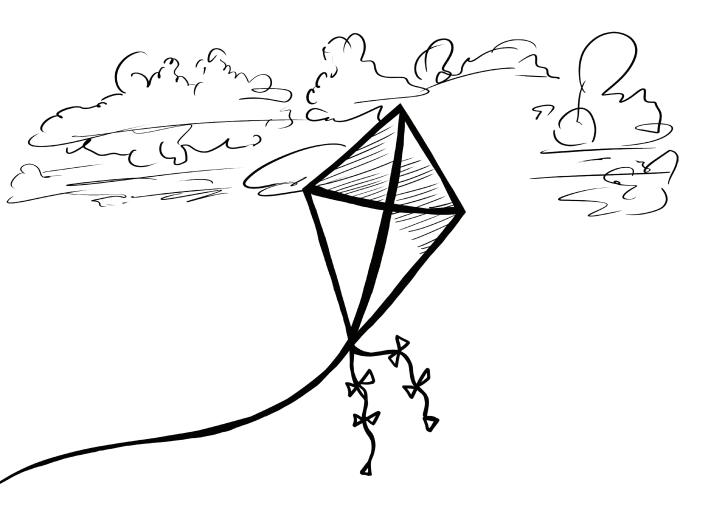


10 easy toys to make at home



Supporting early childhood development!



MADRASA EARLY CHILDHOOD PROGRAMME Uganda

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ACKNOWLEDGMENT:

Let's Make a Toy was developed by the Madrasa Early Childhood Programme in East Africa. We give special thanks to the teachers, alumni, and caregivers for their invaluable contributions and making this work possible.

Special thanks to the Governments of Uganda, Tanzania and Zanzibar for their support and guidance. We would like to thank the LEGO Foundation for their financial support and Aga Khan Foundation East Africa for their technical guidance.

List of toys we will make:

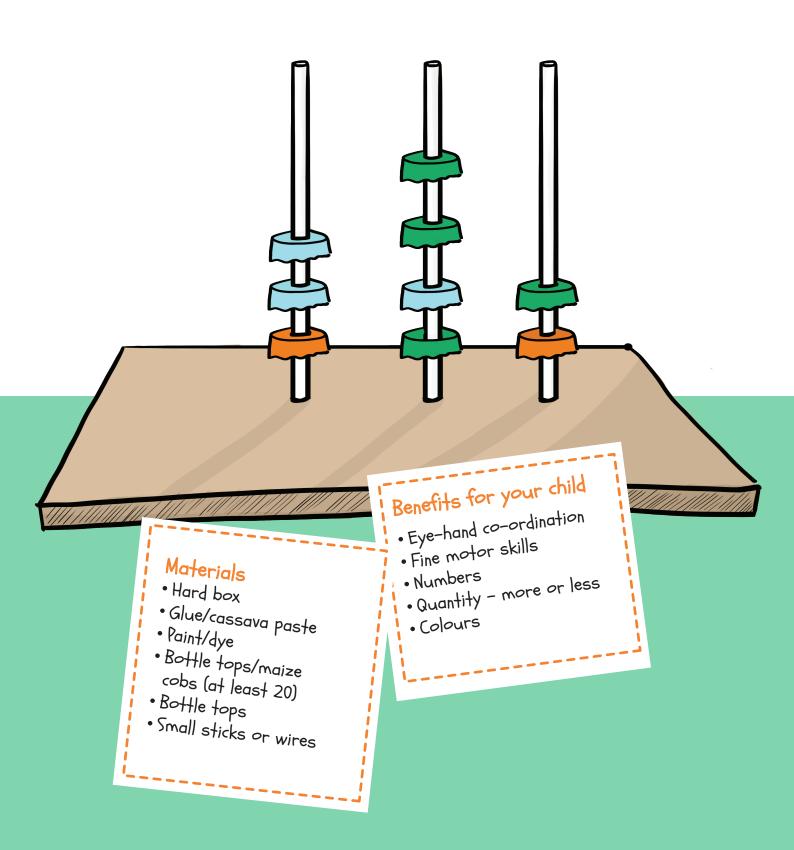
- 1. Abacus
- 2. Skittles
- 3. Local Drum
- 4. Fishing Game.
- 5. Mobile Telephone

- 6. Magic Mobile Ring
- 7. Shape Baby
- 8. Building Blocks
- 9. Toy Car
- 10. Felt Hand Puppet

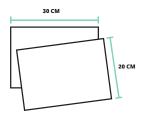




HOW TO MAKE AN

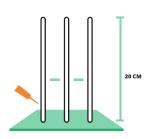






Step 1:

Cut the hard box into 2 pieces of 30 cm x 20 cm. Stick them together. Paint them in a colour of your choice



Step 2:

Cut 3 to 5 sticks or wires 30cm long. Tightly fix each one on the hard box with glue or paste. The sticks/wires should be in a line and evenly spaced apart on the box. If using sticks, ensure they are smooth.

