

# WE Play!

A compilation of play  
organisations and enthusiasts



March  
2<sup>nd</sup> & 3<sup>rd</sup>  
Bengaluru





# INTERNATIONAL PLAY CONFERENCE 2018: PLAY AND HUMAN DEVELOPMENT

The International Play Conference 2018 creates a platform where play and human development can be explored and experienced through various panel discussions and interactive workshops. It seeks to promote contextually relevant research and practices on play. It further facilitates collaborations and networks of organisations working in the play and development space.

This is the Second International Conference which is being organised by Headstreams in collaboration with St. Joseph's College (Autonomous), Christ University, Smt. VHD Central Institute of Home Science and Gudgudee.

## About the Compilation

This document has been compiled by Headstreams on behalf of the International Play Conference, 2018. This is second edition of the 'We Play' document that captures the work and approach of different organisations and plays enthusiasts. The objective of putting together this compilation is to share the efforts of organisations and individuals who are bringing about social change through play in different ways.

Most of the work presented in this compilation has been in the Indian context. However, the compilation also brings to the fore a few examples of play initiatives in other countries. This compilation is not exhaustive and does not lay claim to have brought together the initiatives of every organisation that works in the play space. This brief compilation is just an initial effort in the direction to bring together the ideas and experiences of organisations working within this space and Headstreams will gradually add more content to the same.

This compilation would not have been possible without the inputs from the representatives of various organisations who agreed to invest their time and share information about the contribution of their organisation, programmes and initiatives. The questionnaire that was sent out to them has been included as an annexure.

This document has been prepared and published with the consent of people and organisations that have been mentioned in the compilation. We hope this brief compilation of information is both inspirational and useful to readers.

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<b>Organisation</b>	<b>AAROHI LIFE EDUCATION</b>
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<b>Geographical Reach</b>	Hosur in Tamil Nadu, India
<b>What is the core objective(s) &amp; area of work?</b>	Aarohi Life Education is an open learning community primarily for children. The learning space is managed by the Aarohi children, adults, parents and facilitators. Aarohi's learning philosophy is based on the following six beliefs: children are natural learners; each child is unique; education should focus on empowering children; children enjoy and learn better while 'doing' tasks; group learning has a positive effect on each individual learner and children can own and construct their own learning.
<b>How do you use play in your work?</b>	Aarohi welcomes rural and urban children of all ages to its campus. They provide a totally child driven and open learning experience to children. It anchors in providing alternative and deeply meaningful education which is absent in regular education. The campus creates various learning opportunities - via projects, land work and 'jobs' on campus. This can range from setting up computer systems at the campus (system admin), making a kitchen garden, solving a parking problem, constructing a new building or making a play ground or it can be as simple as repairing toilet flush or broken table. Projects can be one day, multi-days or multi-week activities depending on the child's own interest and learning needs.

<b>Organisation</b>	<b>ANTHILL CREATIONS</b>
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<b>Geographical Reach</b>	Asia
<b>What is the core objective(s) &amp; area of work?</b>	Anthill Creations aims to bring back play to all. The organisation builds low-cost and sustainable playscapes using contextual design and locally available scrap material like tyres, cable drums, oil drums, etc. a team of 5 architects from IIT Kharagpur and have impacted more than 12,000 children across 12 different cities/regions. These playgrounds are completely DIY and can be built in just 4 days with the help from community.
<b>How do you use play in your work?</b>	Play is disappearing at home, at school and in communities, particularly for the 23.6% of Indian population living in poverty. Children are missing out on the childhood they deserve. Play has an integral role to play in the holistic development of child. The vision of Anthill is to make play accessible to all by building low cost and sustainable playscapes.

<b>Organisation</b>	<b>APROCH</b>
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<b>Geographical Reach</b>	Ahmedabad
<b>What is the core objective(s) &amp; area of work?</b>	Started by students of the Riverside School, Ahmedabad, it was envisioned to create "a Child friendly city" - a city which accords safety to the child; where the child has freedom to explore, derive fun and joy, has ample opportunity and builds happy memories for a lifetime. aProCh, a community based initiative was born out of this need for change.
<b>How do you use play in your work?</b>	To fulfil the vision of aProCh, various initiatives were designed and implemented, including initiatives like Street Smart, Parents of the Park, Moving Experience, Gift a Skill, City on Cycles and City as my Landscape.

<b>Organisation</b>	<b>ART OF PLAY FOUNDATION</b>
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<b>Geographical Reach</b>	Delhi, Noida , Uttar Pradesh, Haryana, Assam, Rajasthan
<b>What is the core objective(s) &amp; area of work?</b>	Every child has a "Right to Play". The objective of the organisation is to make sports accessible to all the children in India. Through the programmes, the organisation works on social, emotional and physical skills improvement and the 21st century life skills on children.
<b>How do you use play in your work?</b>	Art of Play Foundation has 2 types of programmes - One is a direct intervention programme that it runs with children (80 hours sports education in 1 academic year) and the other is the teacher training programme through which it trains physical education teachers in government schools and other educational institutions.

<b>Organisation</b>	<b>ARTISTS STRIVING TO END POVERTY (ASTEP)</b>
<b>Contact</b>	<b>Name:</b> Lizzy Rainer <b>Add:</b> 165 West 46th Street, Suite 1303, NY 10036 New York, USA <b>Email:</b> <a href="mailto:lizzy@asteponline.org">lizzy@asteponline.org</a> <b>Tel:</b> +1 212 921 1227 <b>Website:</b> <a href="http://www.astep.org">www.astep.org</a>
<b>Geographical Reach</b>	Around the globe - United States of America, South Africa and India
<b>What is the core objective(s) &amp; area of work?</b>	The objective of the organisation is to connect art with underserved youth around the globe; to teach social and emotional skills to underserved youth; to supplement the existing community programming with arts education.
<b>How do you use play in your work?</b>	ASTEP works with youth affected by the caste system, systemic poverty, violence, gang activity, refugee and immigration status, HIV/AIDS, cognitive disabilities and cultural adjustments. By supplementing existing community programming with arts education, ASTEP teaching artists enhance the services available in these communities. ASTEP uses theatre, visual art, dance, music, film- making and culinary arts to introduce life skills and soft skills.

