



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

Time



Age

5 - 7
7 - 11
14 - 18

Environment



Equipment

Recycled Toys

Price



Subject

Community
Wellbeing

Activity Type



Soft Skills

Communication
Decision making
Self motivation
Teamwork