Activities

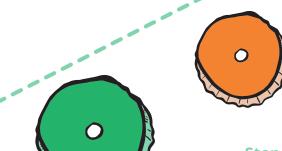
- Thread / remove the cobs/bottle tops on the standing sticks/wire.
- Count the bottle tops/maize cobs.
- Compare and contrast the number of bottle tops/maize cobs on each stick/wire.
- Arrange the bottle tops/maize cobs by colour or make a pattern (e.g., blue, green, blue, green).



Step 3:

Make holes in the bottle tops/maize cobs big enough to allow the sticks/wires to pass through.





Step 4:

If using maize cobs, paint/dye them different colours. If using bottle tops, choose different coloured bottle tops or paint them.

HOW TO MAKE

Skittles



Materials

- · At least three empty big or medium sized plastic bottles
- Glue / cassava
- Waste papers
- · Paint /dye
- · Paint brushes
- Sand/soil/small stones

Benefits for your child

- · Fine and gross motor skills
- · Eye-hand co-ordination
- · Spatial awareness
- · Turn taking, patience
- · Listening, negotiation





Step 1: Put a little sand/soil/small stones in each bottle. Just enough to stop the bottles from falling over easily.



Step 2:

Make cassava paste. Use 2.5 litres of water for half a kilo of cassava flour. Mix 500g of cassava flour in one litre of cold water. Bring the remaining 500g of cassava flour to a boil in 1.5 litres of water. Pour the cold mixture into the boiling mixture and keep stirring to create paste.

Step 3:

Wrap each bottle with pieces of paper using glue or cassava paste to make the forms of animals' or birds' heads.



Activities

· Arrange the skittles in a line, a zig zag pattern or any other pattern. Keep some distance between each skittle.

Then:

- Jump over the skittles.
- Run around the skittles trying not to knock them over.
- Throw a bean bag or roll a ball to try and knock the skittles over.
- Make up your own game using the skittles.





Step 4:

Once dry, paint/dye them using bright colours to make them attractive and durable.

HOW TO MAKE A LOCAL DRUM



Materials

- A plastic or metallic container (tin) with a diameter of either 10 or 15 cm
- · A rubber tube/strong Polythene paper
- · String / rubber band
- · Paint

Benefits for your child

- Large and small muscles
- Patterns
- · Co-operation, turn taking, patience
- · Follow the beat or rhythm
- · Listening, negotiation



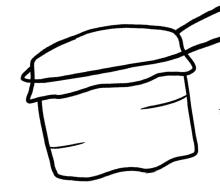




Step 1:Stretch the rubber across the top of the tin to cover the opening.

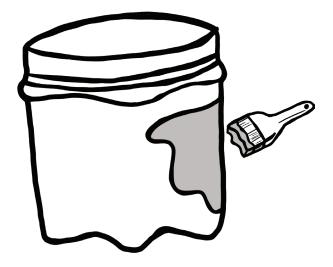
Activities

- · Take turns tapping rhythms on the drum.
- · Tap turns copying each other's rhythms.
- ·Tap the beat slow it down, speed it up, make it louder, make it quieter.
- · Dance to the beat and/or rhythm.

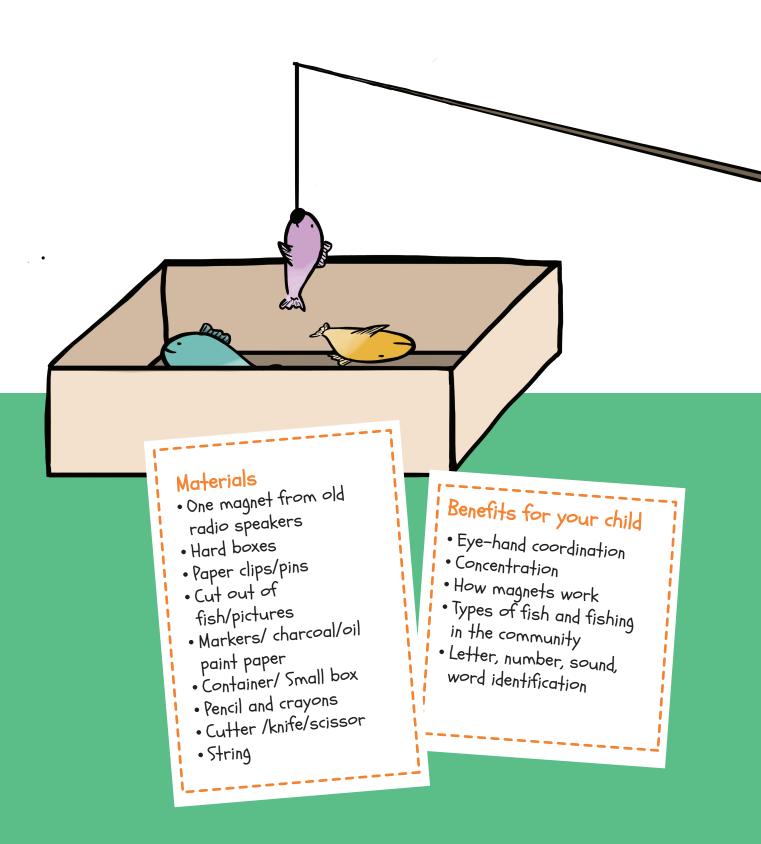


Step 2: Secure the rubber on the pot by tie a string or rubber band.

