

TOPICAL TIDBITS



November/December 2012

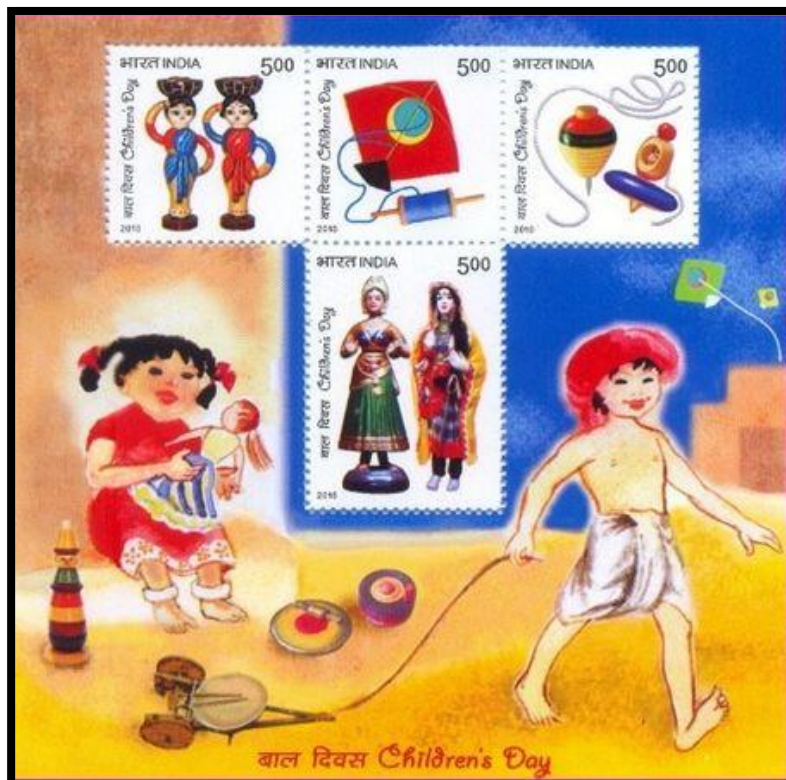
Volume 1 Issue 6

TOYS AND GAMES

Everyone loves toys! There are many kinds of toys: balls, blocks, puzzles, dolls, board games, cars, trucks, trains, and planes - even computer games. In this issue you will learn about toys that were invented in this country. The Celebrate the Century stamps depict some of those inventions. Read all about them in this issue.

Then try your hand at three games that use stamp images. Play the Memory Game, Dominoes, and Guess Who? Now that you are an expert at games, see if you can develop a board game that uses stamp images. To win great prizes, send your game board along with directions for playing the game to:

MaryAnn Bowman
Topical Tidbits - Toys and Games
P.O. Box 1451
Waukesha, WI 53187.



TOYS THROUGH THE CENTURIES

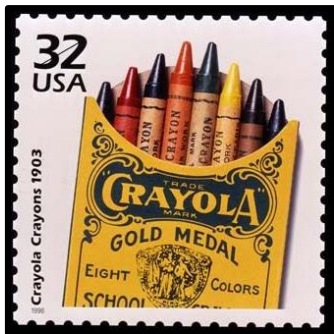
From 1998 to 2000, the United States Post Office issued 10 sheets of stamps called, "Celebrate the Century." Included were stamps that featured toys. Below is a description of each one.



TEDDY BEAR:

In America, the teddy bear got its start from a 1902 cartoon drawing. On a trip to Mississippi, President Theodore Roosevelt was taken on a bear hunting trip. He didn't bag a bear, so his aides captured one, tied it to a tree and told Roosevelt to shoot it. Roosevelt refused. This incident was pictured in a cartoon which became famous. A U.S. toy maker couple saw the cartoon and created a stuffed toy based on the bear. They named it "Teddy" in honor of the president.

Interesting Fact: An "arctophile" is someone who collects teddy bears.



CRAYOLA CRAYONS:

Binney & Smith was founded in 1885 and made pencils, chalk, and other products. In 1903, they invented Crayola Crayons. Mr. Binney's wife made up the name by combining craie (French for chalk) and the first part of the word oleaginous (oily paraffin wax). The first boxes had eight colors and sold for 5¢. **Interesting Fact:** On average, a child uses 730 crayons by his or her 10th birthday!