<b>Organisation</b>	<b>ARTREACH INDIA</b>
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<b>Geographical Reach</b>	Primarily Delhi NCR with occasional national projects
<b>What is the core objective(s) &amp; area of work?</b>	Artreach India's mission is to reach children, young people and women living in marginalised communities across India and transform their lives through Art. Artreach India works with contemporary and traditional Indian and international artists and partner with NGOs, schools, foundations and museums.
<b>How do you use play in your work?</b>	Through programmes led by art practitioners, Artreach encourages creativity, imagination, self-expression and skill development. Play with colours, forms, ideas, drawing etc. is an integral part of each workshop. We use creative play and fun to break barriers in interaction, thought and imagination. It is also a tool to connect participants from different backgrounds and bridge gaps by engaging them in an equalizing, enjoyable and play-oriented activity.

<b>Name</b>	<b>BELINDA REGO, EXPRESSIVE ARTS THERAPIST</b>
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<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	Expressive Arts Therapy combining Visual art, movement, writing, music, psychodrama, and other creative processes to bring about personal growth, healing, and wellness is the core objective. Belinda works with children and adults both individually and in groups.
<b>How do you use play in your work?</b>	As a therapist she believes the spirit of play as very crucial to the Expressive Arts Therapy process. It allows a person to engage with their own imagination, spontaneity and creativity, as a tool for self exploration and self-actualization. As a therapist, Belinda acknowledges that each person is individual and unique and it is her role to ensure that the therapeutic space that is held for this kind of play is kept sacred and safe.

<b>Organisation</b>	<b>CENTRE FOR EXPERIENTIAL EDUCATION</b>
<b>Contact</b>	<b>Name:</b> Madhu Sudan G <b>Add:</b> 41, 22nd Cross Govindaraj Nagar, Bengaluru 560040 Maharashtra, India <b>Email:</b> <a href="mailto:madhu@cee.org.in">madhu@cee.org.in</a> <b>Tel:</b> +91-9741374687 <b>Facebook:</b> @ceeorg
<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	The core area of the organisation's work includes experiential education & experiential learning space design.
<b>How do you use play in your work?</b>	Center for Experiential Education (CEE) is knowledge co-operative. CEE is formed to pave the way for the development and spread of experiential and outdoor education in India.

<b>Organisation</b>	<b>COMPASSIONATE CLOWNS</b>
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<b>Geographical Reach</b>	Mumbai, Gandhinagar, Vadodara, Indore, Karamsad, Hyderabad and Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	The vision of the organisation is to spread love and laughter with compassion. The organisation envisages having a team of clowns in each city of the country to be able to benefit children as well as people who join the team to clown with the compassionate clowns. Compassionate Clowns is a space where clowns from different facets of life come together to co-create and spread love and laughter with compassion. It is a unique initiative and involves medical clowning.
<b>How do you use play in your work?</b>	The clowns at Compassionate Clowns visit hospitals like Kidwai, St. Johns, HCG, Narayana Hrudayala in Bengaluru and other hospitals across India. They also go to care centers, schools, hospices, orphanages and NGOs. Hospital corridors come alive when the clowns make their way to the children's wards in hospitals. They apply make-up, paint their noses, sport smileys, numbers or alphabets on their Cheeks. Some sing, some dance and some juggle. Harish, who has dabbled in theatre, mimes and does tricks with toys. The clowns have a trademark "banana song".

<b>Organisation</b>	<b>COMMON THREADS PLAYWORK</b>
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<b>Geographical Reach</b>	International
<b>What is the core objective(s) &amp; area of work?</b>	Common Threads develops playwork practice around the world through playwork training, consultancy, publications and research.
<b>How do you use play in your work?</b>	Over the last 20 years, the organisation has trained, employed and supported 80 playwork trainers to deliver our 101 unique training courses across the UK and internationally. It has also developed 32 new resources to develop playwork practice, supporting new authors. Common Threads Playwork also supports charities working to support children's right to play in developing countries.

<b>Organisation</b>	<b>CREATE CATT</b>
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<b>Geographical Reach</b>	India (pilot in Kerala) Singapore, UK, South Africa, Phillipines, Malaysia, Indonesia
<b>What is the core objective(s) &amp; area of work?</b>	Promoting play for all children, in particular for children who are differently-abled and children at risk and building capacity in the adults who work with them
<b>How do you use play in your work?</b>	As a neuro- dramatic play and developmental play practitioner, in clinical work with children, play is my main tool, as an adult educator I train those who work with children in pre-verbal skills and how to use play in their work. As a social enterprise we advocate and seek to build capacity for the inclusion of play for all children currently in the regions listed above.

<b>Organisation</b>	<b>CREATIVE MOVEMENT THERAPY ASSOCIATION OF INDIA</b>
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<b>Geographical Reach</b>	Bengaluru, Delhi, Pune, Chennai, Mumbai
<b>What is the core objective(s) &amp; area of work?</b>	The core objective is to strengthen and promote Creative Movement Therapy / Therapeutic Dance in Education.
<b>How do you use play in your work?</b>	The organisation's movement activities are fun-filled and play oriented. They have developed many movement games that are playful, interactive and child-centric. They use play inspired activities to improve body coordination, group focus, self awareness, emotional expression and stress release in children and adults.

<b>Organisation</b>	<b>DOCTOR CLOWN INDIA</b>
<b>Contact</b>	<b>Name:</b> Sanjay Balsavar <b>Add:</b> # 8, Nandini Enclave, R. M. V. Extension, Kalpana Chavla Road, Bhoopasandra, Bengaluru 560094 Karnataka, India <b>Email:</b> <a href="mailto:giggles.clown@gmail.com">giggles.clown@gmail.com</a> <b>Tel:</b> +91-9844053758 <b>Website:</b> <a href="http://www.docteurclownindia.tripod.com">www.docteurclownindia.tripod.com</a>
<b>Geographical Reach</b>	India
<b>What is the core objective(s) &amp; area of work?</b>	The purpose of the organisation is to make children comfortable in hospitals, sustaining a cheerful environment through therapeutic clowning.
<b>How do you use play in your work?</b>	Clowns at Doctor Clown India do the rounds at various hospitals to provide free therapeutic clowning to sick children in the pediatric wards. The clowns work like a release valve to let out the pressures of such an environment. Even if they cannot erase the pain or cure the infection, they play the part of a happy distraction, a catalyst to enable a child to cope with the experience of hospitalisation. The organisation also holds workshops to train more volunteers to become clowns.

<b>Organisation</b>	<b>DR SONYA LORELLE, PROFESSOR AND PLAY THERAPIST</b>
<b>Contact</b>	<b>Name:</b> Dr Sonya Lorelle <b>Add:</b> 1 University Parkway , University Park, Chicago IL 60484 USA <b>Email:</b> <a href="mailto:slorelle@govst.edu">slorelle@govst.edu</a> <b>Tel:</b> 757-613-2168
<b>Geographical Reach</b>	USA, Bhutan and Thailand
<b>What is the core objective(s) &amp; area of work?</b>	Dr Sonya Lorelle teaches counselling at the Governor's State University in Chicago's Southland. She is a registered play therapist and national certified counsellor. Her areas of expertise include play therapy, effects of trauma on children, child development and qualitative methodology.
<b>How do you use play in your work?</b>	Dr. Sonya Lorelle has conducted several assessments, intakes, crisis intervention, parenting consultations and individual counseling sessions with children staying in homeless shelter. She provided monthly trainings to children's services staff on various topics such as ages and stages, positive discipline, promoting healthy development and effects of trauma on children. She also works with college students. Since 2011, she has been volunteering in Bhutan. For two of her visits to Bhutan, she worked at a psychiatric hospital as a volunteer counselor. She saw in-patient people who were hospitalised for issues around mental illness or for detox. She saw many adolescents and some parents who brought their children for issues around depression, anxiety around school, grief, or trauma. She used play therapy with these children. In the other two visits, she consulted with schools about their school counselling programme. She provided trainings to teachers, collaborated with ideas on how to start a school counselling programme and met with groups of students.



<b>Organisation</b>	<b>DR SWAROOP SAMPAT - RAWAL, EDUCATOR</b>
<b>Contact</b>	<b>Name:</b> Dr Swaroop Sampat – Rawal <b>Add:</b> 4th floor Subhadra, 6th NS Road, JVPD Scheme, Vile-Parle -W, Mumbai 400056 Maharashtra, India <b>Email:</b> <a href="mailto:dearswaroop@hgotmail.com">dearswaroop@hgotmail.com</a> <b>Tel:</b> +91- 9820404760 <b>Twitter:</b> @YoSwaroop
<b>Geographical Reach</b>	Maharashtra, Gujarat, Rajasthan, Delhi
<b>What is the core objective(s) &amp; area of work?</b>	Dr Rawal works in the area of Life Skills Education and Special Education.
<b>How do you use play in your work?</b>	Dr Rawal uses the concept of pretend play or make-believe play - the acting out of stories which involve multiple perspectives and the playful manipulation of ideas and emotions in her work. She perceives drama as a natural vehicle for active and experiential learning as it is an extension of the imaginative, pretend play of childhood. This makes drama a suitable approach for delivering a competent life skills curriculum. Moreover, she believes drama creates an opportunity for vicarious learning that is learning by observing others.

<b>Organisation</b>	<b>DR. NITHYA POORNIMA, CLINICAL PSYCHOLOGIST</b>
<b>Contact</b>	<b>Name:</b> Dr. Nithya Poornima <b>Add:</b> Department of Clinical Psychology, 3rd floor- Dr. M V Govindaswamy Building NIMHANS, Bengaluru 560029 Karnataka, India <b>Email:</b> <a href="mailto:nithya.s.poornima@gmail.com">nithya.s.poornima@gmail.com</a> <b>Tel:</b> +91-(80) 26995180/ 5675
<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	Dr. Nithya Poornima is a trained clinical psychologist. She has experience working with children and adolescents. Parenting, fostering emotional well-being and resilience, early childhood enrichment, play and creative expressive methods of intervention, yoga and mindfulness are some of her current areas of interest. Training of mental health professionals and self-care among mental health professionals are other areas of interest.
<b>How do you use play in your work?</b>	Dr. Nithya Poornima uses play in her clinical work with children and adolescents and to some extent in research. During her research, as a part of her MPhil, she used story stems as a tool to analyse quality of attachment between children and parents.

<b>Organisation</b>	<b>DRAMEBAAZ</b>
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<b>Geographical Reach</b>	Mumbai, Pune, Bengaluru, Chennai and Hyderabad
<b>What is the core objective(s) &amp; area of work?</b>	Dramebaaz is an initiative to build creativity and confidence in children through drama. Dramebaaz's vision is that children everywhere will be creative, confident and fearless agents of social change who will cease to be bystanders and start to drive the transformation of the world around them. The organisation's mission is to empower 1 lakh children with essential life skills by 2025.
<b>How do you use play in your work?</b>	Dramebaaz works with children in the age-group of 8-13, mostly from government and affordable private schools. Dramebaaz helps students who get violent and use unproductive and destructive ways to express their feelings. It uses theatre to help children to express themselves. Theatre makes students empathetic and non-violent in their behaviour. Dramebaaz works with partner networks that have presence in schools. They train teachers to use theatre in classrooms. They also provide multiple platforms to children to share their emotions, feelings and showcase their work.

<b>Organisation</b>	<b>EDUTECH INDIA</b>
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<b>Geographical Reach</b>	Pan India
<b>What is the core objective(s) &amp; area of work?</b>	Edutech India promote play based learning at schools catering to pre-school, elementary and middle school age-groups. The organisation implements learning programs based on LEGO Education's 4C (Connect-Construct-Contemplate-Continue) methodology to ensure learning outcomes through each play based lesson.
<b>How do you use play in your work?</b>	Edutech India conducts hands-on workshops for school principals/trustees/academicians on how to implement play based learning programs in schools. The organisation also works with school teachers to successfully implement such programs.

