This catalog, a product of the CAPIT program (Children and Parents Involved Together), is designed to familiarize parents with durable, aesthetically appealing toys, games, tools, and materials which are readily available and have potential educational value. Home visitors in the CAPIT program use the catalog during their visits to help families select appropriate toys for their children. For each of the 33 items displayed in the catalog, information is presented about the contents, approximate age level for which the item is most appropriate, and skills the item can assist in developing. Although most of the toys are designed for preschool and elementary school children, the games and some of the toys may be adapted for use by older children and adults. All items are illustrated; sources for obtaining the item are provided at the end of the catalog. (ED)
INTRODUCTION

GAMES

Yahtzee
Pollyanna
Parcheesi
Twister
Tell It Like It Is!
The Ungame

NUMBERS, LETTERS AND WORDS

Magnetic Basic Forms
Alphabet Board
Numbers Board
Deluxe Numberite
Mini Veri Tech: Pre-Math
Mini Veri Tech: Reading
Sort and Sound Word Making
Unilock Plastic Interlocking Letters
Approach Picture and Word-Building
Cuisenaire Rods

ANIMALS

Barrel of Monkeys
Eggsters
Zoo-It-Yourself Funny Animal Set
Animal Circus

BUILDING AND PUTTING TOGETHER

Playskool Kindergarten Wood Blocks
Earthen Clay
Playskool Parquetry Block
Lego Building Set
Playskool Play Tiles
Fisher Price Puzzles
The Do-It Book
A Shufflebook

SHAPES AND SUCH

Playskool Nok-Out Bench
Threading
Playskool Play Chips
Pop-A-Lot
Shape-O
Form Fitter
Play Family Camper

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BUILDING AND PUTTING TOGETHER

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3 Pre-Math
4 Earthen Clay
5 Playskool Parquetry Blocks
6 Lego Building Set
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10 A Shufflebook

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PLAY AND CHILDREN GO TOGETHER. IN FACT, PLAY IS ONE OF THE MOST POWERFUL FORCES CHILDREN USE TO LEARN ABOUT THEIR WORLD. TOYS AND GAMES ARE THE TOOLS OF PLAY. THROUGH THEM, CHILDREN LEARN TO EXERCISE CONTROL OVER THEIR WORLD, TO UNDERSTAND THE SYMBOL SYSTEM WITH WHICH THEY MUST DEAL, TO PRACTICE MANIPULATIVE AND MUSCULAR SKILLS, TO CREATE, TO EXPRESS THEMSELVES, TO EXPLORE QUANTITIES AND SHAPES AND FORMS. TOYS AND GAMES PROVIDE OPPORTUNITIES TO COOPERATE, SHARE, TAKE-TURNS, FOLLOW DIRECTIONS, LISTEN, AND RESPOND. THEY PROVIDE OPPORTUNITIES TO MATCH, COMPARE, AND SORT. AS A RESULT OF THESE EXPERIENCES, CHILDREN CAN SEE MEANING IN THEIR WORLD.

THE MAJOR PURPOSE OF A TOY OR GAME SHOULD BE TO BRING THE ENJOYMENT AND SENSE OF ACCOMPLISHMENT THAT COME THROUGH PLAY. TOYS AND GAMES PROMOTE LEARNING BEST WHEN THEY ARE A PART OF PLAY, RATHER THAN AND ITS PURPOSE.

THE QUALITY OF PLAY, LIKE THE QUALITY OF WORK, IS ENHANCED BY USING GOOD TOOLS. A CARPENTER USING A SHARP, WELL-BALANCED SAW CAN DO A MORE EFFECTIVE JOB THAN A CARPENTER USING A SAW THAT IS DULL AND UNWIELDY. THE SAME IS TRUE OF THE TOOLS CHILDREN USE AS THEY LEARN. TOYS THAT ARE WELL MADE, STURDY, AND ATTRACTIVE--WITH MOVING PARTS THAT MOVE AND FITTED PARTS THAT FIT--CHALLENGE CHILDREN WITHOUT FRUSTRATING THEM. THEY ARE TOOLS THAT CAN HELP CHILDREN GROW. TOYS THAT ONLY LOOK AS IF THEY WILL WORK OR THAT ONLY REQUIRE CHILDREN TO WATCH, PROMOTE LITTLE GROWTH.