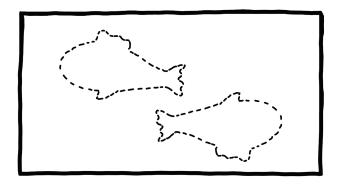
Step 3: Paint or decorate the drum. (optional)



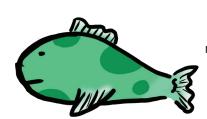
HOW TO MAKE A FISHING GAME.



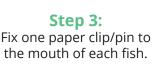




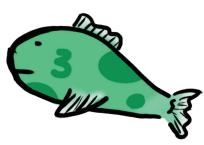
Step 1: Draw and cut out at least 10 fish from the hard box.



Step 2: Colour them with markers, charcoal or oil paint paper.







Step 4:Write numbers, letters, sounds, or words on the each fish.







Activities

- Catch the fish by using the fishing rod (string with magnet).
- Try to catch a specific fish i.e.
 catch the red fish or catch the
 fish with the number 3.
- Talk about where fish live, what they eat, how and where people fish etc.

HOW TO MAKE A MOBILE TELEPHONE



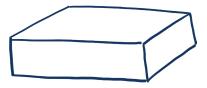
Materials

- Hard box
- Plain paper (newspaper, sugar paper, brown paper)
- · Pencil
- · Paint
- Straw/small stick to work as an aerial
- Marker
- Cassava paste/glue

Benefits for your child

- · How phones work
- · Turn taking,
- Conventions for speaking by phone,
- · Greetings,
- · Listening and speaking





Step 1: Cut a piece of hard box into 5 x 10 cm.





Step 3: Fix a straw/small stick at the corner as an antennae.



Step 4:
Paint the phone any colour of your choice. Oil paint is the most durable.

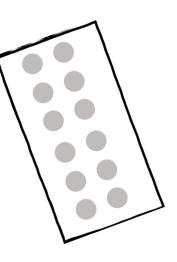
Activities

- Role play talking to family and friends
- Talk about and practice important phone numbers (e.g., police, father)
- · Gather more props and put on a play



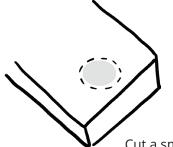
Step 5:

Cut 10 small circles out of hard box. Write the numbers 0 through 9, one number on each circle.



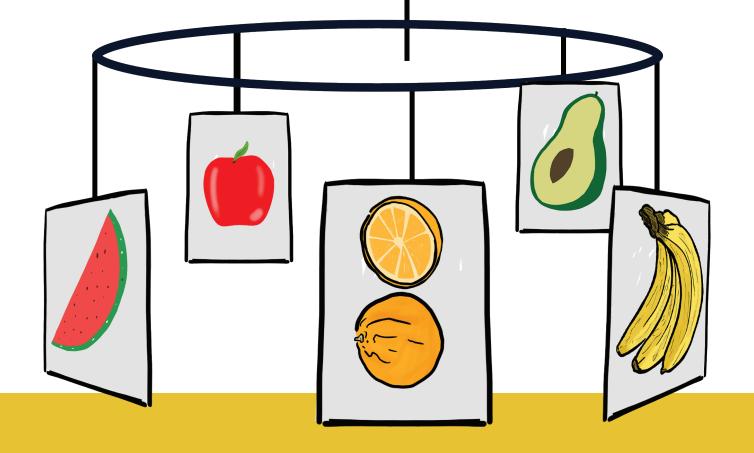
Step 6:

Arrange and stick them on the box just as they are displayed on a real phone.



Step 7:
Cut a small hole to act as a speaker.

HOW TO MAKE A MAGIC RING



Materials

- · At least six pieces of fishing rod/string/wire all the same length,
- · Bendable wood,
- · Scissors/knife,
- Paper/pencil/ crayons,
- · At least six pieces of cardboard/pieces of paper,
- · At least six different fruit peels

Benefits for your child

- Vocabulary
- Size, shape, colours
- Matching
- · Different tastes (sweet, sour, sweet, etc.)



Activities

- · Find fruits in the home that

- · Talk about the different fruits - which ones are sweet? which ones are sour? Their scents?
- · Make verbal and/or written

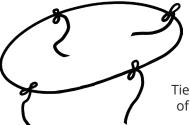
Step 1:

Make fruit cards. On each card draw one fruit (or glue a fruit peel) and write the name of the fruit in lowercase letters below the picture.



Step 2:

Make a ring rod from the string or by bending a stick to make a ring and tie the ends tightly.



Step 3:

Tie one end of each piece of string to the ring rod.



Step 4:

Attach one card to the end of each string. (i.e. if you have six strings, you will attach 6 cards, 1 per string). You might need to make a whole in the top of the cards.