<b>Organisation</b>	<b>ERISHA SPEECH LANGUAGE INTERVENTIONS</b>
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<b>Geographical Reach</b>	Kerala
<b>What is the core objective(s) &amp; area of work?</b>	The center's vision is to provide the best possible intervention services to children with communication difficulties, eradicate the different misconceptions in society regarding needs for special children, provide better awareness to their parents and create a better society for them. The center provides play therapy and other evidence based methods of speech and language interventions including providing quality and advanced methods of speech language therapy services for children; spreading awareness among teachers and parents about different communication; providing training for parents with children who have social communication disorders or providing early intervention services in terms of communication through methods of play.
<b>How do you use play in your work?</b>	In the city, the center is one of its kinds that provide play based intervention services for speech language therapy for children with special needs. The center conducts workshops, provides individual therapy and creates a fun, play based environment for children. In individual sessions, each child spends around 45 minutes. Each child attends around 2 to 3 sessions a week. About 8 to 10 children are seen each day.

<b>Organisation</b>	<b>EXPERIFUN EDUCATIONAL SOLUTIONS PVT. LTD</b>
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<b>Geographical Reach</b>	Bengaluru, Madhya Pradesh, Odessa, Uttar Pradesh, Haryana, Gujarat, Karnataka, Rajasthan, Assam, etc.
<b>What is the core objective(s) &amp; area of work?</b>	The objective of the organisation includes providing an innovation based learning platform for science and computer education that will ensure interactive and exploratory learning in classrooms; bringing new technological capabilities to classrooms.
<b>How do you use play in your work?</b>	The organisation provides a platform for exploratory learning through Science Innovation Labs and Integrated Computer Curriculum. The lab Instills curiosity using science learning that shows children that there are multiple ways to problem solve and create unique solutions. The Integrated Computer Curriculum helps students take a journey on the Computer Express for an integrated learning experience through exploratory activities, board games and innovative lab sessions – all built around a train theme.

<b>Organisation</b>	<b>FUNDAMENTALS</b>
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<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	This organisation of play professionals believe that people should learn not because they have to, but because they love to. The process of picking up a new art or skill should be as rewarding as the final knowledge. Not everything that is learnt has to be for better career or future prospects. Some things are meant for fun (to learn) !
<b>How do you use play in your work?</b>	Fundamentals has much to offer-from infusing imagination into various courses to harnessing the power of technology, each of the offerings has been carefully planned and prepared to ensure that the student leaves every class not just wiser, but happier.

<b>Organisation</b>	<b>GAMES FOR CHANGE</b>
<b>Contact</b>	<b>Name:</b> Leandro Huerto <b>Add:</b> 20th floor, 205 E 42nd St, New York, NY 10017 <b>Tel:</b> 3234230599 <b>Email:</b> <a href="mailto:leandro@gamesforchange.org">leandro@gamesforchange.org</a> <b>Website:</b> <a href="http://www.gamesforchange.org">www.gamesforchange.org</a>
<b>Geographical Reach</b>	Global
<b>What is the core objective(s) &amp; area of work?</b>	Founded in 2004, Games for Change empowers game creators and social innovators to drive real-world change using digital games and technology that help people to learn, improve their communities and contribute to make the world a better place.
<b>How do you use play in your work?</b>	Play is in the DNA of Games for Change. We inspire youth to explore civic issues and learn 21st-century and STEM skills through our 'Student Challenge' and train educators to run game design classes on social impact games. We incubate projects through our game design challenges and executive production expertise in coalition building. We also host a Talk & Play event as part of the XR for Change Initiative, which allows a broad audience to interact with new media and immersive technology to become aware of social issues.

<b>Organisation</b>	<b>GUDGUDEE</b>
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<b>Geographical Reach</b>	Across India - Lucknow, Mumbai, Rajkot, Chandigarh, Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	Gudgudee is a design studio started by Aditi Agrawal and Anjali Menon, furniture design graduates from the National Institute of Design (NID), Ahmedabad, with the vision of creating inclusive outdoor play spaces where children of all abilities can play, learn and grow together.
<b>How do you use play in your work?</b>	At Gudgudee they work in collaboration with child experts, special educators and occupational therapists to come up with play ideas for children that go beyond the conventional swings and slides. The play spaces they create are inclusive, sensory, and interactive and tailor made after understanding the needs of the children and space available. The first pilot playground they built for Blind People's Association in Ahmedabad went on to win the Concept Design award.

<b>Organisation</b>	<b>HEADSTREAMS</b>
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<b>Geographical Reach</b>	Karnataka ( Bengaluru, Hosakote, Kolar)
<b>What is the core objective(s) &amp; area of work?</b>	Headstreams is a non-profit organisation working on enhancing human development through play. It focuses on improving the lives of marginalised and under-served communities by providing opportunities for children and youth to explore, experiment, experience and enhance their capabilities.
<b>How do you use play in your work?</b>	The programmes of Headstreams include working with students on improving learning outcomes through play, creating free play spaces within communities and institutions and training play facilitators. Headstreams has been recognised as one of the leading pioneers in re-imagining learning through play.

<b>Organisation</b>	<b>HONEY BEES NATURE CLUB</b>
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<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	The objective is to help people, connect, understand and appreciate the natural world and their role in the environment.
<b>How do you use play in your work?</b>	The organisation provides opportunities for adults to play freely, along with their children in an unstructured environment. Unstructured and unguided play is becoming harder and harder for children to participate in as cities are growing, lifestyles are becoming more hectic and natural green spaces are disappearing around us.

<b>Organisation</b>	<b>JUST FOR KICKS</b>
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<b>Geographical Reach</b>	India
<b>What is the core objective(s) &amp; area of work?</b>	With the motto of “Everyone Plays”, Just For Kicks intervenes in low-income public and private schools to support children to succeed socially and professionally while leading healthier lives through its motor skills and football program.
<b>How do you use play in your work?</b>	It works with Indian schools that cater to underprivileged children enrolled in government schools, low-cost private schools and public-private partnership schools. Just For Kicks provide football training to both boys and girls from age 7-16 years, through an ongoing collaboration with their schools. Through proven and time-tested football trials for various age categories, the organisation selects children for the program from each of the partner schools. Trained and certified coaches conduct rigorous football training sessions twice a week, for a period of 6-7 months. The organisation has also created a platform to conduct inter-school football league providing equal opportunity to all children.