TOYS AND GAMES ARE THE TOOLS CHILDREN USE AS THEY LEARN. THEIR PARENTS' JOB IS TO PROVIDE THE BEST ONES POSSIBLE.
AND CHILDREN GO TOGETHER. IN FACT, PLAY IS ONE OF THE MOST USEFUL FORCES CHILDREN USE TO LEARN ABOUT THEIR WORLD. TOYS ARE THE TOOLS OF PLAY. THROUGH THEM, CHILDREN LEARN TO SE CONTROL OVER THEIR WORLD, TO UNDERSTAND THE SYMBOL SYSTEMS WHICH THEY MUST DEAL, TO PRACTICE MANIPULATIVE AND MUSCULAR SKILLS, TO CREATE, TO EXPRESS THEMSELVES, TO EXPLORE QUANTITIES AND FORMS. TOYS AND GAMES PROVIDE OPPORTUNITIES TO WORK, SHARE, TAKE TURNS, FOLLOW DIRECTIONS, LISTEN, AND RESPOND, PROVIDE OPPORTUNITIES TO MATCH, COMPARE, AND SORT. AS A RESULT OF THESE EXPERIENCES, CHILDREN CAN SEE MEANING IN THEIR WORLD.

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AND GAMES ARE THE TOOLS CHILDREN USE AS THEY LEARN. THEIR JOB IS TO PROVIDE THE BEST ONES POSSIBLE.
THE CAPIT TOY CATALOG IS ONE OF SEVERAL PRODUCTS OF A PROGRAM CALLED CAPIT (CHILDREN AND PARENTS INVOLVED TOGETHER). THIS PROGRAM IS DESIGNED TO SUPPORT PARENTS AS THEY DEVELOP NEW PARENTING SKILLS AND PROVIDE THEIR CHILDREN WITH OPPORTUNITIES TO LEARN AND GROW. CAPIT REACHES FAMILIES THROUGH HOME VISITORS, CALLED CAPITS, WHO HELP PARENTS WORK TOWARDS GOALS THEY HAVE CHOSEN TO PURSUE. CAPITS USE THE TOY CATALOG DURING THEIR VISITS TO HELP FAMILIES SELECT TOYS OR GAMES THAT PROMOTE PARTICULAR KINDS OF DEVELOPMENT.

THE ITEMS SELECTED FOR INCLUSION IN THE CATALOG ARE ALL READILY AVAILABLE IN TOY STORES AND TOY DEPARTMENTS OR THROUGH MAJOR SCHOOL CATALOGS. THESE MATERIALS CAN BE USED FOR SEVERAL AGE GROUPS IN A VARIETY OF WAYS. THEY HAVE DURABILITY AND AESTHETIC APPEAL. IN ADDITION, THEY ARE SAFE TO USE AND EASY TO MAINTAIN. ALL HAVE POTENTIAL EDUCATIONAL VALUE.

THE CONTENTS OF THE CATALOG REPRESENT A BASIC SET OF MATERIALS FOR THE CAPIT PROGRAM. HOWEVER, IT IS EXPECTED THAT USERS WILL CONTINUE TO EXPAND IT.

FOR EACH ITEM DISPLAYED IN THE CATALOG, INFORMATION IS PRESENTED ABOUT CONTENTS, APPROXIMATE AGE LEVELS FOR WHICH THE ITEM IS MOST APPROPRIATE, AND SKILLS THE ITEM CAN ASSIST IN DEVELOPING.

PEOPLE USING THE CATALOG AS A MEANS OF SELECTING A TOY OR GAME ARE ENCOURAGED TO BECOME WELL ACQUAINTED WITH THE ITEM THEY HAVE SELECTED BEFORE USING IT WITH CHILDREN. THIS ACQUAINTANCE PERIOD ALLOWS TIME TO EXPLORE THE MANY POSSIBLE WAYS THE TOY OR GAME MAY BE USED TO ASSIST THE DEVELOPMENT OF AN INDIVIDUAL CHILD. IT TAKES TIME, THought, AND EFFORT TO PROVIDE SUITABLE GAMES AND TOYS FOR A CHILD'S USE. THE ITEMS IN THIS CATALOG PROVIDE A STARTING POINT.

ANY GROUP INTERESTED IN MORE INFORMATION ABOUT THE ENTIRE CAPIT PROGRAM SHOULD CONTACT:

ROWAN STUTZ, DIRECTOR
RURAL EDUCATION PROGRAM
NORTHWEST REGIONAL EDUCATIONAL LABORATORY
710 S.W. SECOND AVENUE
PORTLAND, OREGON 97204
PHONE (503) 248-6835
YAHTZEE

CONTENTS
Direction booklet, 1 dice cup, 1 set of 5 Yahtzee dice, 1 Yahtzee score pad, 2 pencils, Yahtzee bonus chips, game board

APPROXIMATE AGE LEVEL
Older children and adults, but can be easily adapted for younger children down to the age of 4

DESCRIPTION OF GAME
The object is to obtain the highest score for one or more games. Each player can play the game in several ways. Each must set a goal and then develop a strategy for reaching that goal.