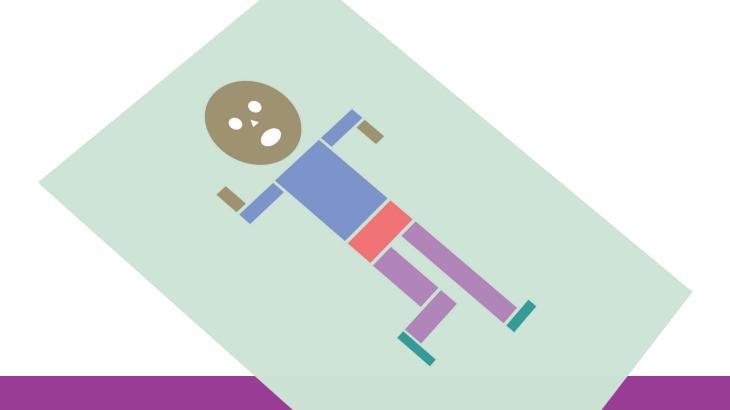


Step 5:

Hang the mobile ring in such a way that the cards are at the child's eye level.



HOW TO MAKE A SHAPE BABY



Materials

- Hard plastic (used plastic gallon or bucket)
- · Hard box
- Knife
- Measurement tape/ruler
- · Glue
- Coloured Manila

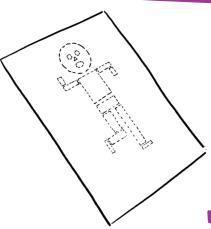
Benefits for your child

- · Vocabulary
- · Parts of the body
- · Shapes



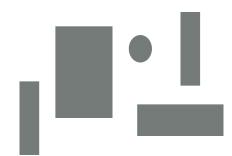
Activities

- · Arrange the pieces to create a person
- · Talk about the parts of the body and what we use them for
- · Match the body parts (e.g., "Here is the shape baby's arm. Show me your arm").
- · Identify the shapes



Step 1: Draw the body parts of a person on the hard plastic /hard box:

- Circle head radius 4 cm,
- Rectangular chest with stomach 10 by 12 cm,
- Rectangular arms and legs 4 by 15 cm,
- Rectangular hands and feet



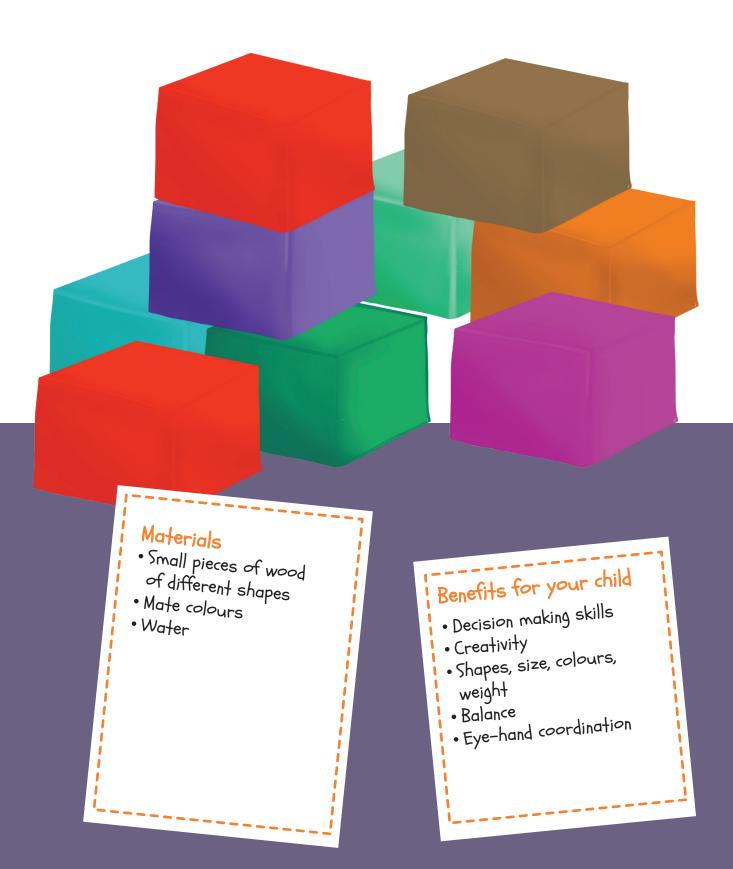
Step 2: Cut out the pieces you have drawn in Step 1.



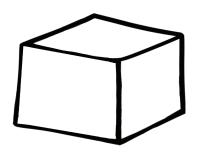
Step 3:Draw and cut out from plastic/hard box or coloured manila the parts of the face:

- Two egg shaped eyes
- One triangular nose
- One egg shaped mouth

HOW TO MAKE BUILDING BLOCKS







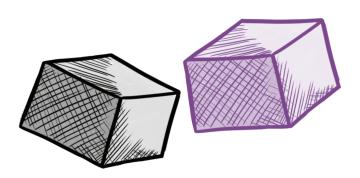
Step 1: Collect small pieces of wood in different shapes from carpenter.



Step 2: Mix mate colours with water.