<b>Organisation</b>	<b>KATHALAYA TRUST</b>
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<b>Geographical Reach</b>	India
<b>What is the core objective(s) &amp; area of work?</b>	Making a positive social change in society using storytelling as a tool of culture and learning is the vision of Kathalaya.
<b>How do you use play in your work?</b>	Kathalaya offers an alternative to the counter intuitive learning systems. For almost fifteen years, Kathalaya has worked with teachers, NGOs and parents to spread the art of storytelling and use it to make an impact on society. Kathalaya organises story-telling sessions, workshops, and training sessions in urban and rural settings, teaching corporates, parents, teachers and NGOs on the skills of telling engaging and effective stories.

<b>Organisation</b>	<b>KAVADE &amp; KAVADE ATTIC</b>
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<b>Geographical Reach</b>	India and few places in USA
<b>What is the core objective(s) &amp; area of work?</b>	Kavade is an endeavour to revive traditional games - board games that are on the brink of extinction.
<b>How do you use play in your work?</b>	Housing a galore of Indian and international games, Kavade is a one-of-a kind store in Bengaluru that brings families and generations together, over simple pastime pleasures. It works with artisans and self-help groups across the country, to bring together pieces and portions of nostalgia. Kavade organises workshops and board gaming sessions for various groups – schools, institutes, offices and communities. The workshops bring with it, a lot of fun and laughter, throwing light on the history, geography and importance of the games in the time they come from.

<b>Organisation</b>	<b>KILIKILI</b>
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<b>Geographical Reach</b>	Bangalore, Mumbai, Nagpur, Mangalore and Madurai
<b>What is the core objective(s) &amp; area of work?</b>	Kilikili's objective is to create inclusive play spaces where children with and without disabilities can play together. Also, to lobby and advocate for the same with government agencies.
<b>How do you use play in your work?</b>	The organisation has published a Manual – Breaking Barriers Through Play, Policy Guidelines and Technical Manual for making play spaces inclusive. This manual is used as an advocacy tool with both government and civil society agencies to build a movement for inclusive play.

<b>Organisation</b>	<b>LIFE AND DANCE</b>
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<b>Geographical Reach</b>	Pune
<b>What is the core objective(s) &amp; area of work?</b>	Life And Dance, provides dance therapy based solutions to people from all walks of life. Ever since the organisation was set up, it caters to children including children with special needs, NGOs, schools, women's groups, senior citizens and community at large. It has therapeutic values. As an organisation, it aims at spreading dance therapy education and services across the country.
<b>How do you use play in your work?</b>	Life and Dance, opens up the opportunity for people to experience freedom in dance and freedom through dance. They work with schools where they advocate to change the education curriculum to movement based programme. The children of these schools have different kinds of learning disabilities. Dance therapy has hugely benefited these children with special needs. Life And Dance also works with not-for-profits, children from mainstream schools, kindergartens, pre-natal mothers, women, business groups, senior citizens and artists.



<b>Organisation</b>	<b>LIFE-LAB</b>
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<b>Geographical Reach</b>	Pune
<b>What is the core objective(s) &amp; area of work?</b>	Life-Lab provides a self-sustainable experiential learning for students who are otherwise restricted within the boundaries of textbook learnings. Life-Lab provides a holistic experience, enabling comprehensive-cognitive, creative, physical, emotional and social growth.
<b>How do you use play in your work?</b>	The organisation currently works with 105 schools across India comprising more than 40,000 students. They make learning fun, easy, and handy. In Life-Lab, simple products are innovated that spark creativity and problem-solving skills in children and devise effective pedagogical processes that enable teachers to enhance their own knowledge, skills and mind-sets to facilitate holistic learning.

<b>Organisation</b>	<b>LIVABLE CITY PROGRAMME, EVANGELICAL SOCIAL ACTION FORUM (ESAF)</b>
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<b>Geographical Reach</b>	Kerala (Cochin, Malappuram, Kozhikodu and Thiruvananthapuram Thrissur), Bengaluru, Nagpur
<b>What is the core objective(s) &amp; area of work?</b>	ESAF envisions “happy and healthy children and families in every neighbourhood who have safe streets, free access to parks, playgrounds, open space and fun places to play around”.
<b>How do you use play in your work?</b>	ESAF works with the respective state government and elected officials to design and develop inclusive play spaces that can be accessible and used by differently-able children. These parks are mapped and linked with the special schools in the neighbourhoods so that they can be used by these children on a day to day basis apart from the community. The organisation conducts park program, mapping and quality assessment and disseminates the information with various stakeholders including government officials, potential partners and communities.

<b>Organisation</b>	<b>MARUDAM FARM SCHOOL</b>
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<b>Geographical Reach</b>	Thiruvannamalai, Tamil Nadu
<b>What is the core objective(s) &amp; area of work?</b>	Every child has a natural urge to learn. Hence the school's endeavour is to keep this learning alive and flow with the children's questions and thirst for knowledge. Teachers are facilitators who bring in new areas particularly ones they are passionate about.
<b>How do you use play in your work?</b>	<p>Working with hands is an important aspect of learning in Marudam Farm School.</p> <p>Ensuring that classroom learning isn't cut off from real life learning, children learn gardening, pottery, craft etc. While learning different subjects, their life and surroundings are included in the curriculum. So, history and geography will mean studying local history and geography first. Similarly children study about plants by observing them.</p>

<b>Organisation</b>	<b>MAYA PROJECT, TEACH FOR INDIA</b>
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<b>Geographical Reach</b>	Mumbai, Pune, Chennai, Delhi, Hyderabad, Ahmedabad and Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	The project aims at promoting integrated education for low income students which combines exposure and access, values and mindsets, and academic achievement; helping children to become more self-aware, who are able to discover and leverage their values and strengths and developing student leaders, empowering students to play an important role in improving the world around them.
<b>How do you use play in your work?</b>	The objectives are achieved mainly through two programs named Maya Musical and Maya 2.0. Maya Musical started as a journey of exploring student leadership in 2013. The Maya children travelled across the country, performed at conferences and public spaces, practiced their values through acts of kindness and worked on a student-led project to spread happiness through the arts. After the Musical, Maya 2.0 was launched, taking learning from the Maya Musical and spreading it to more children. Today, six cities have groups of Maya children experimenting with the Maya practices, each adapting and building on the original Maya journey.

