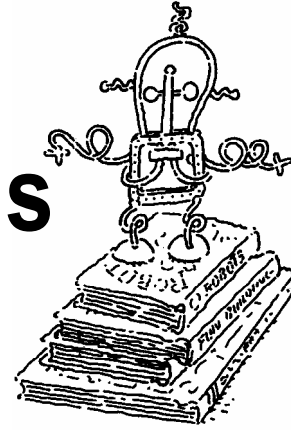


Toys and Play: 9 to 12 Year-Olds



In General

Children in this developmental range can differ greatly in abilities and interests. They may be interested in:

- Reading (specific kinds of books)
- Science (with some specific interest like chemistry or astronomy)
- Computers (some like to create their own programs)
- Hobbies and crafts (skill approaches adult level by age 12)
- More complex table games. Enjoys strategy and competition-can stick to rules and lose gracefully
- Building models
- Collections
- Formal training in arts (music, drama, drawing) or specific crafts (pottery, weaving, carpentry, sewing)
- Producing shows or plays
- Athletics and/or competitive sports
- Able to play and carry out activities on own
- Independent thinker, evaluates ideas and people
- Increasing ability to arrange, classify, generalize
- May enjoy hobbies, collections, scrapbooks
- Interest in stories, plays, acting, games like charades
- Interest in gadgets and inventions, computers
- Works cooperatively with others
- Interest in clubs, group activities
- Plays complex card and table games
- Enjoys competitive games, sports
- Growing interest in the world

Activities/Abilities

- Ready for athletic and team sports, riding (bicycling and horseback), skating, swimming, sailing, tennis, fishing, variety of ball games
- Enjoys pick-up sticks, marbles, jacks, darts, ring toss, tiddly-winks
- Can do complex models, jigsaw puzzles of 100-2,000 pieces
- May be interested in music, dance, art lessons

Active

Ride-on Toys

- 12-year olds not yet ready to handle motorized ride-ons that require consistent judgment about speed, safety, etc.

Outdoor/Gym Equipment

- Complex gym sets with rings, bars, swings, ropes, rope ladders, slides (may be too big for average-sized home sets)
- Complex climbing structures

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Outdoor/Gym Equipment, continued

- Jump ropes
- Weightlifting

Sports Equipment

- Baseball, basketball, football and soccer equipment, frisbee
- Roller and ice skates, roller blades, (have child wear helmet and other safety gear as needed)
- Ski, snow and hockey equipment (with adult supervision)
- Sleds with steering mechanisms, hand brakes (with adult supervision)
- Croquet sets, horseshoes
- Ping-pong sets, foosball, pool
- Badminton, tennis equipment
- Golf equipment
- Swimming and underwater equipment (with adult supervision)
- Skateboards (have child wear helmet; wrist, elbow and knee pads)
- Other outdoor activities: hiking, fishing, etc.

Manipulative

Construction Toys

- Large sets of blocks or bricks (at least 80-100 pieces)
- Construction sets with complex parts, and tiny nuts and screws
- Sets with motorized parts, complex gear systems
- Can copy or build models following instructions—prefers sets that produce realistic models

Puzzles

- Jigsaws—**age 8-10:** 100-500 pieces;
age 10+: 500-2,000 pieces
- Three-dimensional puzzles

Pattern-Making Toys

- Great increase in design skills in this developmental stage

- Design or pattern work in any medium (wood, plastic, paper, cardboard, cloth, tiles, beads)
- Kits to produce design products
- Design interest merges into arts and crafts interests

Manipulative Toys

- May enjoy producing or handling math models, mechanical, science models (body, stars, planets), simple physics models

Dressing, Lacing, Stringing Toys

- Stringing beads of any size or material

Sand and Water Play

- Can operate small, adult-sized boats with adult supervision (sailboats, rafts, canoes—have child wear life vest)
- Elaborate model boats, including gas-powered (with adult supervision)
- Remote-control boats

