Modern Toys Are Lures on Road to Education

NEW YORK, N.Y.—If a child could cook and operate every toy in the room, he would accumulate enough knowledge to interest a manufacturer or educator.

It is the opinion of oneumber-10

reporter after an afternoon matching wits with the toys at the Toy Guidance Council's New York showroom.

Any kid able to use the hundreds of toys on the market today deserves a Master of Toys degree. This degree could be awarded without a formal examination, but as a point, for example, might be given to the child who is able to manipulate alphabet blocks intelligently. At least 20 points ought to be given to the child able to duplicate the Brooklyn bridge with an Erector set.

The remarkable thing is that when kids can play, they learn. It seems to be true.

The educators begin their work when the child is still a member of the bib-and-diaper set. Cloth emblems enable the toddler to grasp objects firmly. What objects? Toys, yes, and games, of course. Toys and games that enable the tot to hold on to keep pace with the muscle development.

The child is then given a toy and shown how to use it. In the good old days a toy was a set of wooden blocks, but now new ones are available that enable the child to build a plane or a chock. Then they work on the numbers and letters.

That's the catch. Championship, that's a roundhouse all right. Trouble is that you can't use the roundhouse unless you know how to build.

And once you've got the child correctly in line, everything will get along. Their enthusiasm is wild.

They hand the baby a game called "Churchill." A child that immediately begins an exciting task, better begin the game. This is a board with a globe, some arrows are based on a child's ability to dis-

liguish colors.

While all this is going on, the child is building a plane, spinning an alphabet block, from his write letters, and at the same time an exciting toy, a toy's youthful, in the area's youth is able to react, the same.

Remember Baby

If he finds something might be embarrassing by Christine, he also has a good idea for a gift for younger instead. The only thing to do is to give a young companion a certificate for a fun in the future that is sure to be popular.

Finest Seeds, Premium Cards

Last, but not least, he attempts to build his own potato with ingredients from the seed. Molds MEET as two children undertake a wit battle with a new name given to innumerable education in a theory of education, a new problem, young and old may join in the fun on equal competitive terms.

IN DEEP CONCENTRATION, child attempts in fit round peg on round hole. It's not so easy as it sounds — when you are over a year old. This is first stop in "learning-as-you-play" plan of modern toy manufacturers.

CONVERTIBLE Sportscar Con-

tains games. When unused, it will fold and be of no use. It is designed for the races. It will start and stop by remote control.

Carpenter primes as his favorite special assistant, a train, and shows the children how to build good presents for all males.

Drives of the Future cracks up toy into as it plays game which reaches the value of skill driving position. In the pre-arranged time, a car turns wheel, controlling limits, a program along moving highway. Carpenter controls model train's speed.

INTERSECT ENGINEER builds bridge from wooden Erector parts. He changes the game in size for six age groups.

Game of the States teaches geography and natural history, and "Monopoly." Once the game is tried, it will be used for another year.

IN SERVICE, children sit about the table, playing "Who's the Person?", with Wall Street cap-

inations. The chair, which can be played with, will suit men, women, or children. It bears the obvious title, "The Atomic Energy Net.

Degree dimished in fifth, the average 22-year-old is quite ready. Ready for the second grade.