<b>Organisation</b>	<b>MIND AURAA UNICORNO SERVICES</b>
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<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	The main motto of the organisation is to promote psychological well-being of individuals, assisting them in dealing with challenges in life.
<b>How do you use play in your work?</b>	Objectives are being attained by entering various sectors & providing wide variety of services, including workshops and trainings in order to build resilience in the individuals. Services are customised to cater to the target population of Institutions, organisations and society in large

<b>Organisation</b>	<b>MUSKAAN, THE CHILD AND ADOLESCENT GUIDANCE CENTRE OF TATA INSTITUTE OF SOCIAL SCIENCES</b>
<b>Contact</b>	<b>Names:</b> Prof. Shubhada Maitra, Gayathri K.R., Rakhi Howal Dr ML Dhawale Homeopathic OPD, BMC'S Mother and Child Care Centre, Harishankar Joshi Marg, Dahisar East, Mumbai 400068 Maharashtra, India <b>Email:</b> <a href="mailto:shubhada@tiss.edu">shubhada@tiss.edu</a> , <a href="mailto:gayathrikr9@gmail.com">gayathrikr9@gmail.com</a> , <a href="mailto:rakhishowal@gmail.com">rakhishowal@gmail.com</a> <b>Tel:</b> +91- (22) 28485039 <b>Website:</b> <a href="http://www.tiss.edu">www.tiss.edu</a>
<b>Geographical Reach</b>	Mumbai
<b>What is the core objective(s) &amp; area of work?</b>	Muskaan aims at provide clinical, preventive and promote Child and Adolescent Mental Health (CAMH) services, creating awareness about child and adolescent mental health issues and undertaking research in the area of CAMH.
<b>How do you use play in your work?</b>	Muskaan provides clinical and outreach interventions with children and adolescents using play and other experiential methodologies. It works with Schools, Family Courts, Aanganwadis, Communities and the Clinic. We also engage in research and conduct awareness/ sensitization workshops with stakeholders.

<b>Organisation</b>	<b>NATIONAL ASSOCIATION FOR PLAY THERAPY INDIA</b>
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<b>Geographical Reach</b>	Bengaluru, Chennai, Cochin, Trivandrum, Mumbai, Pune, Delhi and Kolkata.
<b>What is the core objective(s) &amp; area of work?</b>	National Association for Play Therapy India is a registered charitable Trust providing play therapy services, training and research.
<b>How do you use play in your work?</b>	The organisation began its work by providing play therapy services to schools and NGOs throughout Bengaluru. It is now able to support more than 12 projects throughout the city reaching out to more than 200 children per week. It also supports community projects and parental empowerment programmes throughout India. National Association for Play Therapy India works with wide range of client groups including children with special needs (inc. Autism, Cerebral Palsy, Down Syndrome, GDD, ADHD); children who have been abused or abandoned (works in several children's homes); HIV affected children; children with social, emotional and/or behavioral issues and children in under-privileged communities.

<b>Organisation</b>	<b>PARIVARTHAN COUNSELLING, TRAINING AND RESEARCH CENTRE</b>
<b>Contact</b>	<b>Name:</b> Malini Sridhar <b>Add:</b> 3310, 1st Floor, 8th Cross, 13th Main, HAL 2nd Stage, Bengaluru 560008 Karnataka, India <b>Email:</b> <a href="mailto:parivarthanblr@gmail.com">parivarthanblr@gmail.com</a> <b>Tel:</b> +91-80-25273462, +91-80-25298686 <b>Website:</b> <a href="http://www.parivarthan.org">www.parivarthan.org</a>
<b>Geographical Reach</b>	Counselling services in Bengaluru and training workshops in India and abroad
<b>What is the core objective(s) &amp; area of work?</b>	Providing counselling services for all populations by trained, professional counsellors and training and research in the area of counselling skills and life Skills is the primary objective of the organisation. They provide services in the domains including Counselling, Training, Workshops & Conferences, Research and Consultancy
<b>How do you use play in your work?</b>	Play is used usually in counselling sessions with children and sometimes in the adult counselling sessions as well. As children's experiences and knowledge are often communicated through play, play therapy generally provides a way for children to express their experiences and feelings through a natural, self-guided, self-healing process. Play therapy helps children deal with anxiety, depression, grief or anger. It's a safe yet playful space where they can learn to communicate better, change their behaviour, develop problem-solving skills, and relate to others in positive ways.

<b>Organisation</b>	<b>PLAYGROUND IDEAS</b>
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<b>Geographical Reach</b>	Global
<b>What is the core objective(s) &amp; area of work?</b>	Playground Ideas is a Melbourne based non-profit that allows anyone, anywhere to create play spaces for children, using locally sourced, low cost and recycled materials.
<b>How do you use play in your work?</b>	Playground Ideas' resources include manuals on planning, designing, building, safety, loose parts play and much more. To date, Playground Ideas has supported communities in 143 countries to build over 692 playground projects, impacting over 1 million children.

<b>Organisation</b>	<b>PLAYSPACE</b>
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<b>Geographical Reach</b>	Across India
<b>What is the core objective(s) &amp; area of work?</b>	Creating transformation and deepening personal and interpersonal awareness through play and drama is the core objective.
<b>How do you use play in your work?</b>	Playspace works with adults and young adults to explore and expand creativity, spontaneity, innovative thinking, collaboration and becoming change agile.

