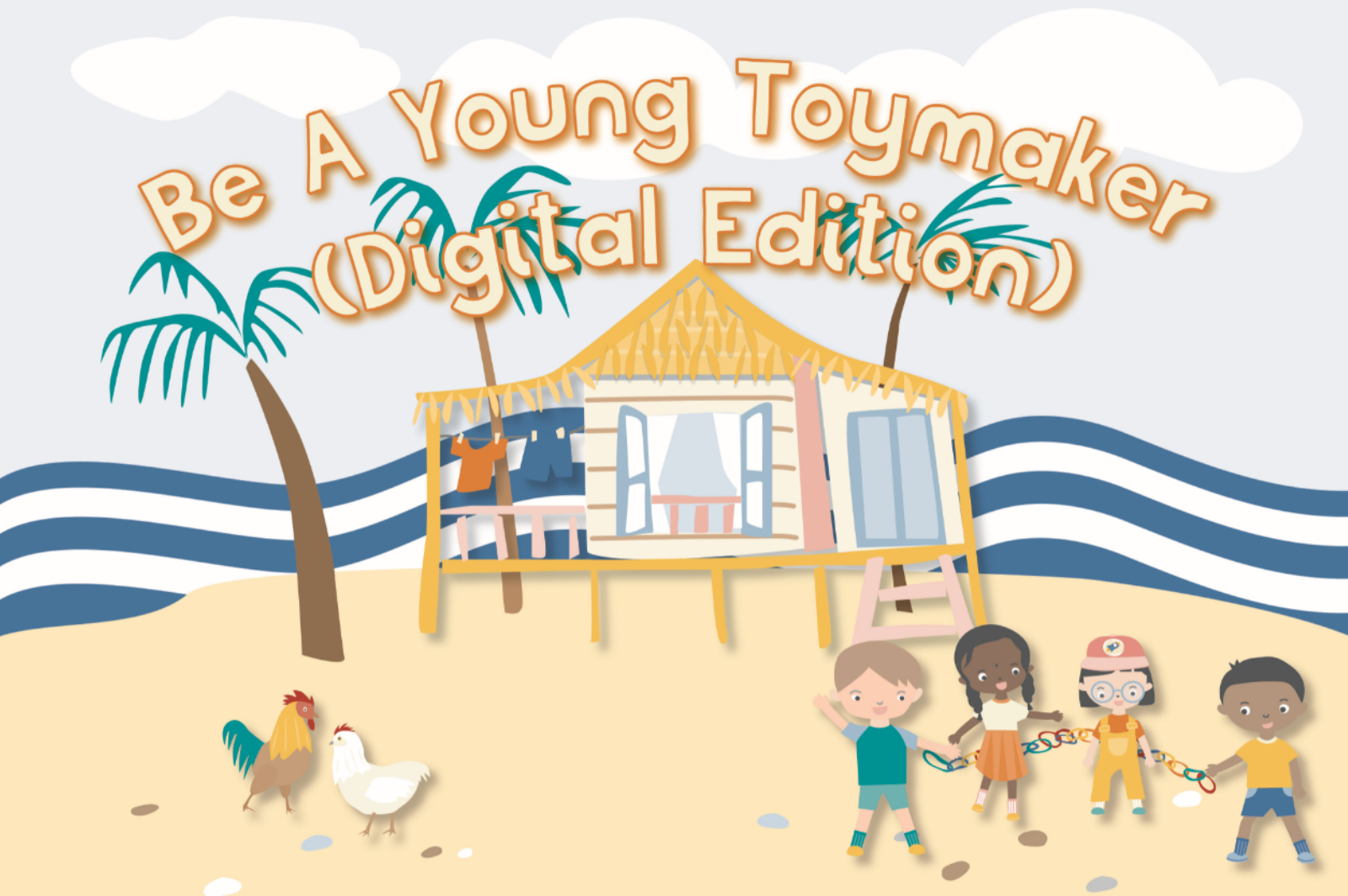


Educator's guide to using
Be A Young Toymaker (Digital Edition)

By the National Museum of Singapore

Be A Young Toymaker (Digital Edition)



What is Be A Young Toymaker (Digital Edition)?