CONSTRUCTION TOYS:

The boy on this stamp is holding an airplane made from an Erector Set. This toy was invented in 1913 and was inspired by the construction girders being used on a railroad. The "S" on the stamp is made of Tinker Toys. These were invented in 1914 by an Illinois man after watching children play with pencils, sticks, and empty spools of thread. The letter "Y" on the stamp is made of Lincoln Logs, which were invented in 1916 by Frank Lloyd Wright's son. He got the idea from a building his father, a famous architect, designed in Japan. **Interesting Fact:** Lincoln Logs were among the first toys to be promoted on a television show, 1953's "Pioneer Playhouse."

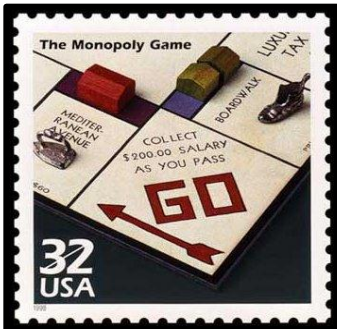
TOYS THROUGH THE CENTURIES, CONT.



ELECTRIC TOY TRAINS:

Making models of railroad cars began shortly after trains appeared in the mid-18th century. In 1891, the first complete train system was made by a German company. It included tracks, engines, and other accessories. At first, the train models had clock-work engines, then they were powered by steam. By 1914, electricity was used most often.

Interesting Fact: Lionel Trains has sold more than 50 million train sets and today produces more than 300 miles of track each year.



MONOPOLY:

An unemployed man from Pennsylvania always gets the credit for inventing Monopoly. But in fact, he copied it from several other people. It was bought by Parker Brothers in 1935 and soon became the best-selling board game in America. An estimated 500 million people have played the game in one form or another. **Interesting Facts:** The character locked behind the bars is called Jake the Jailbird. Over 6 billion little green houses, and 2 billion red hotels, have been produced since the game was introduced in 1935.



THE SLINKY:

In 1943, Richard James, a naval engineer, was using a tension spring in an experiment. The spring fell off the table and he noted how it “walked.” After showing it to his wife, she came up with the name “Slinky.” After two years of working on the toy, the James had 400 Slinkys made to sell in a department store right before Christmas. They sold all 400 for \$1.00 in 90 minutes. Since then, over 300 million have been sold world wide. **Interesting Fact:** The Slinky is still made in Holidaysburg, Pennsylvania, with the original equipment Richard James created.

TOYS THROUGH THE CENTURIES, CONT.

BARBIE DOLL:

After noticing that her daughter, Barbara, gave her paper dolls adult roles, Ruth Handler suggested the idea of making adult dolls to her husband, who was the co-founder of Mattel Toys. He was not impressed with the idea. While on a trip to Germany, Mrs. Handler found a doll that was exactly like the one she tried to persuade her husband to make. She bought a couple of the dolls and used them as a model for the doll she named, "Barbie," after her daughter. The doll made its debut at a New York toy fair in 1959. Ken, Barbie's boyfriend, was named after the Handler's son, Kenneth.

Interesting Fact: Every second, two Barbie dolls are sold somewhere in the world.



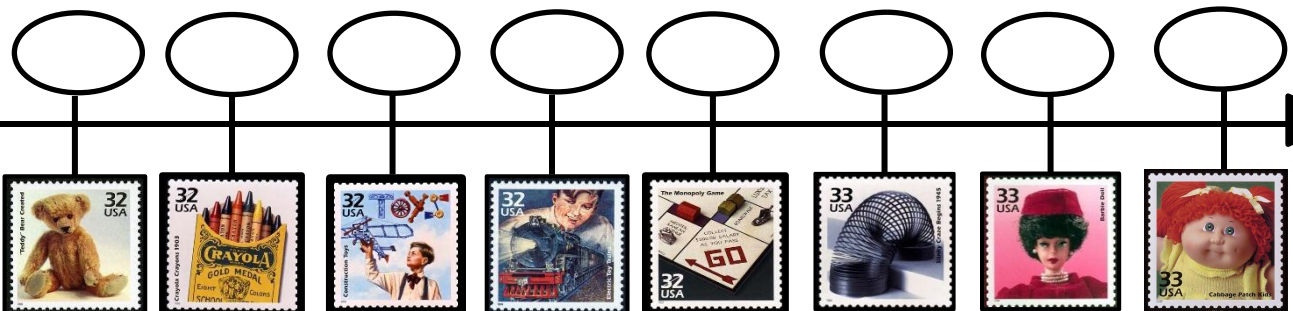
CABBAGE PATCH KIDS:

Cabbage Patch Kids were designed by an art student named Xavier Roberts in 1978. They were made of cloth and sold at local craft fairs. In 1982, a toy company started manufacturing them. The cloth heads were changed to vinyl. By Christmas 1983, there were riots in stores as parents fought to get a doll for their child. **Interesting Facts:** The Cabbage Patch Kids joined the Young Astronaut Program in 1985 and "Christopher Xavier" became the 1st Cabbage Patch Kid to travel to outer space as a passenger on a U.S. Space Shuttle.



TOY TIME LINE

Use the dates given in the information on the past three pages to write the correct date above each toy.



AT THE TOY STORE

You're the winner of a contest. You get to pick five toys from the shelves below. Which toys would you buy and how much would they have cost?



\$25.99



\$15.99



\$3.99



\$29.99



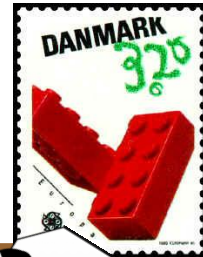
\$2.99



\$8.99



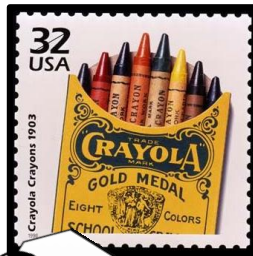
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\$19.99



\$5.99



\$0.99



\$22.99

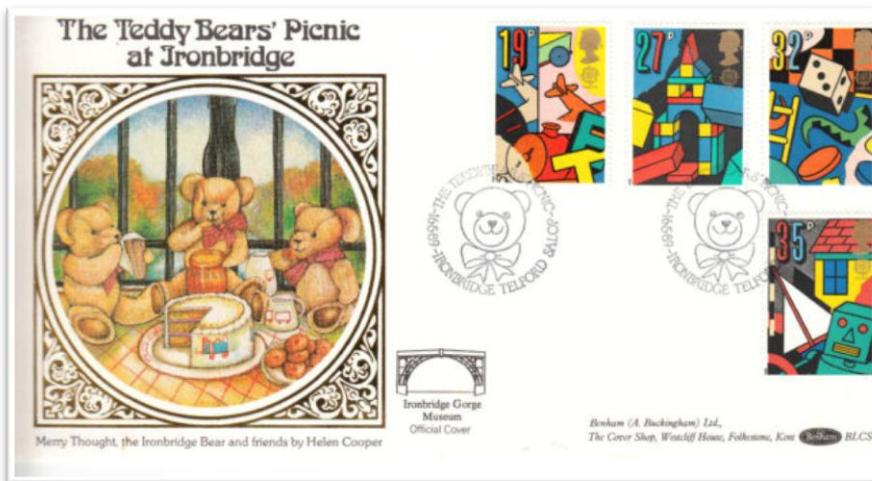


\$65.99

Quantity	Description	Price	Amount

Total:

TEDDY BEAR'S PICNIC



The melody (music) for "Teddy Bears' Picnic" was written in 1907 by the American composer John Walter Bratton. The lyrics (words), were added by Irish songwriter Jimmy Kennedy in 1932.

If you go out in the woods today
You're sure of a big surprise.
If you go out in the woods today
You'd better go in disguise.

For every bear that ever there was
Will gather there for certain, because
Today's the day the teddy bears have their picnic.

***Picnic time for teddy bears,
The little teddy bears are having a lovely
time today.
Watch them, catch them unawares,
And see them picnic on their holiday.
See them gaily dance about.
They love to play and shout
And never have any cares.
At six o'clock their mummies and daddies
Will take them home to bed
Because they're tired little teddy bears.***

