



IPA Special Awards: Play in the time of crisis

Spelen (in tijden van corona)

- Opvallende trend: de ruimte die kinderen innemen wordt steeds kleiner
 - In vergelijking met onze ouders en grootouders is onze real life leefwereld steeds kleiner geworden. Online is deze groter dan ooit.
- Focus van beleid uit: Urban cities met oog op kinderen
 - Kapitalisme zegt: wat wil ik nu?
 - We hebben nood aan: wat willen wij later? (= meer oog voor kinderen en groeien)
- Link kinderrechten en covid19
 - Spelen = een kinderrecht, hier moet meer bescherming voor komen
 - Speeltuintjes zouden als laatste moeten sluiten en als eerste weer open gaan

De IPA special awards.

Tijdens de coronacrisis stond het recht op spel in de hele wereld onder druk. Er was een duidelijke terugval in mogelijkheden voor kinderen om (buiten) te kunnen spelen. Heel wat organisaties pikten deze extra noden op en organiseerde enkele tegenbewegingen om kinderen toch terug aan het spelen te krijgen.

Hieronder vind je een overzicht van alle ingediende kandidaturen voor de awards.

Emergency Play Parcels | London Play (England)

- » **Emergency Play Parcels** – containing 52 unique games, ideas and props to kick start play for cooped-up kids – were distributed to 2,000 vulnerable children hardest hit by the Covid pandemic.
- » As lockdown struck, children who normally rely on London adventure playgrounds to fulfill their need to play suddenly found themselves stuck at home with their families. Adventure playgrounds are typically located in areas where families are living in challenging circumstances and often overcrowded homes without access to outside space, and many began operating as food banks during the lockdown. London Play partnered with these organisations to **distribute play parcels alongside food staples** to families in need.
- » At the heart of each parcel is **Play 52**, a **unique pack of playing cards**. Each beautifully rendered card features an original playful idea – designed to be played at home or remotely with friends and relatives - and to spark hours of imaginative play.



Play at Home | Toyi initiated and Parent powered (Turkey)

- Play at Home Campaign is a **collective solidarity movement** initiated by Toyi and parents in Turkey to overcome this crisis more easily with the unifying power of play, by speaking in play language, getting closer to each other in all homes, with all family members.
- The campaign that is designed, **supported and promoted by the parents** themselves provided a parents-powered Play at Home Guide including more than **100 play ideas** to improve play opportunities children at home during quarantine.

PARENT TO PARENT SUGGESTIONS

SALGIN GÜNLERİNDE BANA NE İYİ GELDİ?

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PLAY AT HOME GUIDE

1. Oyun oynama

2. Okuma

3. Çizim

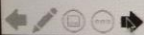
Play in a Box | Anthill Creations Foundation (India)

- » Bringing Play Home: With schools closed, it's more important than ever. As the nationwide lockdown was announced many activities for children came to a halt. Children from humble backgrounds found themselves lost without schools and a safe space that offered equal opportunities to them.
- » Play in a Box is an initiative for a child's holistic development while at play. It is a box full of possibilities and aspirations that gives them the resources to keep their curiosity and creativity alive without any dependencies on digital mediums.
- » Anthill Creations has been on a mission to bring 'Play' to every child's life for the last three years and this pandemic couldn't stop us from continuing our endeavors to create impact. We have **distributed the box to over 1000 children** and seen their faces light up, but the need is much larger. **Mission10k**, our crowdfunding initiative for 'Play in a Box' is just the beginning of the journey for reaching out to 10,000 children and leaving behind a positive impact in their lives amidst very difficult situations.



COVID-19 Home Play Box Project | Playright Children's Play Association (Hong Kong)

- » Play is important especially under the crisis of pandemics. Not only play itself, but the role of adults are important in terms of the quality of child-led play. Playright's COVID-19 Home Play Box Project has been serving the purpose from all-rounded approach. Initiated by the lockdown of schools and playgrounds, Playright intended to safeguard children's right to play by providing play resources to children and also empowering adults to take up the role as a playworker. Therefore, **Play Boxes with loose parts** were designed to distribute to kindergarten and primary students in deprived districts, children with special needs and sick children in the hospitals.
- » For **teachers, staff trainings, videos** were provided to empower them with the ability to extend the play box, to sustain the project within their communities and to promote play to the parents. For parents, leaflets and videos are provided with the concept of the playbox and practical tips for them to support children's play when they are at home.