USES OF GAME
Developing number concepts
Developing ability to participate in sequence
POLLYANNA

CONTENTS

Game board, 8 dice, 4 tumblers, 16 playing pieces

APPROXIMATE AGE LEVEL

All ages

DESCRIPTION OF GAME

The object is for each player to get all four of his/her playing pieces to the center of the board before other players. Moves are made according to throws of the dice. There are obstacles in the way of reaching the center of the board, so the strategy of the game is to avoid obstacles by using "turnouts" (safe areas) and "own color" spaces.

USES OF GAME

Learning to follow rules
Learning to use number and color concepts
PARCHESI

CONTENTS

Game board, 8 dice, 16 playing pieces, 4 tumblers

APPROXIMATE AGE LEVEL

9 years and up

DESCRIPTION OF GAME

The object is for each player to get his/her pieces "Home" before the other players. Various strategies may be used to reach the goal: blockades against opponents, capturing opponents, etc.

USES OF GAME

Developing number concepts
Developing projection and strategy making skills
TWISTER

CONTENTS
1 spinner, 1 vinyl game sheet

APPROXIMATE AGE LEVEL
6 years and up

DESCRIPTION OF GAME
The object is to outmaneuver one's opponent in placing hands and feet on colored circles as directed by the spinner.

USES OF GAME
Developing gross motor coordination through stretching, reaching, balancing
Understanding directions by putting body parts in appropriate circles
Improving body awareness in relation to other people
TELL IT LIKE IT IS! THE UNGAME

CONTENTS

Ungame board, adults' and children's decks of "Tell It Like It Is" cards, pawns, numbered cube

APPROXIMATE AGE LEVEL

5-105!

DESCRIPTION OF GAME

The object is, "To make interpersonal communications entertaining and educational." Three to six people may "play." Everyone participates and shares ideas and opinions about a variety of subjects, both as indicated on cards and in spontaneous talking as indicated by directions.

USES OF GAME

Developing listening skills
Developing social relationships across age lines
MAGNETIC BASIC FORMS

CONTENTS

33 brightly colored shapes with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors and shapes
Creating new shapes, forms, figures by combining pieces on the board
Describing forms and figures created
Telling stories about pictures made on the board
Guessing shapes while blindfolded and feeling the forms
ALPHABET BOARD

CONTENTS

Upper and lower case letters (one set of each) with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Beginning reading
Devising letter and word games
NUMBERS BOARD

CONTENTS

Numerals: 0-9 and symbols for math operations, with built-in permanent magnets

APPROXIMATE AGE LEVEL

3-7, but easily adapted for younger children

USES OF ACTIVITY

Developing eye-hand coordination
Learning concepts of quantity-number
Applying number concepts to daily life situations such as banking, shopping
Devising math games
DELUXE NUMBERITE

CONTENTS

11 puzzle-fit boards, each with flocked numerals (0-10), corresponding number word, and set of peg-holes for quantity represented, box of wooden pegs; set of cardboard numerals (0-10) with flocked backing

APPROXIMATE AGE LEVEL

4-6, but easily adapted for younger and older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing numerals
Recognizing quantity
MINI VERI TECH

(Pre-Math Program)

CONTENTS

Pre-Math Perception Books 1-3 (Self-Corrective), Beginners Math Book (addition and subtraction to 12), sturdy plastic box containing plastic shape discs and design cards to be used with perception books.

APPROXIMATE AGE LEVEL

3 and older

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes
Recognizing quantity
Recognizing numbers
MINI VERI TECH  (Reading Series)

CONTENTS

Vocabulary Workbook 1: Letters, sounds, endings, picture-word matching
Vocabulary Workbook 2: Vocabulary, sentence and story comprehension

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Recognizing sounds
Recognizing words
Recognizing sentences
Comprehending words, sentences, stories
SORT AND SOUND WORD MAKING CARDS  
(Sets 1-6)

CONTENTS

6 durable plastic boxes containing sturdy, laminated cardboard picture-letter segments that fit together to form a picture-story. Each segment contains one vowel or consonant, and part of the picture for that set.