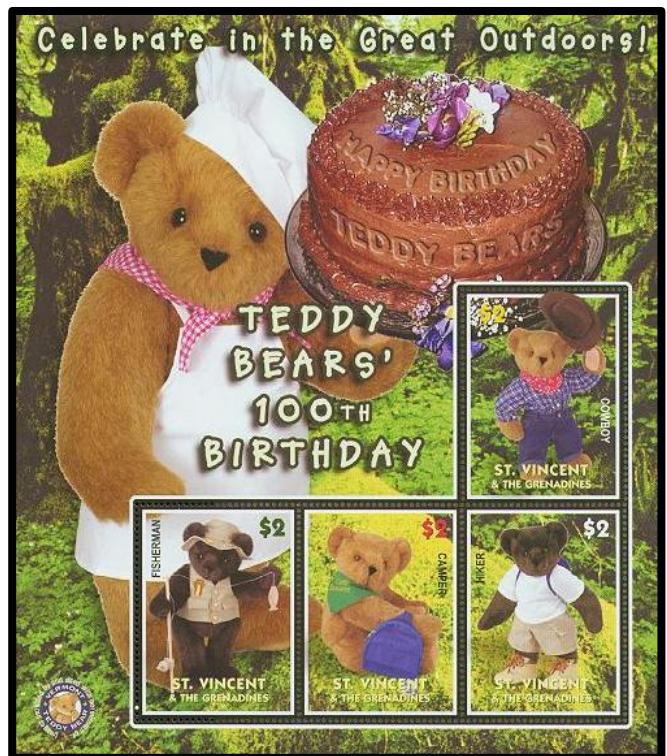
If you go out in the woods today,
You'd better not go alone.
It's lovely out in the woods today,
But safer to stay at home.

For every bear that ever there was
Will gather there for certain, because
Today's the day the teddy bears have their picnic.

Every teddy bear, that's been good
Is sure of a treat today.
There's lots of wonderful things to eat
And wonderful games to play.

Beneath the trees, where nobody sees
They'll hide and seek as long as they please.
Today's the day the teddy bears have their picnic.

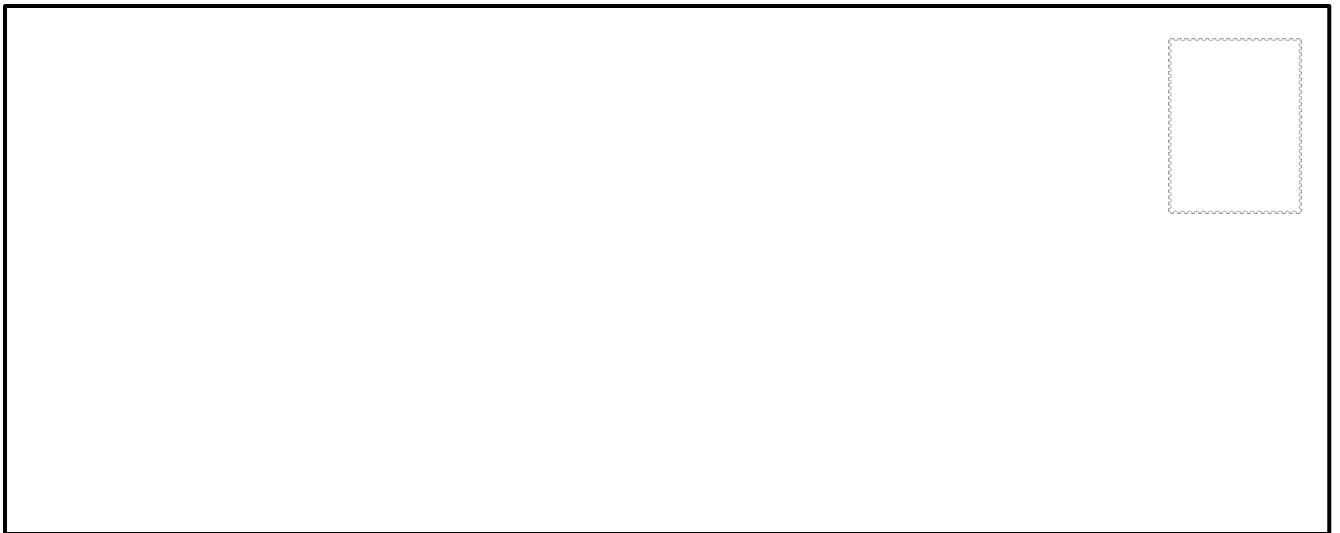
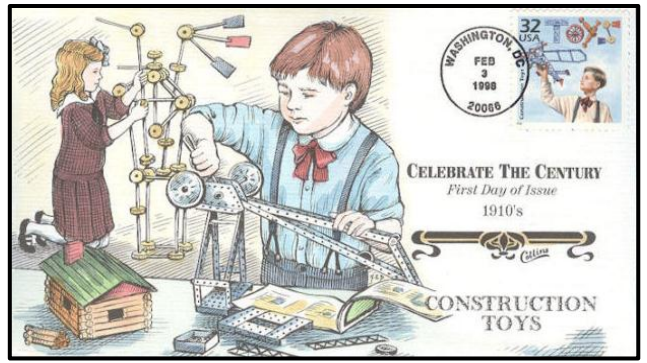
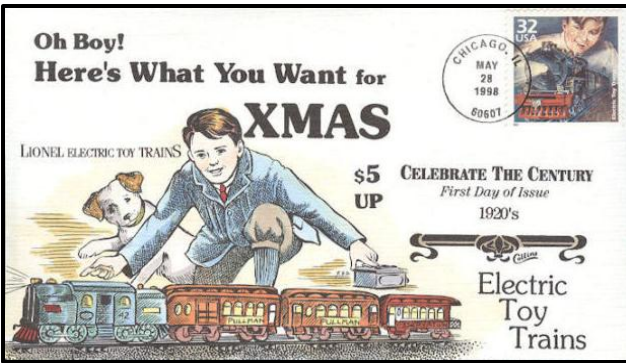
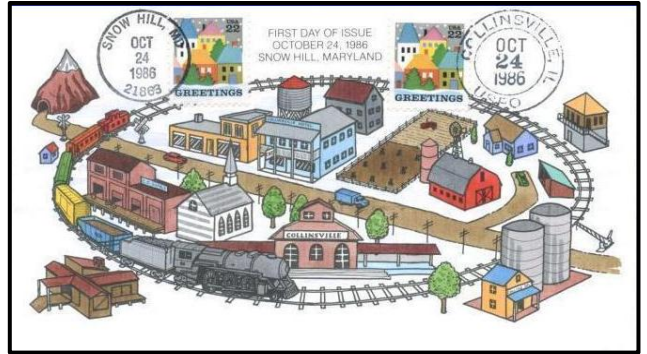
CHORUS



