

Phil's Top Ten* Toys












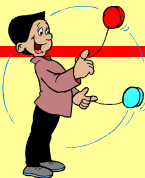
The Terms:

INTERACTIVE: A toy is “interactive” if it requires active participation by the person playing with it.

OPEN-ENDED: A toy is “open-ended” if there are many ways to play, limited only by the imagination.

CREATIVE: A toy is “creative” if you *must* engage your imagination in some way to play with that toy.

**Now with a bonus 11th toy added!*

WOODEN BLOCKS (AGES 2 AND UP)	INTERACTIVE – they are just expensive pieces of lumber until a child picks one up OPEN-ENDED – from stacking to building, there’s no wrong way to play CREATIVE – with endless possibilities for play, the child’s imagination creates the toy BONUS – quality blocks last forever and will be enjoyed by your grandchildren just as much as your children	
PUPPETS (ALL AGES)	INTERACTIVE – the puppet doesn’t work until you put your hand inside and move it OPEN-ENDED – you give it the voice, the actions and the directions CREATIVE – develops fantasy and role play skills BONUS – puppets are great for families of multiple ages; your 9-yr old will even play with your 2-yr old	
LEGO® (AGES 5 TO 12)	INTERACTIVE – teaches fine motor skills through building and following directions OPEN-ENDED – you can build the model shown or make up your own creations CREATIVE – combines both creative building and creative role playing in one toy BONUS – every time you buy a new Lego® set you make the “old” Lego® new again	
DRESS-UP CLOTHES (ALL AGES)	INTERACTIVE – without a child inside, dress-up clothes are just glorified rags OPEN-ENDED – role-play has no structure other than what child develops on his/her own CREATIVE – with each costume the child creates whole new worlds of make-believe BONUS – probably one of the easiest toys to make or get	
WOODEN TRAINS (AGES 3 TO 10)	INTERACTIVE – skip the battery-operated trains, the manual trains make this toy fun OPEN-ENDED – you can be the track builder, engineer, passenger on a ride, or just the storyteller CREATIVE – different elements of creativity from layout design to role playing BONUS – offers progressive skills as each age group “plays” differently	
STORY BOOKS (ALL AGES)	INTERACTIVE – engages the mind and also offers parent/child interaction OPEN-ENDED – you can read the book, or make up your own story from the pictures CREATIVE – develops the imagination as images form in the mind of the reader BONUS – reading takes us places our pocketbooks can’t, including places that do not exist in our “real” world	
PLAYMOBIL® (AGES 4 TO 10)	INTERACTIVE – many moveable parts and accessories that require <i>manual</i> operation OPEN-ENDED – although limited in what you build, there is no limit to how you play CREATIVE – develops imagination through role playing BONUS – quality and attention to detail keep child’s interest in the toy for long time	
DOLLS (AGES 3 TO 10)	INTERACTIVE – rule of thumb: the less it does by itself, the more a doll is loved OPEN-ENDED – some dolls are the child’s baby, some her friend, and some her dream CREATIVE – a doll’s life is only limited by the mind of the child who plays with it BONUS – watching your child’s interaction with dolls helps you reinforce positive behavior patterns	
PLAY DOH® (AGES 2 TO 8)	INTERACTIVE – the ultimate build, destroy and rebuild toy OPEN-ENDED – it’s a sculpture, a piece of art, a finger therapy tool, a paper weight... CREATIVE – oh, the endless possibilities of a lump of clay BONUS – Play Doh® stimulates the creative mind and develops fine motor skills & hand-eye coordination	
HOT WHEELS® (AGES 3 AND UP)	INTERACTIVE –no motors necessary, just an active child and lots of vroom, vroom OPEN-ENDED – some cars drive, some talk, some line up by color, others by style CREATIVE – no end to the designs, no end to the uses, no end to the creativity BONUS – new cars are cheap enough that kids can buy with their own allowance which helps teach fiscal responsibility	
KLUTZ PRESS® ACTIVITY BOOKS (AGES 7 AND UP)	INTERACTIVE –gives you both the means and motivation to <i>do</i> the activities described OPEN-ENDED – the books teach the skills, how you use those skills is up to you CREATIVE – many activities are arts & crafts skills where the design is of your own creation BONUS – they are great for older children and even adults, and the skills last a lifetime	