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination  
Recognizing letters  
Recognizing parts of pictures  
Recognizing parts of words  
Recognizing whole words and sentences  
Comprehending words and sentences
UNILOCK PLASTIC INTERLOCKING LETTERS

CONTENTS

Durable plastic box, set of upper and lower case interlocking letters

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing letters
Constructing words and sentences
Reading words and sentences
Comprehending words and sentences
APPROACH PICTURE AND WORD-BUILDING
(Sets 1-5)

CONTENTS

5 durable plastic boxes, each containing laminated cardboard picture-word cards with space for constructing word with individual letters, individual letters and pictures, list of words for each set

APPROXIMATE AGE LEVEL

5 and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Naming pictures
Recognizing letters
Recognizing words
Constructing words
Comprehending words
CUISENAIRES RODS

CONTENTS
An assortment of 155 unit rods: 50 white, 25 red, 16 light green, 12 purple, 10 yellow, 8 dark green, 7 black, 8 brown, 9 blue, and 10 orange

APPROXIMATE AGE LEVEL
3 and older

USES OF ACTIVITY
Developing comparison skills
Recognizing equivalents (equal lengths)
Creating patterns, designs and structures
Beginning to use mathematical concepts
BARREL OF MONKEYS

CONTENTS

12 red, yellow, and blue "chimps" with linking arms

APPROXIMATE AGE LEVEL

3 years and up

USES OF ACTIVITY

Developing eye-hand coordination
Developing sense of balance
Identifying colors
Learning the value of patience when doing a difficult task
Sorting, counting, sequencing the "chimps"
EGGSTERS

CONTENTS

A "Mr. Potato Head"-type toy containing one large plastic "egg" with several holes for inserting body parts for 3 animal characters - "Pudgy Pup," "Lumpy Lion," "Bulgy Bear"

APPROXIMATE AGE LEVEL

5-9

USES OF ACTIVITY

Developing eye-hand coordination
Developing finger strength and dexterity
Creating animal characters
ZOO-IT-YOURSELF-FUNNY ANIMAL SET

CONTENTS
Colorful, sturdy plastic animal body parts for constructing dog, giraffe, elephant, and unusual animal combinations

APPROXIMATE AGE LEVEL
3 and older

USES OF ACTIVITY
Developing eye-hand coordination
Developing finger strength and dexterity
Recognizing animal body parts
Constructing dog, elephant, giraffe characters
Constructing original animal characters by combining different animals' body parts
ANIMAL CIRCUS

CONTENTS

Sturdy plastic clown, ringmaster, elephant, lion, giraffe, monkey and bear plus base and ladder sections to form trapeze (13 pieces in all)

APPROXIMATE AGE LEVEL

2-7

USES OF ACTIVITY

Developing career role understanding
Promoting dramatic play
Cultivating cooperative interactions
PLAYSKOOL KINDERGARTEN WOOD BLOCKS

CONTENTS

40 natural pine blocks with wood animal and car accessories (36 blocks in 9 shapes with 2 animal and 2 car accessories)

APPROXIMATE AGE LEVEL

1-9

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes and sizes
Creating a child-size version of the "real world"
EARTHEN CLAY

CONTENTS
Clay which can be fired, painted, and glazed or kept soft

APPROXIMATE AGE LEVEL
All ages

USES OF ACTIVITY
Developing muscular strength of arms and hands
Learning how to create an original form or model
Acting out feelings with the clay (punching, pounding, pulling, smoothing)
PLAYSKOOL PARQUETRY BLOCKS

CONTENTS

32 wood blocks in 3 shapes and bright primary colors, which fit and relate to each other. Design sheets included to be used as needed

APPROXIMATE AGE LEVEL

3-6, but easily adapted for older children

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors and shapes
Creating color and shape combinations, contrasts, and designs
LEGO BUILDING SET

CONTENTS

149 "precision fit" pieces, in bright colors and a variety of sizes and shapes

APPROXIMATE AGE LEVEL

4 years and up (a special preschool set is available for younger children, as the pieces in the regular set are "bite size" and easily swallowed!)

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing size and shape
Acting out and constructing ideas and fantasies
Planning and organizing to build a desired project
PLAYSKOOL PLAY TILES

CONTENTS

224 plastic tiles in 3 basic shapes and colors, 1 tile board, 1 design sheet

APPROXIMATE AGE LEVEL

4-12, or older (not recommended for children under 3 because pieces may be easily swallowed!)