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Güzel bir şey yapmaktan başka bir şey yapmıyorum. Çocuklarımın mutluluğu için her şeyi yapıyorum. Onların mutluluğu benim mutluluğumdur. Onların mutluluğu benim mutluluğumdur. Onların mutluluğu benim mutluluğumdur.

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PLAY AT HOME GUIDE

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Wee Inspirations | Starcatchers (Scotland)

- » Starcatchers Wee Inspirations are simple, low-stress, fun ideas for families with babies and young children to enjoy together at home. They provide inspiration to help families spend time being playful and creative together, particularly during stressful times.
- » Wee Inspirations were first shared online in March 2020, shortly after lockdown when many families were at home together with far less external support from services. It recognises **the crucial role that parents/carers play** in creating environments that support and nurture imaginative play.
- » In July 2020, with **support from the Scottish Government's Wellbeing Fund and the National Lottery Awards for All**, Starcatchers chose 20 of the most popular ideas and printed 20 Wee Inspiration Idea Cards, which formed part of a creative play pack that included a range of open-ended arts materials and other treasures to inspire imagination and new ideas. The aim was to extend reach, through project partners, to those families who may not have easy access to the internet.



#SparkthePlay | East Lothian Play Association (Scotland)

- » #SparkthePlay directly supported children's play at home and in the community. It also increased understanding that play opportunities must be an essential part of our response to crisis situations.
- » #SparkthePlay is an initiative of East Lothian Play Association (ELPA) in Scotland and is helping children to play through and beyond the crisis. It recognises that children may have experiences loss, trauma and anxiety but that play is an important way of coping.
- » Our little character, **Mica, a young puffin in our storybook**, has accompanied children through their experience of COVID and encourages play every day. ELPA hopes that by promoting children's right to play, there will be children who remember this as a time of happiness, warmth and security amidst the confusion and anxiety of COVID.



Apalam Chapalam | Leher (India)

- » Apalam Chapalam is a **performative storytelling channel** by Leher created by writers Aliya Khan and Mandovi Menon hosted on Youtube and Instagram aimed at bringing fun and recreation to children in lockdown living. It is a collaborative effort that has woven **60 NGOs, 40 storytellers, and 75 stories** in Hindi and regional languages together, crossed **200000+ views on social media channels**, and reached urban poor children aged 6-14 years living in low-income habitations for whom social distancing/isolation is a huge challenge.
- » This content is also for children who reside in residential care facilities both state-run and private, in urban areas. This initiative stepped in the lockdown to help children from urban, low-income families constrained by space in their homes and provide them with a means of recreation.



23

The Success in Each Child | Municipality of Cascais (Portugal)

- » From May 13 until June 23, during a state of emergency enacted, **students had at their disposal a local channel** "The Success in Each Child", complementary to distance learning, which operated on the Cascais Channel. Aimed for all, this channel particularly served children with special health needs, through the adaptation of some activities.
- » Each day of the week a video was released that included activities of cognitive, motor, artistic and exploration of the senses and meanings of emotions in children and young people. These programs were accompanied by a descriptive memory, which allowed families replicate them in the home environment.
- » **These Inclusive Playful Resources**, which were intended to be facilitators of learning resulted of a multidisciplinary work with schools, teachers, local partners, toy libraries, the Municipality and had the supervision of the Faculty of Psychology and Educational Sciences of the University of Oporto.



PlayKX (United Kingdom)

- » Building on pre-pandemic play provision in the 'real world', PlayKX developed innovative ways to support playfulness through lockdown. This included **Zoom play sessions, Instagram, YouTube and Medium content** to support parents and the wider community and profession through Streetplay resources and play "hack" kits.
- » PlayKX also played an active role in helping playworkers think through the new normal through presentations at international conferences and urban design events and training for museums.
- » The lockdown has forced (or enabled) PlayKX to take its innovative freeplay and play advocacy into whole new spaces and communities. From a prestigious urban development to play-deprived East End streets and into a **global virtual space**. Every aspect of our work has been designed as a double delivery serving children and empowering parents. We see this special award as a way to continue this 'play evangelism' or play literacy campaign.