Be A Young Toymaker (Digital Edition) is an interactive game that provides a sneak peek into the National Museum of Singapore (NMS)'s onsite school programme 'Be A Young Toymaker'. It is an educational tool that provides an opportunity to learn about our traditional kampong games through interactive play in the comfort of schools and homes.

Be A Young Toymaker (Digital Edition) is hosted on TinyTap, an interactive educational game platform. You can access it as a web-based game through an Internet browser on a computer or tablet at this [link](#).




Alternatively, download the TinyTap app on a tablet or mobile device (iOS or Android), and search for "Be A Young Toymaker (Digital Edition)" in the app.

Please note that the app will prompt you to create a paid account with TinyTap. While you can still access the app with a limited time free trial, it is recommended to experience the game through the web link on a computer, where it is free of charge.

How do I facilitate discussions in the classroom or at home during this game?

This game is interactive and is best facilitated by an educator or parent, or it can also be played unsupervised. Educators and parents can play the game along with the child, and encourage students to share their thoughts by using guiding questions posed by the game.

Slides marked with the symbol  offers the opportunity to engage in discussions with your child or student. Upon seeing this symbol, allow students to spend some time to share their thoughts and ideas with you or their peers.



What are the available resources to follow up with this game?

Educators and parents are also encouraged to use this game as a tool to explore, make and play traditional childhood games with their class.

To facilitate a group activity with your students, use the online craft tutorials linked below for the following games:

- [Parachute Soldier Toy](#)
- [Hoop Throwing Game](#)
- [Rocking Horse](#)
- [Bola Tin](#)

Accompanying craft templates for these games can be found on the [National Museum website](#).

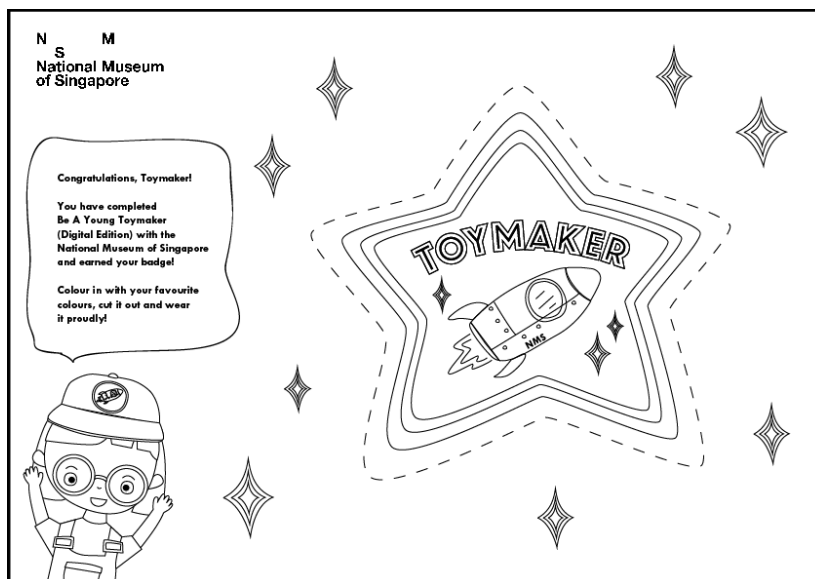
Where can I sign up for Be A Young Toymaker onsite school programme?

Our onsite Be a Young Toymaker programme includes hands-on activities and roleplaying for students to learn about other traditional games of the 1950s and 1960s. One game that students will be creating and playing in this programme is Zero Point, which is also found in the Digital Edition.

Go to this [link](#) or email us at NHB_NM_Schools@nhb.gov.sg to find out more about this programme and how to sign up.

Where can I get my toymaker badge?

After completing the game, email us at NHB_NM_Schools@nhb.gov.sg to receive a printable of our Toymaker Badge for students! They can colour and cut out the badge as part of their journey towards becoming a Young Toymaker!



National Museum of Singapore

For more information or to sign up for our programmes, contact our Education Officers at NHB_NM_Schools@nhb.gov.sg or visit our website at nationalmuseum.sg