

Loan university toy library: an institutional cultural project

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This project describes the implementation, organization and development of an institutional loan toy library created in a Methodist University *campus*, to be used by its employees. Its goal discloses the importance of play and creativity to the formation of personal and social cultural identity. It has its core trainer and generator at the School of Psychology and intends to act as an adjunct to training of healthy emotional and cognitive processes of relational users, as well as promoting their social integration. It contains toys, games, plastic and scenic material and a small amount of books. It comprehends a total of 272 participants, among academic professors, administrative staff and employees of other services such as laboratory technicians, cleaning staff, security, etc. The games toys are borrowed for one week and can be taken home. The idea is to establish a pleasant link with the work, taking home something concrete that will also create conditions for a greater interaction with the family. This project is in its second year of implementation, and it was developed by twelve students of Psychology, annually, coordinated by a teacher. Initially, it mapped the social demographic profile of officials and characterized the various courses / programmes of the *campus*. In order to define the expectation, a questionnaire can be applied to the officials about their opinions and expectations on the organization of the toy library. Based on the data obtained, a detailed plan was made for its installation and operation. The collection was photographed, named and classified according to the ESAR model, developed by Denise Garon: “E” for the sensory-motor exercise toys and games, “S” for the symbolic play, “A” for the games of construction, and “R” for games of rules. In coding, after class ESAR was added the Dewey Decimal Classification (DDC), followed by the classification of the Table Cutter Sanborn and numbering of similar items. Example: “Dinosaurs” S/745.592/Dino586/2. Under the code, the card contains information on the amount of the collection, the manufacturer, the suggested age and a description of the game or toy. The cards are organized into catalogs. The rules of operation are well disclosed. The loan is made with the help of the programme Minibiblio. The interest in the toy library has been great. People of different sectors like to see and touch the play stuff, and many have emotional displays. On the first year, it was already possible to identify some issues, such as people opinions of the cleaning staff, who saw the loan with suspicion, as if it were a donation, because they have less purchasing power and feel diminished, or some participants express the risks to have their masculinity questioned by playing. These views show how play is still surrounded by historical-cultural prejudice. Once normalized the circulation of toys and games, another questionnaire will be applied, to follow up their opinion. This project is intended to be extended to other *campi* of the University.