



Hold a toy or game swap in your unit



In WW2 there was a shortage of new toys and games so people often swapped games or created new ones. Hold a toy/game swap in your unit

Activity Type



Time



Environment



Price



Category  
Activities

Sub Category  
Activities

Age  
5 - 7  
7 - 11  
14 - 18

Equipment  
Recycled Toys

Subject  
Community  
Wellbeing

Soft Skills  
Communication  
Decision making  
Self motivation  
Teamwork