CHORUS

TOYS ON COVERS

Below are several covers with cachets (pictures) that show toys.
Use the blank cover to design your own toy cachet and stamp.



STAMP MEMORY GAME

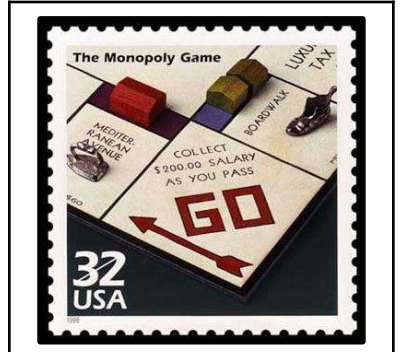
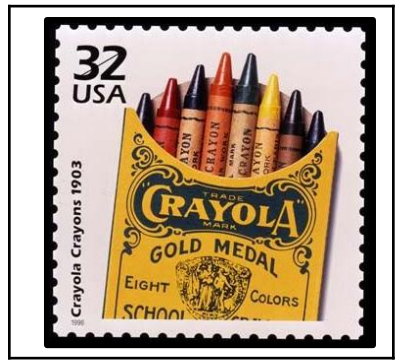
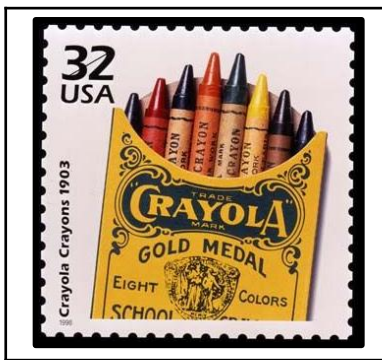
The object is to match more pairs of cards than the opposing player. Lay cards out in a grid face down. Players take turns flipping pairs of cards over. If the two cards match, the player scores one point, the two cards are removed from the game, and the player gets another turn. If they do not match, the cards are turned back over. When cards are turned back over, it is important to remember where they are for when the matching card is turned up later in the game. The player with the highest score after all cards have been matched wins. *(To make cards sturdier, print out on card stock.)*



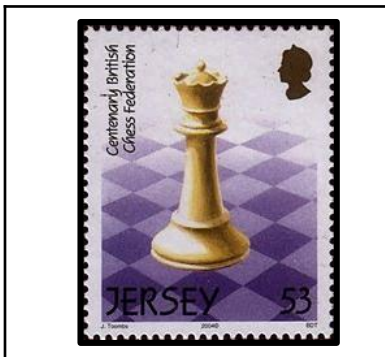
MEMORY GAME, CONT.