Pre-COVID images of PlayKX in our indoor setting.



PlayKX in our outdoor setting and as the inspiration for a 'playground hack'.



Playful Schools: The Power of Loose Parts Play | Play Scotland and ScrapAntics CIC (Scotland)

- » The Playful Schools Project was a collaboration between Play Scotland and ScrapAntics CIC. It was a pilot project to explore the potential for Loose Parts Play to promote children's mental health and wellbeing in the context of Covid-19. The learning from the pilot project is now being applied across Scotland.
- » Alongside the **delivery of play sessions**, we conducted **research** to understand: a) the impact of Loose Parts Play on children's mental health and wellbeing; and, b) the potential barriers to provision of Loose Parts Play in the context of Covid-19.
- » Play Scotland also developed **The Playful Schools: Toolkit** for delivering Loose Parts Play in Covid-19 to support organisations across Scotland to plan and deliver Loose Parts Play in the context of Covid-19 restrictions. Loose Parts Play is hugely beneficial to children's mental health, and this is an effective way of enabling children's right to play on a daily basis.



Creative Learning Tools | Marini Widowati and team (Indonesia)

- » Creative Learning Tools project is a series of **tutorial videos on making your own Play Equipment or Games from recycled materials or easy to find items at home**. The project is aimed for parents or caretakers to make creative games for children 0 to 6 years old to play at home during this pandemic. **The videos can be accessed freely via YouTube.**
- » Creative Learning Tools aims to stimulate the children's fine motor skills, gross motor skills, language literacy, logic, and maths. The tools use local materials that are easily found. And for those in urban areas, the materials can be easily found in packaging
- » The Creative Learning Tools tutorial videos are simple and easy to follow, only one minute each, and freely accessible through social media and YouTube at <https://www.youtube.com/channel/UCpLGzdyD1pVZU-PHj8q16bg>.



Playgrounds: Increasing access to ECD education in refugee settlements | Play Action International (Uganda)

- » The “Keeping children safe in Uganda’s Covid-19 response” Report (2020), states that with schools closed, there has been a significant increase in child protection concerns. Including a rise in violence and abuse against children, increasing poverty and hunger, and more children forced into harmful practices such as child labour and child marriage.
- » Refugee Settlements in Uganda have a lack of Child Friendly Spaces, through PAI’s community-built playgrounds within refugee communities, **safe spaces have been created which allow children to be able to play without restrictions**, where they are safe, protected and have the opportunity to learn, develop and heal through play.
- » <https://playactioninternational.org/>



Geronimo at the Grove | Aberdeen City Council (Scotland)

- » Geronimo was devised and run by Creative Learning within Aberdeen City Council. **Geronimo offers sessions to maximize open ended play using creative approaches and encouraging risk taking.** This work is facilitated by artists and is for parents and their children (0-5 years) together.
- » These sessions are **strictly low resource, which removes barriers** and demonstrates to parents that really all that is required for playful, creative interaction is imagination. Geronimo is as much for the parents as the children in terms of embedding creative approaches into daily life, it builds parents' confidence in their own creative potential. Geronimo at the Grove took place in the summer holidays just as lockdown was lifted, reaching families most affected by lockdown.



Poipoia! Time to Play | Sport Canterbury's Healthy Families Ōtautahi Christchurch team and Healthy Active Learning team (New Zealand)

- » In Ōtautahi Christchurch, our tamariki (children) have grown up with significant challenges - from earthquakes and aftershocks, to terror attacks, Port Hills fires and the fallout from a global pandemic.
- » One group of Te Ara Koropiko West **Spreydon School** students has been training to be **PALs (Physical Activity Leaders)**, learning about the role of play in wellbeing and advocating for their peers. These students have co-designed, alongside our own team, a new project unveiled in August on the temporary school grounds called **Poipoia! Time to Play**.
- » This community-led initiative is based on the philosophy that play can build resilience and enhance wellbeing, supporting physical and emotional development. It relied on true community partnership, bringing together individuals and organisations with a vested interest in opportunities for our tamariki to keep moving, connected and inspired.



