



Policy on selecting toys and equipment.

Aim: To provide a range of safe and well maintained furniture, toys and equipment that meets the needs of all of the children in the pre-school. The toys we put out will be suitable for the age and developmental range of the children using them.

Toys, books and play equipment.

At The Exwick Ark toys and play equipment are selected to;

- ❑ be balanced in order to enhance the intellectual, language, social, emotional, spiritual, cultural, physical and sensory development of all of the children in the setting.
- ❑ make use of clean and safe natural materials and recycled objects as well as manufactured toys. As a member of the Exeter Scrap Store we obtain a rich variety of recycled materials. We also make use of toy and book libraries to enhance the range of toys and books on offer.
- ❑ show positive images of people of all races, cultures and abilities and avoid racial and gender stereotyping.
- ❑ promote equal opportunities and anti-discriminatory practice. At least 5% of our annual EYEF budget is spent on provision for children's special needs.
- ❑ ensure the safety of the children and staff using them. We ensure that toys display the CE kite mark and conform to safety standards and are well maintained. All toys and equipment are checked daily as they are set up and tidied away.
- ❑ are of a suitable range to challenge, interest, stimulate and be fun for all of the children in the pre-school.
- ❑ offer some comfortable home like furniture and furnishings
- ❑ be of good quality and value for money.

Furniture.

At the Exwick Ark we ensure that the furniture used;

- ❑ is of a suitable size for the children in the group.
- ❑ is safe and conforms to fire and CE safety standards.
- ❑ is appropriate to the activity taking place.
- ❑ is sufficient for the children in the group but does not take up too much valuable play space.
- ❑ promotes equality of opportunity and anti-discriminatory practice.
- ❑ promotes independence and self selection.

Date: Dec 08

Signed: