

Association
des Ludothèques
Françaises

French association of Toy Libraries

A FEW DATES

- 1979 : creation of the ALF
- 1982 : creation of the first regional ALF
- 1993 : 1st Summer University of Toy-Librarians
- 2003 : creation of the Quality Charter for toy libraries
- 2008 : ALF hosts the 22nd ITLA International Congress of Toy Libraries in Paris
- 2012 : edition of the toy librarian job description
- 2015 : Wikiludo collaborative database
- 2016 : adoption of the ALF political project
- 2017-2019 : restructuring of regional LFAs following territorial reform
- 2019-2023 : project of labelling the toy-libraries

WHO ARE WE ?

- 15 volunteer members of the board
 - 3 employees full time



OUR AIMS

POPULAR EDUCATION

- If by your action, you allow an education complementary to that which is dispensed within the framework of traditional or institutional structures
- If by your action, you allow an education of each one for each one which allows each one to become aware of his situation
- If through your action, you allow access to different forms of culture, (whether recreational, scientific, technical, artistic), regardless of the place given to them in the societal, symbolic, or institutional hierarchies
- If through your action, you support the emancipation of people by developing a power to act that allows everyone to take their place as citizens, and to be part of a process of social transformation
- **Then your action is probably in line with the values of popular education!**

OUR MOTTO

Un autre regard sur le jeu

Another way at looking at playing



OUR MISSIONS

- Mission of representation, monitoring and influence
- Creation and distribution of tools and procedures
- Mission of animation of creative work, experimentation and training
- Mission of support, animation and development of the network



OUR DEFINITION OF PLAY

The fact of playing presupposes to be :

- **free** **gratuitous** **fictitious** **ruled** **uncertain**
- By free, we mean an action based on the decisions of the players, their choice to play or not to play, their choice of actions in the game;
- by free, an action for which there is no expectation of result, we play to play;
- by fictitious, an action in the second degree, outside of reality;
- by ruled, an action that takes place according to existing rules or that are built up over the course of the game;
- by uncertain, an action whose outcome cannot be determined in advance.
- We believe that the action of playing, observing or accompanying a game triggers a physical and mental movement, which can cause pleasure, personal evolution, reinforce learning, bring to life or release emotions in the fictional allowing them to be better managed in reality... We call these potentialities the “induced effects”

WHAT IS A TOY LIBRARY ?

- Toy libraries are cultural facilities that carry out actions around the game in as a practice: the act of playing, and as a heritage: games and toys.
- These are resource places managed by toy librarians, open to everyone, whose mission to give to play, to support the games, to spread the culture of play and to preserve the game from any recovery.
- The toy libraries have the toy library quality charter, which is a framework for reference for all French toy libraries as well as the toy-librarian job description

CREATION OF RESSOURCES

- [Guide](#) for a project of creating a toy library (2019)
- Include the action of its toy library in the city's policy (2019)
- His work is play: ways to encourage your child's play (2020)
- Play as a free activity (2020)
- A “bin to play” at home, booklet produced with the association Joue Pense Parle (2022)
- Guide to support for project leaders (2022)
- The interest of the game in the school environment (2023)
- Playing to learn, a false good idea (2023)
- Toy-libraries in book-libraries
- Summer training proceedings
- ...

FETE MONDIALE DU JEU = WORLD PLAY DAY



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- The theme chosen by the ITLA is that of games and sustainable development. Do not hesitate to draw inspiration from it for the realization of your actions.
- In 2022, there were around 120 toy libraries who organized the FMJ

PATRONS :

- Ministry of Culture
- Ministry of Education
- National Agency for the cohesion of Territories
- Agence Nationale pour la Cohésion des Territoires
- Caisse nationale des Allocations Familiales
- Fonds de Coopération pour la Jeunesse et l'Éducation Populaire
- Association des Maires de France
- UNICEF France

THE ANNUAL SELECTION OF TOY LIBRARIANS

Since 2018

AIMS

- To highlight the expertise and know-how of toy librarians in the choice and analysis of games and toys.
- To create bridges with the world of games and toys, by highlighting the role played by toy libraries with the public.
- To propose a different vision of the game of rules, more oriented towards the big audience.
- To enlighten exercise, symbolic and assembly (construction) play , often the poor relation of the playing material

2022 SELECTION OF TOY LIBRARIANS



Catégorie « Jeu d'Exercice » :
Inny Bin



Catégorie « Jeu Symbolique » :
Garage Popup



Catégorie « Jeu d'Assemblage » :
Trigonos Maxi



Catégorie « Jeu de Règles » :
Unlock! Kids

The Inny Bin

Exercise (sensory and motor)

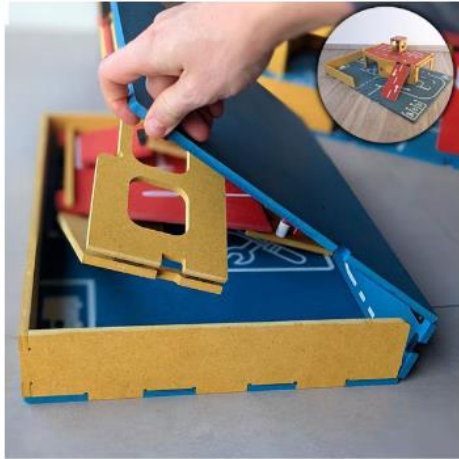
- It's a creation of FatBrainToys, a small American family business founded by Mark and Karen Carson. The interest of this cube is to offer a manipulation experience that is both rich and simple, which solicits the desire to experiment in the child without over-stimulating him. The confrontation of the different shapes and their textures with the resistance offered by the rubber bands allows for gentle exploration.