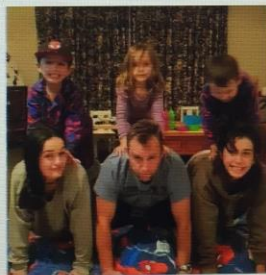
Let's Play Ireland | Department of Children and Youth Affairs (Ireland)

- » Let's Play Ireland is an online campaign to promote the importance of play and to provide play resources for families in response to the challenges presented for families in living through the early-stage restrictions of the COVID-19 emergency.
- » The campaign intended to provide a positive messages to parents about just allowing their children to play and supporting a positive environment for this. The development of the campaign was informed by best practice play organisations such as the International Play Association 'play in crisis' series.
- » The content drew on resources from organisations such as National Libraries of Ireland, Children's Books Ireland, arts and culture organisations, sports partnerships, Tusla and many other sources.



Auckland Council PSR Lockdown Response | Auckland Council (New Zealand)

- » Auckland Council's Parks, Sport, and Recreation ('PSR') team used Facebook and an online 'scavenger hunt' app called GooseChase to deliver a range of play activations during New Zealand's 2020 Covid lockdown.
- » The two initiatives – Backyard Wild Child and the #WeGotThisNZ Lockdown Challenge – encouraged families to be playful and active within the confines of significant lockdown restrictions, making use of the resources available in their homes and the natural world in their immediate neighbourhood. Through short videos and online 'missions' the initiatives suggested engaging ways to play that were accessible for all families.
- » As well as supporting parents to keep their children happy and entertained during the lockdown, the initiatives promoted nature play, incorporated key public health messages into play opportunities, and promote use of Te Reo Māori and a greater understanding of te ao Māori (the Māori world view).



CoronaPlay Initiative | Play Wales (Wales)

- » Play Wales is the national charity for play in Wales, UK. We campaign for a play-friendly Wales and champion every child's right to play. At the outset of the coronavirus pandemic, like children's organisations world-wide, Play Wales wanted to continue to help adults who support children's play during this challenging time. We wanted to help practitioners and parents make sure children have plenty of time, space and freedom to play.
- » In mid-March 2020, when Wales entered lockdown, we reviewed our workplan across our areas of work and determined to plan a supportive response to the pandemic and lockdown restrictions. Our work focused on:
 - The development and publication of a range of practical and supportive resources
 - Maintaining a strong social media presence-seven accounts across four social media platforms
 - Maintaining four current websites and communities; reframing content to focus on mitigating the negative consequences of the pandemic
 - Direct provision of resources to practitioners, children and parents.



Playful
Childhoods

Weaving A Safety Net By Ourselves | The Adventure Playground Network of Chiba Prefecture (Japan)

- » The Adventure Playground Network of Chiba (APNC) is a citizen-driven organisation, dedicated to support of adventure playground initiatives in Chiba prefecture, who opened adventure playgrounds to encourage play. For children who couldn't come to the location, APNC created 「IE PLAY (Play inside house)」 on a Youtube Channel.
- » APNC shared info in the network and stimulated local adventure playgrounds managers to take action. In Yotsukaido city case, citizens **took the risk to organize the adventure playground in the middle of a pandemic**, following the safety measures guidance issued by public office, despite the general restrictions.



Think Playgrounds | Think Playgrounds Social Enterprise (Vietnam)

- » Think playgrounds (TPG) is a social enterprise with the mission to promote the "Right to play" through collaboration with national and international organizations, local government and communities to renovate friendly public spaces, build playground and organize events for children living in cities
- » TPG, together with its partners and the community, have joined hands to create innovative, low-cost, child-friendly play models across Vietnam. With more than 30 playgrounds and playing events each year, TPG has brought opportunities for thousands of children in urban area to have a wonderful childhood and develop comprehensively.
- » During the Covid 19 pandemic, with major social changes, TPG continued to protect and promote the children's right to play with **small, flexible activities and increased active participation of local community**.