Step 3:Paint the pieces of wood with different colour.





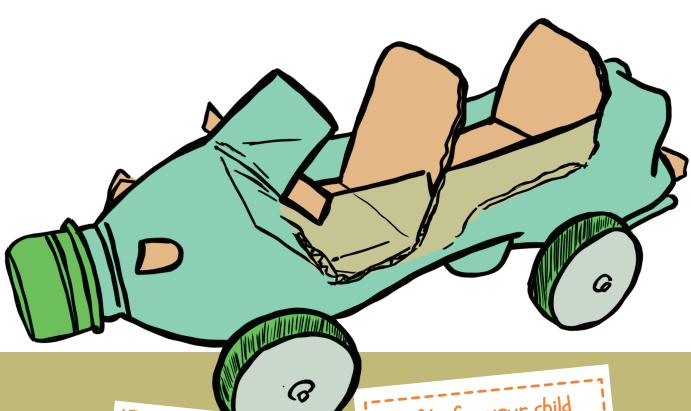
Step 4: Leave the pieces of wood for minutes to dry.

Activities

- Assemble the blocks to make different objects (e.g., house, bridge, etc.)
- ·Build a tower how tall can you make it before it falls down?
- ·Talk and ask questions as you play with the blocks (e.g., what shape is this, what colour is that, how many blocks do we need to make the door, etc.).



HOW TO MAKE A TOY CAR



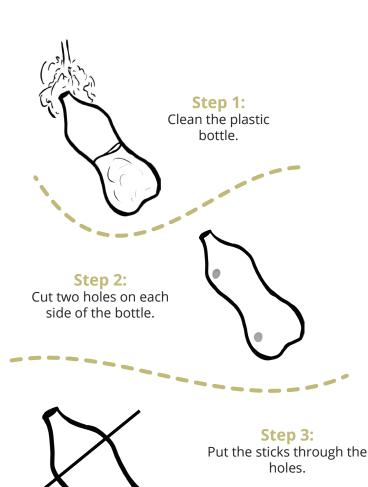
Materials

- · Plastic bottle,
- · Bottle tops (4 lids of the same colour)
- · 2 long sticks
- · Knife or something to cut the sticks
- · String

Benefits for your child

- · Locomotor skills
- · Directions
- Decision making skills
- Balance





Step 5:

Cut the upper part of the bottle slightly after placing the wheel (making room for the chairs or for carrying things).



Step 4:

Make a small hole in each bottle top and attach them

to the sticks.

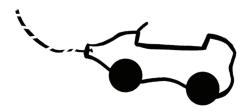
Step 6:

Tie a long string to the neck (top part) of the bottle.

Activities

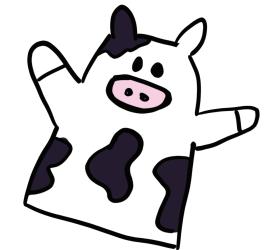
- · Pull the car using the string slowly, quickly, in different directions.
- · Practice pulling the car from a starting point to an end point in a straight line, in a zig zag line, in a circle, under a table, over a pretend hill, etc.
- · Put different things in the car like stones or lids. Try pulling the car around without letting the items fall out.
- · Give instructions while the child pulls the car (e.g., go straight, go right, go left, reverse)
- · Give the puppet a name.
- · Make up stories with the puppet.
- · Make the puppet sing.
- · Put on a puppet show.





