



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



Age

5 - 7

7 - 11

14 - 18

Time



Equipment

Recycled Toys

Environment



Subject

Community

Wellbeing

Price



Soft Skills

Communication

Decision making

Self motivation

Teamwork

