Perhaps I am describing an attitude rather than an activity. A day that is FUN, shows adults and children in interactive situations promoting the healthy growth of each other in simple, self-motivated activities of their own choice. If everyone in the world can do this on the same day each year we will have a WORLD PLAY DAY"

ITLA wants WORLD PLAY DAY to be acknowledged in the UN Calendar of Events. Although play is for everyone, we particularly want to emphasize Article 31 of the Convention on the Rights of a Child which focuses on the Child's Right to Play and Recreation.

In South Africa, creating a culture of playing is the message of World Play Day.

It is about knowing the importance

- Of allowing play to happen and giving children the time to play
- Of understanding that children learn through play. That playing is the work of a child – that nature drives a child to play as a crucial part of natural development.
- Of providing safe spaces to play that take into account children's play needs
- Of taking the time to play with a child
- Of making sure that the traditional games that you played as a child are passed on to the new generation
- Of inviting someone from an older generation to come and play a game
- Of making sure that the whole family play together often