<b>Organisation</b>	<b>POP-UP ADVENTURE PLAY</b>
<b>Contact</b>	<b>Name:</b> Suzanna Law <b>Add:</b> Manchester UK <b>Website:</b> <a href="http://www.popupadventureplay.org">www.popupadventureplay.org</a>
<b>Geographical Reach</b>	Worldwide
<b>What is the core objective(s) &amp; area of work?</b>	To support communities of play advocating adults to encourage child-directed play. Our mission is to support childrens' play. The organisation does this by applying principles of the UK-based field of play work for schools, neighbourhoods, museums, parks, and anywhere else that children can be found. The organisation believes that children have the right to play as they please, and that a place that supports children's' play benefits everyone.
<b>How do you use play in your work?</b>	It is an organisation of play workers who work to promote the right to play for every child. Pop-Up Adventure Play threads the professional field of play work throughout its work, and advocates for play, every day, for everyone. The organisation provides a range of services to help professional groups, community organisations and public institutions improve the opportunities they provide for play.

<b>Organisation</b>	<b>PROJECT DEFY</b>
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<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	Project "DEFY" (Design Education For Yourself) is a Section 8 not-for profit private company in the Education sector. The organisation began in a small room, with a few laptops and internet connection, having the local children come and play games. The vision of Project DEFY is to provide an opportunity for a self-designed education for all, which is accessible, equitable and localized. In line with its vision, the organisation reclaims the meaning of education, de-constructs the factory-model of learning, thereby help communities create their own schools, called Nooks.
<b>How do you use play in your work?</b>	Project DEFY works with rural and semi-urban dwellers of age group 7 years and up. At a Nook, participants are introduced to the internet as a book of interesting projects that can be found on different websites such as Instructables, Makezine, etc., incrementally increasing the number of choices one is presented with, until finally everyone is free and open on the Internet, among millions of choices and capable of making these choices without getting lost. Project DEFY helps organisations/ groups to set up their own Nook in their community through community participation. Community members are trained so they can initiate the Nook and manage their own Nooks.

<b>Organisation</b>	<b>PROJECT KHEL</b>
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<b>Geographical Reach</b>	Lucknow for play based programs and workshops are conducted across India
<b>What is the core objective(s) &amp; area of work?</b>	The main objective is to use the power of play to take education beyond the classroom, impart 21st century life skills among underprivileged adolescents and to build awareness amongst children, youth and adults on crucial issues. The organisation aims at building empowered agents of change within communities.
<b>How do you use play in your work?</b>	Currently Project KHEL has 5 programs in line with its objective including Made in Maidaan, Red Spot, Ab BAS!, Teen Talks, JustKHELO and KHELshaala. All the programs look at engaging individuals and groups through interactive means, helping them reflect on their actions, encouraging them to make better informed decisions and adopting a better behaviour, leading to transformation among individuals and eventually transformation of communities.

<b>Organisation</b>	<b>QUEST ALLIANCE</b>
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<b>Geographical Reach</b>	India
<b>What is the core objective(s) &amp; area of work?</b>	Enhancing the quality and relevance of secondary education and work, transition of disadvantaged youth through knowledge creation, innovative action and supporting multi-disciplinary collaborations is the organisation's mission.
<b>How do you use play in your work?</b>	Quest designs scalable and replicable solutions across 3 programs. 'Anandshala' works at turning schools into learning spaces full of joy, 'MyQuest' focuses on skills and career development for the youth, along with improving facilitation skills for trainers using a blended learning approach and 'MasterCoach' is a trainer certification program that combines the power of 'learning by doing' offering an anytime, anywhere learning for trainers, teachers and educators in India.

<b>Organisation</b>	<b>SUTRADHAR</b>
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<b>Geographical Reach</b>	Primarily Karnataka
<b>What is the core objective(s) &amp; area of work?</b>	Sutradhar is an early childhood resource centre working since 1995. The organisation's aim is to make learning a more lively and meaningful experience for young children.
<b>How do you use play in your work?</b>	Sutradhar's belief system has been that children learn best through playful, exploratory and experiential ways. Play enhances their cognitive, linguistic, social-emotional skills, and self-esteem. Sutradhar has made inroads in providing play materials to children in anganwadis and government schools. Over the last 23 years, it has also trained teachers and special educators in using playful learning methodologies, including the use of toys, games, art, stories, recreational math, music, drama and puppetry in education.

<b>Organisation</b>	<b>SNEHADHARA FOUNDATION</b>
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<b>Geographical Reach</b>	Across the country
<b>What is the core objective(s) &amp; area of work?</b>	Snehadhara Foundation aims to create inclusionary spaces that welcome, acknowledge, affirm and celebrate the value of all learners. It is the only organisation in the country that works using Arts Based Therapy as a primary methodology in working with children and adults with disabilities. They have crafted three initiatives in pursuit of this goal: Direct Care, Impart and Prajnadhara. The ambit of Snehadhara's mission encompasses working with children across disabilities and across age groups using the Arts (Direct Care); co-creation of empathetic learning spaces in schools, colleges, corporates and the community (Impart); as well as certification for Arts Based Therapy to construct a facilitation model for learning and inclusion (Prajnadhara).
<b>How do you use play in your work?</b>	Multi-arts forms that include visual arts, rhythm and voice, theatre, movement and play, form the basis of learning and provide the therapeutic framework in Snehadhara's work with special populations, educators, practitioners and caregivers. Multi-arts and play is a non-threatening tool that helps one to access the relationship to oneself, to another and the environment that is co-created. This allows the organisation to meet the children where they are and begin work from there.

<b>Organisation</b>	<b>STORYWALLAHS</b>
<b>Contact</b>	<b>Name:</b> Ameen Haque <b>Add:</b> 77, Purva Parkridge, Garudachar Palya, Mahadevapura, Bengaluru 560048 Karnataka, India Email: <a href="mailto:hello@storywallahs.com">hello@storywallahs.com</a> Tel: +91-9845536114 Website: <a href="http://www.storywallahs.com">www.storywallahs.com</a>
<b>Geographical Reach</b>	Pan- India and abroad
<b>What is the core objective(s) &amp; area of work?</b>	The organisation wants to spread the magic of stories and help everyone discover and leverage the power of stories in personal and professional lives. It believes stories are highly underutilised in business and education and the aim of the organisation is to bridge this gap.
<b>How do you use play in your work?</b>	Storywallahs conduct storytelling sessions for children at cultural/learning spaces/schools and workshops for adults/educators/professionals in the Art of Storytelling and Business Storytelling. These workshops equip the audience with storytelling tools, techniques and train them to be a storyteller in their fields of expertise.