HOW TO MAKE A Felt Hand puppet







Materials

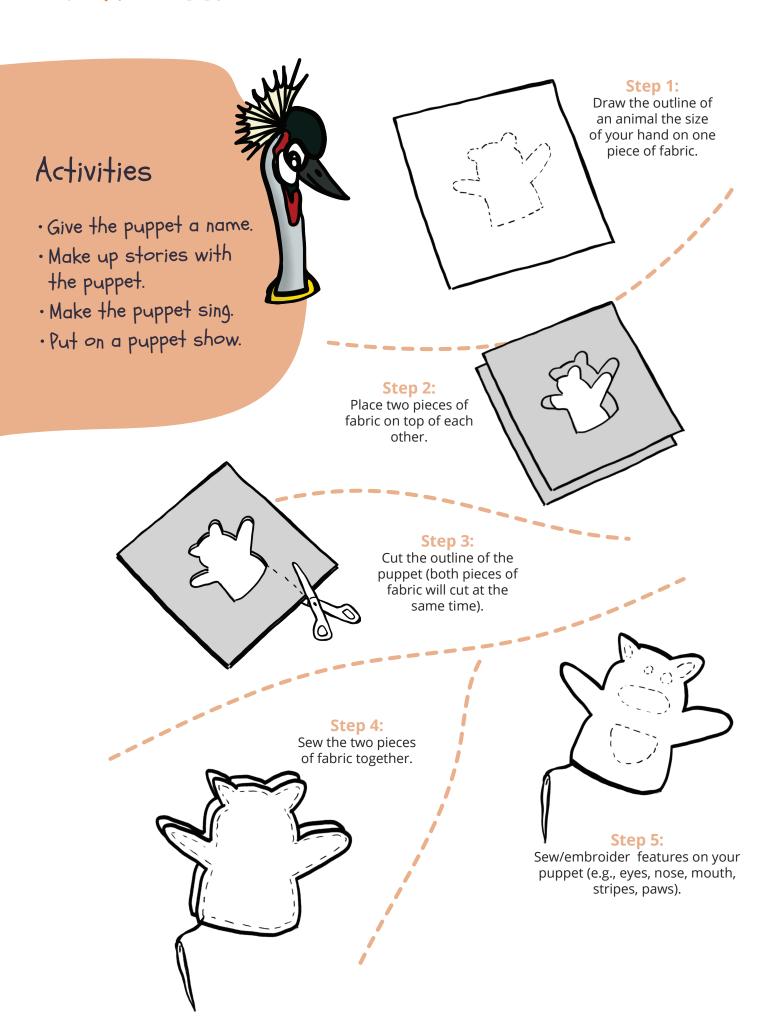
- Any type of fabricStringNeedle

- · Scissor
- Marker pen /crayon

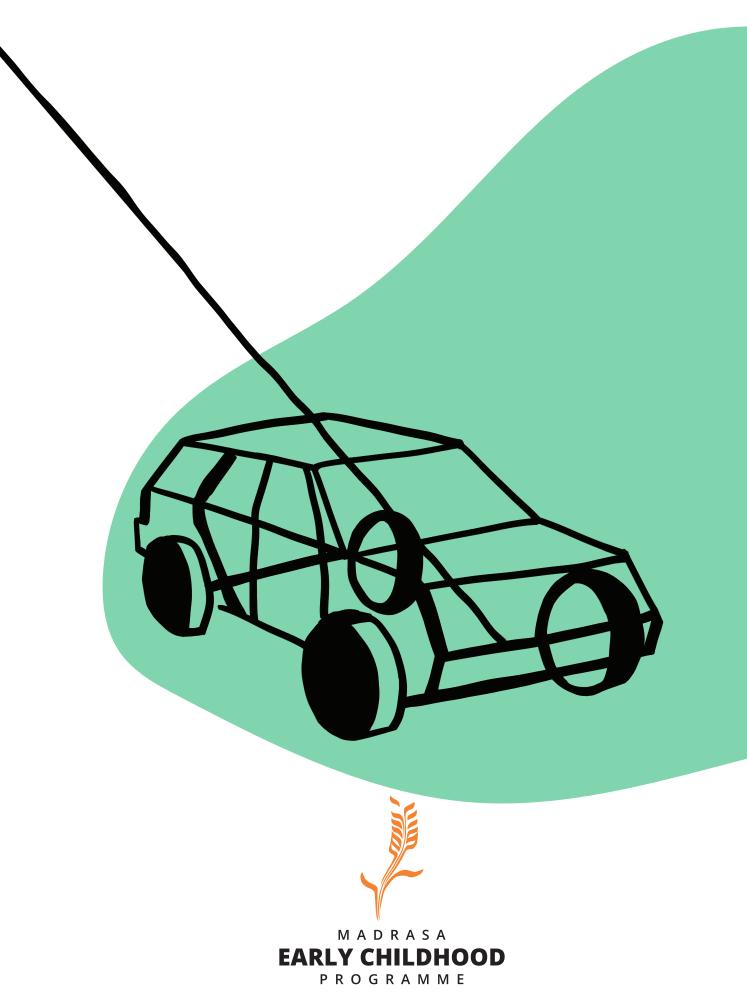
Benefits for your child

- Imitating
- Creativity
- Listening and speaking









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MADRASA EARLY CHILDHOOD PROGRAMME

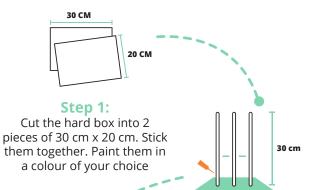
Uganda

Plot No. 278/284 | Sir Albert Cook Road | Mengo, Kampala-Uganda P.O Box. 14092 | Tel: +256 414 343 040 | Email: mecpu@akfea.org

ABACUS

Materials • Hard box • Glue/cassava paste • Paint/dye • Bottle tops/maize cobs (at least 20) • Bottle tops • Small sticks or wires Renefits for your child • Eye-hand co-ordination • Fine motor skills • Numbers • Quantity - more or less • Colours

The Process:



Step 2:

Cut 3 to 5 sticks or wires 30cm long. Tightly fix each one on the hard box with glue or paste. The sticks/wires should be in a line and evenly spaced apart on the box. If using sticks, ensure they are smooth.

Step 3:

Make holes in the bottle tops/maize cobs big enough to allow the sticks/wires to pass through.

Activities

- •Thread / remove the cobs/bottle tops on the standing sticks/wire.
- Count the bottle tops/maize cobs.
- Compare and contrast the number of bottle tops/maize cobs on each stick/wire.
- Arrange the bottle tops/maize cobs by colour or make a pattern (e.q., blue, green, blue, green).