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing shapes
Creating an original design
FISHER PRICE PUZZLES
Owl and Babies
Puppy

CONTENTS
Wooden puzzle board and pieces, ranging from 6-9 items

APPROXIMATE AGE LEVEL
1½ - 3

USES OF ACTIVITY
Promoting the recognition of shape
Developing eye-hand coordination
Learning about constancy of form
Enhancing aesthetic appreciation
THE DO-IT BOOK. Lois Shodeen LaVaughn Bangston

CONTENTS

Parent/teacher guidebook of suggested activities having to do with colors, safety, people, shapes, alphabet, numbers, foods, seasons, lacing, weaving

APPROXIMATE AGE LEVEL

2-6 years

USES OF ACTIVITY

Developing senses of seeing, hearing, touching, feeling
Learning concepts involved in the tasks of daily life
Developing social awareness
Improvising other kinds of activities related to those in the book
A SHUFFLEBOOK
Richard Hefter
Martin Stephen Moskof

CONTENTS

104 durable, wipe-clean pages
104 sets of words
Each page illustrated

APPROXIMATE AGE LEVEL

4 years and older, or younger children with beginning reading skills

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing words
Building an original story
Such Shapes
PLAYSKOOL NOK-OUT BENCH

CONTENTS
Workbench with 12 pegs and 1 hammer

APPROXIMATE AGE LEVEL
2-5 years

USES OF ACTIVITY
Developing eye-hand coordination
Recognizing colors
Recognizing quantity-number
Using equipment and performing a function that is similar to work done by an adult
THREADING

CONTENTS

A stick on a long thin cord attached to a wooden block with round and oval threading holes—smooth, unfinished wood, no sharp edges

APPROXIMATE AGE LEVEL

2 and up

USES OF ACTIVITY

Developing eye-hand coordination
Following a threading pattern
Performing a skill used in everyday life
PLAYSKOOL PLAY CHIPS

CONTENTS

40 hardwood play chips in 4 different shapes (square, triangle, circle, hexagon) and colors (red, blue, green, yellow), each in its own plastic storage chamber

APPROXIMATE AGE LEVEL

1-3

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing colors
Recognizing shapes
Recognizing unusual shapes (the hexagon has elements of the other three shapes - circle, square, triangle)
POP-A-LOT

CONTENTS
Pop-A-Lot basket, bellows for "popping" ball out of basket, plastic ball

APPROXIMATE AGE LEVEL
4 and older, but easily adapted for younger children

USES OF ACTIVITY
Developing eye-hand coordination
Developing hand and arm dexterity
Use alone or with a partner
"Pop" and catch ball in basket
Aim ball at targets
SHAPE-O

CONTENTS

Durable plastic ball with variously shaped openings, matching shapes inside ball that can be taken out and re-inserted through appropriate openings
(Each shape is numbered (0-10) and contains corresponding number of dots for counting activity)

APPROXIMATE AGE LEVEL

Adaptable for babies, pre-schoolers, and school-age children

USES OF ACTIVITY

Developing eye-hand coordination
Using as a rattle
Using as a ball
Recognizing shapes
Recognizing numbers
Recognizing quantity
Using individual shapes for clay and sand molding, cookie cutting
FORM FITTER

CONTENTS

Sturdy plastic "Learning Cube" with 15 shape openings, 15 multi-colored shapes that fit corresponding openings in the cube

APPROXIMATE AGE LEVEL

$1\frac{1}{2}$ - 5

USES OF ACTIVITY

Developing eye-hand coordination
Recognizing shapes
Recognizing colors
Remembering locations of openings in cube
PLAY FAMILY CAMPER

CONTENTS

Truck, camper, motorcycle, boat, mother, father, brother, sister, picnic table, chairs

APPROXIMATE AGE LEVEL

2-7

USES OF ACTIVITY

Promoting dramatic play
Learning about styles of living patterns
Cultivating cooperative play
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<td>Legoko Systems, Inc.</td>
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Earthen Clay may be purchased from art supply and ceramic shops.

Cuisenaire Rods

Fishman-Price Puzzles

Animal Circus

Play Family Camper

Shape-0

Pop-A-Lot

Zoo-It-Yourself Funmat Animal Set

TF Enterprises

Building Approach Picture and Word

Letters

Unitlock Plastic Interlocking Sort and Sound Word Making

Mini Vert: Tech: Reading

Mini Vert: Tech: Pre-Math

Deluxe Numberette

A Shufflebook

The Unname

Tell Me Like It Is!

Toy Threading

Page of CAPIT Catalog

Division of A. Daigger and Co., Inc.

Educational Teaching Aids

Unilock Plastic Interlocking Letters

Chicago, Illinois 60610

Special Education Learning AIDS for Early and Special Education

The Judy Co.

Western Publishing Co., Inc.

Earthen Clay may be purchased from art supply and ceramic shops.

Creative Playthings, New Jersey 08540

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