<b>Organisation</b>	<b>STORYWEAVER, PRATHAM BOOKS</b>
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<b>Geographical Reach</b>	Pan India
<b>What is the core objective(s) &amp; area of work?</b>	Story Weaver is an open source digital repository of multilingual stories for children. It invites both, the weaver of stories and the reader to connect and share the fascinating world of words and illustrations.
<b>How do you use play in your work?</b>	Pratham Books has made its stories available for free on their digital platform, Story Weaver. There are over 6900+ stories available in 104 languages. Users can read, download create, translate and re-adapt the content on the platform to suit the children's needs. The stories can be read on computers, tablets or mobile phones, projected in classrooms or they can be printed and used. Apart from being able to read the stories, users can create new stories using the image bank of over 8900 illustrations or adapt a story to make it suitable for the children they work with.

<b>Organisation</b>	<b>SURABHI KHANNA DESIGN STUDIO</b>
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<b>Geographical Reach</b>	All over India
<b>What is the core objective(s) &amp; area of work?</b>	Design Education, Play, toy and game design, design thinking, product design
<b>How do you use play in your work?</b>	Prof. Sudarshan Khanna is a pioneer in introducing Play Design in India through his lifetime research and work in toy heritage at National Institute of Design. He was Principal Designer, Chairman of Education & Research and Head of Toy Innovation Centre at the National Institute of Design (NID), Ahmedabad, India. An internationally acclaimed designer and educator, he has helped establish several new courses and programs, including the Post Graduate Program in Toy & Game Design. Sudarshan Khanna is the past president of ITRA (International Toy Research Association) and founder Chairperson of "Toys for Tomorrow"- vision-action international forum. Sudarshan Khanna is a pioneer in the research of interesting facets of indigenous toys and crafts communities all over India.

<b>Organisation</b>	<b>THE PROMISE FOUNDATION</b>
<b>Contact</b>	<b>Name:</b> Dr. Gideon Arulmani <b>Address:</b> 231 Cozy Home Layout, Sompur Gate, Sarjapura, Bengaluru 562125 Karnataka, India <b>Email:</b> <a href="mailto:promise@vsnl.com">promise@vsnl.com</a> <b>Tel:</b> +91-9632767657, +91-(80) 27823524 <b>Websites:</b> <a href="http://www.thepromisefoundation.org">www.thepromisefoundation.org</a> ; <a href="http://www.linguaakshara.org">www.linguaakshara.org</a> ; <a href="http://www.jivacareer.org">www.jivacareer.org</a>
<b>Geographical Reach</b>	Bengaluru
<b>What is the core objective(s) &amp; area of work?</b>	Broadly, the organisation's multiple programmes focus on well-being, literacy and livelihood. The Promise Foundation's vision is to draw upon multi-disciplinary findings to inform culture-resonant programmes for the realisation of personal potentials amongst children and youth from disadvantaged homes.
<b>How do you use play in your work?</b>	The Promise Foundation works to address day-to-day learning experiences of children at home and in the classroom. Activities introduced often harness the power of play. These activities focus on supporting the development of language and literacy skills using books, toys and cultural pathways to learning such as through traditional games, folk stories and popular songs. Given here is one example of such a programme called ' <i>Shabda Majaa</i> '. In this programme, interactive learning spaces in the classroom or in communities are set up. The approach is to deepen and widen the child's language roots. Another important objective is to ensure that learning is about understanding and meaning making. For this to happen, the focal point of the interactive learning spaces is the <i>Shabda Majaa</i> Board which carries materials designed to trigger conversations, use of written language and making inferences.

<b>Organisation</b>	<b>TOYBANK</b>
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<b>Geographical Reach</b>	Maharashtra (have collaborations in Bangalore and Delhi)
<b>What is the core objective(s) &amp; area of work?</b>	Toybank aims at working towards a world where all children are empowered through healthy play. Toybank's mission is to address developmental needs among underprivileged kids through play. Toybank believes that investing in the mental development of at-risk children through early childhood development programs ensures that they have the right stimulation and nurturing for a better perspective towards life in their adulthood. Toybank's approach is to develop programs and initiatives particularly focusing on the behavioural and mental growth of at-risk children in their most impressionable years of life.
<b>How do you use play in your work?</b>	Toybank collaborates with institutions in urban and rural India by setting up Game Libraries within their premises and conducts play sessions for children and trains the teachers empowering them to be able to impact children through play. Toybank curates the libraries based on the need assessment and maintains the play center by replacing the games in the long run.

<b>Organisation</b>	<b>WORLDREADY EDUCATION</b>
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<b>Geographical Reach</b>	Maharashtra
<b>What is the core objective(s) &amp; area of work?</b>	The team at WorldReady Education has envisioned the idea of 'enabled' youngsters equipped with life skills, i.e. a positive self-image, values, responsibility, confidence and 'focus' to achieve their dreams and take on challenges that come in the way. The organisation's programmes focus on enabling youngsters from 4 years of age to 25 years, to be prepared to step out successfully into the real world.
<b>How do you use play in your work?</b>	Innovative techniques are blended into the organisation's programmes by way of dance, theatre, role-plays, creative expression, games, fun engaging activities, attractive manuals/ books. All the programmes are created to enhance self-awareness and provide ample time for reflection and practice around the life skills.

## ANNEXURE - QUESTIONNAIRE

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1. Name of the organisation or individual(s):
2. Contact Details [address, contact number(s), e-mail and website/ twitter or facebook]:
3. Geographical Reach:
4. What is the core objective (s) and area of your work?
5. How do you use play in your work?

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