Step 4:

If using maize cobs, paint/dye them different colours. If using bottle tops, choose different coloured bottle tops or paint them.



SKITTLES

Materials

- At least three empty big or medium sized
- Plastic bottles
- Glue / cassava
- Waste papers
- Paint /dye
- Paint brushes Sand/soil/small stones

Benefits for your child

- . Fine and gross motor
- Eye-hand co-ordination
- Spatial awareness
- . Turn taking, patience Listening, negotiation



The Process:



Step 1:

Put a little sand/soil/small stones in each bottle. Just enough to stop the bottles from falling over easily.







Step 2:

Make cassava paste. Use 2.5 litres of water for half a kilo of cassava flour. Mix 500g of cassava flour in one litre of cold water. Bring the remaining 500g of cassava flour to a boil in 1.5 litres of water. Pour the cold mixture into the boiling mixture and keep stirring to create paste.

Activities

· Arrange the skittles in a line, a zig zag pattern or any other pattern. Keep some distance between each skittle.

Then:

- Jump over the skittles.
- Run around the skittles trying not to knock them over.
- Throw a bean bag or roll a ball to try and knock the skittles over.
- · Make up your own game using the skittles.



Wrap each bottle with pieces of paper using glue or cassava paste to make the forms of animals' or birds' heads.







Step 4:

Once dry, paint/dye them using bright colours to make them attractive and durable.



LOCAL DRUM

The Process:

Materials

- A plastic or metallic container (tin) with a diameter of either 10 or
- A rubber tube/strong Polythene paper String / rubber band Paint

Benefits for your child

- . Large and small muscles
- Patterns . Co-operation, turn taking, patience
- Follow the beat or
- rhythm

Stretch the rubber across the top of the tin to cover the opening.







Step 2:

Secure the rubber on the pot by tying a string or rubber band.

Activities

- · Take turns tapping rhythms on
- · Tap turns copying each other's rhythms.
- · Tap the beat slow it down, speed it up, make it louder, make it quieter.
- · Dance to the beat and/or rhythm.







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FISHING GAME

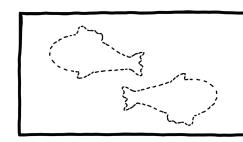
Materials

- One magnet from old
- radio speakers
- Hard boxes
- Paper clips/pins Cut out of
- fish/pictures
- Markers/ charcoal/oil Paint paper
- Container/Small box
- Pencil and crayons
- Cutter /knife/scissors
- String

Benefits for your child

- . Eye-hand coordination
- Concentration
- . How magnets work · Types of fish and fishing
- in the community
- · Letter, number, sound, word identification

The Process:



Step 1:

Draw and cut out at least 10 fish from the hard box.



Step 2:

Colour them with markers, charcoal or oil paint paper.



Step 3:

Fix one paper clip/pin to the mouth of each fish.



Activities

- · Catch the fish by using the fishing rod (string with magnet).
- · Try to catch a specific fish i.e. catch the red fish or catch the fish with the number 3.
- · Talk about where fish live, what they eat, how and where people fish etc.



Step 4:

Write numbers, letters, sounds, or words on the each fish.



string to the magnet.





MOBILE

TELEPHONE

Benefits for your child

· conversation by talking on

· Listening and speaking

. How phones work

. Turn taking.

the phone,

. Greetings,

3

6

a

0

- · Hard box
- Plain paper (newspaper, sugar paper, brown paper)
- Pencil
- Paint
- Straw/small stick to work as an aerial
- Marker
- Cassava paste/glue

The Process:





Cut a piece of hard box into 5 x 10 cm.



Step 2:

Cover/wrap the hard box with plain paper.



Step 3:

Fix a straw/small stick at the corner as an antennae.

Step 5:

Cut 10 small circles out of hard box. Write the numbers 0 through 9, one number on each

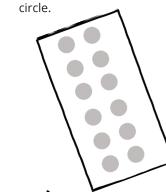


Step 4:

Paint the phone any colour of your choice. Oil paint is the most durable.

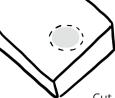


- · Role play talking to family and friends
- · Talk about and practice important phone numbers (e.g., police, father)
- · Gather more props and put on a play



Step 6:

Arrange and stick them on the box just as they are displayed on a real phone.



Step 7:

Cut a small hole to act as a speaker.



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Benefits for your child

Matching Different tastes (sweet,

sour, sweet, etc.)

. Vocabulary Size, shape, colours

MAGIC RING

The Process:

- At least six pieces of fishing rod/ string/wire all the same length,
- Bendable wood
- Scissors/knife,
- Paper/pencil/ crayons,
- At least six pieces of cardboard/pieces of
- At least six different fruit peels

Step 1:

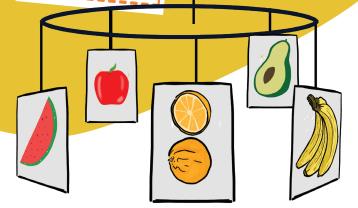
Make fruit cards. On each card draw one fruit (or glue a fruit peel) and write the name of the fruit in lowercase letters below the picture.