MEMORY GAME, CONT.



MEMORY GAME, CONT.



STAMP DOMINOES

Mix up dominoes and place them face down on the table. For a two player game, each player should draw 5 dominoes. For more players, draw 4 dominoes. The youngest player should go first by laying any domino on the table. The player to his left tries to lay a domino on the table with a stamp that matches what's been played. If he cannot go, he picks a domino from the pile thus ending his turn. Continue taking turns laying dominoes or picking from the pile until someone gets rid of all his dominoes. If no one can go, players should add up the numbers on their dominoes. The player with the lowest number is the winner. *To make cards sturdier, print on cardstock.*



STAMP DOMINOES, CONT.



STAMP DOMINOES, CONT.



Guess Who? Directions

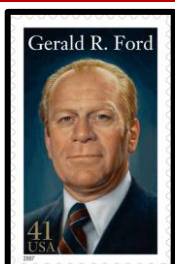
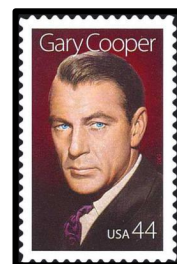
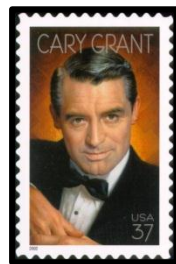
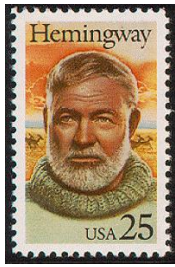
**Be the first person to guess the secret person
and you win the game!**

Before you begin playing, cut out the playing cards that have the dotted gray lines. You will also need something small to cover the stamps. Pennies, bingo chips, or checkers would all work.

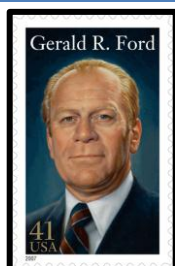
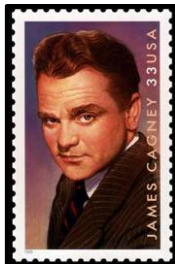
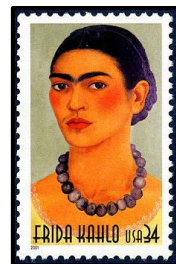
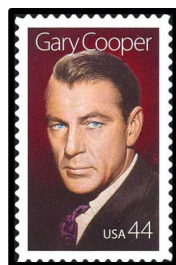
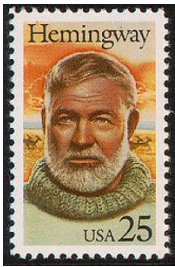
- Select a red or blue game board. Your opponent will use the other game board.
- Place the playing cards face down and each player draws a card. Don't let anyone see it! This will be the secret person that your opponent will try to guess.
- The younger person will start by asking a question that can be answered with a "yes" or "no" about their opponent's secret person. Questions should help eliminate some of the people on their board. For example, "Does your secret person have blue eyes?" or "Is your secret person wearing a tie?"
- Answer your opponent's question with just a "yes" or "no" and then your opponent will cover up the people who do not fit the answer. For example, if your opponent asks, "Does your secret person have long hair?" and you reply, "No," then your opponent will cover up all the people with long hair on his board.
- Use your turn to either ask a question or guess the secret person. Be sure to narrow your list before asking about a specific secret person. If you guess correctly, you win. If you guess the wrong person, you lose.



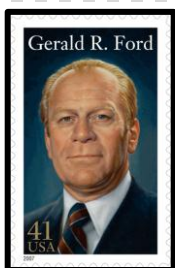
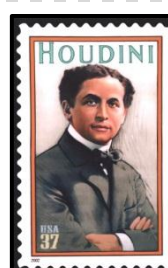
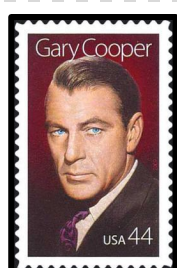
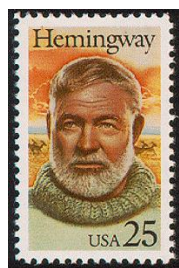
Guess Who?



Guess Who?



Guess Who? (Cut these cards apart.)





Toys