Make-Believe

Dolls

- Dolls become decorative pieces or hobbies
- Prefers lots of accessories
- Interest in careers (dolls with roles)
- May enjoy fashion/teenage dolls, costume dolls, collector dolls, doll house or miniature dolls, hairstyling dolls, dolls representing familiar characters, fantasy/action characters

Stuffed Toys

- Small collectible toys
- Large, floppy stuffed toys
- Very realistic toys
- Replicas of famous animals (may have particular love of horses, dogs, cats, bears, etc.)
- Unusual, unique stuffed toys

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Puppets

- Can manipulate puppet theater, curtains and scenery
- Interested in scripted puppet plays
- May enjoy hand puppets, puppets on rods, stringed marionettes

Role-Play Materials

- Dolls and role-play leads to sewing (for dolls), real cooking, dramatic games (characters, etc.), real dramatics (making up or performing plays)
- Dolls, dollhouses, toy soldiers, scale model toys may become hobbies
- May like real cooking and sewing equipment, make-up/disguise kits, props, adult clothes, and costumes for plays and dramatics

Play Scenes

- Elaborate doll houses (may become hobby)
- May be interested in collections/hobbies with toy soldiers, forts, robots

Transportation Toys

- Remote-control vehicles
- Electric trains, racing cars

11-12 years:

- Gas-powered toys (with adult supervision)

Creative

Musical Instruments/Arts

- Real instruments and lessons
- Formal dance lessons, gymnastics
- Songbooks and group singing

Art and Craft Materials

- May be interested in art lessons or classes
- Crayons, paints, markers, pencils, art chalks, pastels
- Variety of papers, sketchpads, art papers

- Very complex coloring/design books
- Stencils
- Clay (oil-based, self-hardening, pottery clay), plaster of Paris, papier-mâché
- Real sewing, knitting, embroidery, needlepoint, crocheting, weaving
- Jewelry-making (beads, enamels, shells)
- Printing
- Leather work and leather braiding; basket making
- Photography as art (real equipment)
- More complex woodworking; wood burning (with adult supervision)
- Kite making, puppet making

Audio-Visual Equipment

- CD or tape players to run by self
- Blank tapes to make own recordings
- Story and book CDs/tapes
- Individual preferences in music—popular, classical, folk, musical comedy, rock

Make Believe

Games

- Games requiring speed, dexterity, strategy, competition, concentration
- Labyrinth games, chess, card games, more complex math games, complex detection games, word/spelling games, quiz games, dominoes, checkers, Chinese checkers, bingo, marbles, Parcheesi, theme and strategy games

Specific Skill Development Toys

- Conceptual models: human body, physical world, stars, space
- Science kits: chemistry sets, science models, weather kits
- Microscopes, telescopes, field binoculars
- Protractors
- Clocks, watches, stopwatches

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Specific Skill Development Toys, continued

- Calculators
- More complex video games, target games
- Computers with creative programs like game-generating, word processing/typing, drawing/graphics; special-subject programs like spelling, vocabulary, grammar, chemical elements, economics, history, geography, ecology, political science, computer programming
- Hand-held electronic games

Books

- Great individual differences in amount, type of reading preferred
- Topics include childhood classics, myths/legends, biographies, poetry, mysteries, westerns, adventure, fantasy, science fiction, science, information books, anthologies, animals, sports, dictionaries (age-appropriate)
- Some prefer specific types of books or books by a specific author

Children play from the moment they're born. It's how they develop and practice the physical, intellectual and social skills they'll need in life.

Choosing toys doesn't need to be stressful once you know some basics about play and safety.

Safety

Toys should meet safety regulations for age:

- No electrical parts without adult supervision
- Use the right safety equipment when needed (helmets, life vests, knee pads, etc.)

Nothing can take the place of careful supervision.

For More Information

- Your health care provider
- Children's Resource Line:
(206) 987-2500 or 1-866-987-2500
toll-free Washington, Alaska, Montana, Idaho
- www.seattlechildrens.org

This handout has been reviewed by clinical staff at Children's Hospital. However, your child's needs are unique. Before you act or rely upon this information, please talk with your child's health care provider.

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