Step 2:

Make a ring rod from the string or by bending a stick to make a ring and tie the ends tightly.





Step 3:

Tie one end of each piece of string to the ring rod.

Activities

- · Find fruits in the home that match the fruits on the cards.
- · Take turns pointing to a fruit and naming it.
- · Say the first sound of the fruit and ask the child to find the corresponding fruit (e.g., say /b/, child has to find banana).
- · Talk about the different fruits which ones are sweet? which ones are sour? Their scents?
- · Identify the colours and textures of the fruit.
- · Make verbal and/or written sentences using the fruit cards.
- · Make up a song using the fruit names.



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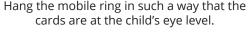
Step 4:

Attach one card to the end of each string. (i.e. if you have six strings, you will attach 6 cards, 1 per string). You might need to make a whole in the top of the cards.



Hang the mobile ring in such a way that the





SHAPE BABY

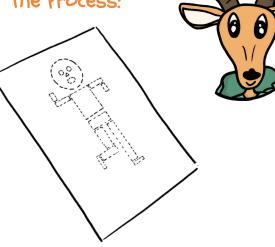
- Hard plastic (used plastic gallon or bucket)
- Hard box
- Knife
- Measurement tape/ruler Glue
- Coloured Manila

Benefits for your child

- . Vocabulary Parts of the body
- . Shapes



The Process:



Step 1:

Draw the body parts of a person on the hard plastic /hard box:

- · Circle head radius 4 cm,
- Rectangular chest with stomach 10 by 12 cm,
- Rectangular arms and legs 4 by 15 cm,
- Rectangular hands and feet

Activities

- · Arrange the pieces to create a
- · Talk about the parts of the body and what we use them
- · Match the body parts (e.g., "Here is the shape baby's arm. Show me your arm").
- · Identify the shapes



Step 2:

Cut out the pieces you have drawn in Step 1.



Draw and cut out from plastic/hard box or coloured manila the parts of the face:

- Two egg shaped eyes
- One triangular nose
- · One egg shaped mouth



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BUILDING

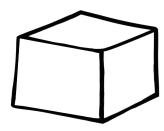
BLOCKS

- Small pieces of wood of different shapes matte/mat colours
- Water

Benefits for your child

- . Decision making skills
- . Creativity
- · Shapes, size, colours,
- weight
- Eye-hand coordination . Balance

The Process:





Collect small pieces of wood in different shapes from carpenter.



Step 2:

Mix mate colours with water.

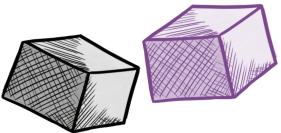
Activities

- · Assemble the blocks to make different objects (e.g., house, bridge, etc.)
- ·Build a tower how tall can you make it before it falls down?
- ·Talk and ask questions as you play with the blocks (e.g., what shape is this, what colour is that, how many blocks do we need to make the door, etc.).









Step 4:

Leave the pieces of wood for minutes to dry.



TOY CAR

- · Plastic bottle,
- · Bottle tops (4 lids of the same colour)
- · 2 long sticks
- Knife or something to cut the sticks String

Benefits for your child

- . Locomotor skills
- . Directions
- · Decision making skills
- · Balance





Step 1: Clean the plastic



Step 2:

Cut two holes on each side of the bottle.



Activities

- · Pull the car using the string slowly, quickly, in different directions.
- · Practice pulling the car from a starting point to an end point in a straight line, in a zig zag line, in a circle, under a table, over a pretend hill, etc.
- · Put different things in the car like stones or lids. Try pulling the car around without letting the items fall out.
- · Give instructions while the child pulls the car (e.g., go straight, go right, go left, reverse)

Step 3:

Put the sticks through the holes.

Step 4:

Make a small hole in each bottle top and attach them to the sticks.

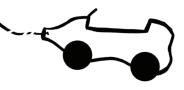


Cut the upper part of the bottle slightly after placing the wheel (making room for the chairs or for carrying things).



Step 6:

Tie a long string to the neck (top part) of the bottle.





Supporting early childhood development!

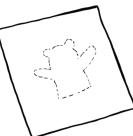
FELT HAND

- · Any type of fabric
- String
- · Scissors
- Marker pen /crayon

Benefits for your child

- · Imitating
 - . Creativity
 - · Listening and speaking

The Process:

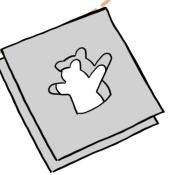




Draw the outline of an animal the size of your hand on one piece of fabric.



Step 2: Place two pieces of fabric on top of each other.





Step 3:

Cut the outline of the puppet (both pieces of fabric will cut at the same time).

Activities

- · Give the puppet a name.
- · Make up stories with the puppet.
- · Make the puppet sing.
- · Put on a puppet show.



Step 4:

Sew the two pieces of fabric together.



Step 5:

Sew/embroider features on your puppet (e.g., eyes, nose, mouth, stripes, paws).