Symbolic play (pretend play)

The Garage Popup CrocToys

- Like all garages, the Garage Popup CrocToys finds its playful interest in the fact of accompanying and enriching the games of small cars. What particularly sets it apart is also its practicality, easy to take out and space-saving to store. No doubt the fact that its creator, Max Valembois, is a former toy librarian has something to do with it! Added to this is the solidity of the material, the French artisanal manufacture, and the quality of the materials used, to make it an excellent game support.



Assembly (construction and assembly)

Trigonos

- The Trigonos, from [Trigonos](#), were designed by Josep Maria Figueras from Spanish Catalunya to allow today's children to rediscover the flavor of games with huts, hiding places and other life-size constructions. The material includes wooden pieces (chops and junction cubes) as well as colored fabrics. Noble and quality materials, which show the child the value that the adult places on his game.



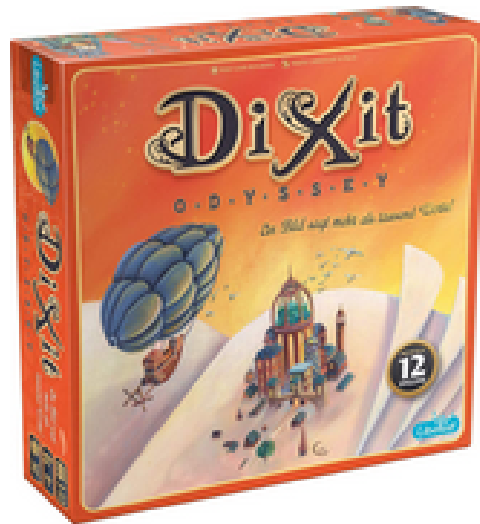
Rules game (games in which the player must follow specific instructions)

Unlock! Kids

- It's the adaptation for the youngest of the famous cooperative escape game Unlock! by Cyril Demaegd. This version was produced with the help of Marie and Wilfried Fort, and illustrated by Maud Chalmel and Olivier Danchin. It is published by Space Cow. Unlike the adult version, Unlock! Kids does not require the use of an app. Young players will therefore be able to have fun solving the puzzles without being reproached for spending their time in front of the screens!



WIKILUDO, crowdsourced database of description of playing things



Dixit

Éditeur : Libellud (Poitiers)

Auteur : Roubira, Jean-Louis (Auteur)

Age minimum : 8 ans

Nombre de joueurs : De 3 à 12

Durée de la partie : Jeu moyen. durée moyenne :
30 minutes,

Indices ESAR : A401 , D301 , E406

Résumé : *Une image vaut mille mots. Découvrez une autre manière de jouer aux jeux de société grâce à Dixit, le jeu d'interprétation d'images. Dixi ...*

TRAINING ORGANISED BY NATIONAL AND REGIONAL ALF

- Summer training (varied themes : in 2023 Generation(s) Toy library: games, ages and intergenerationality
- BUILD AND DEVELOP A PROJECT
- GIVE TO PLAY • The classification of games according to the ESAR system (base & improvement) •
- ENCOURAGE PLAY-OFFS • The specificities of the symbolic game • The specifics of the ruleset • The specificities of the assembly game • Offer tabletop role-playing • Offer video games in toy libraries
- MANAGE THE GAME FUND • Build and maintain a game fund • Organize a loan system
- PROMOTE YOUR PROJECT • Support and defend the toy library project • Promoting toy library activity in the media library • Organize a fun event
- ACCOMPANYING THE PUBLIC • The importance of play in early childhood • Gender discrimination put to the test of toy library • Organize a “handi-friendly” toy library • Game, toy library and school • Invite the elderly to the game
- ...

OTHER TRAINING IN FRANCE

Diploma courses that contribute to the professionalization of the profession

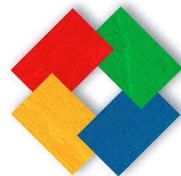
- * DU/Licence Professionnelle : Médiation par le jeu et gestion de ludothèque – *Université Bordeaux 3*
- Licence Sciences de l'éducation : interventions sociales et culturelles – *Université Paris 13*
- Master EFIS spécialité loisir, jeu, éducation – *Université Paris 13*
- Le Diplôme de ludothécaire – *Centre de formation aux métiers du jeu et du jouet de Lyon (FM2J)*
- BPJEPS Animation culturelle « Loisirs tout public » – Maison des jeux de Grenoble
en partenariat avec la Coodev', centre de formation des MJC en Rhône-Alpes.



MAP OF TOY LIBRARIES



Special offers from editors to toy-libraries



PRÉTEXTE



MAZER
DISTRIBUTION

KAPLA®



Libellud



Carpeto
Jouer Nous Fait Grandir !



makedo
cardboard construction

plato



PROJECT OF LABELLING

FOR A BETTER IDENTIFICATION OF TOY-LIBRARIES

Facing the development of the introduction of the game in all types of structures and the multiplication of projects asserting themselves to be a “toy library”, funders stress the importance of clarifying what a project is of toy library.

It therefore seems preferable that the toy libraries, represented by the ALF, take up the question , without delay, before others decide for us of our identity.

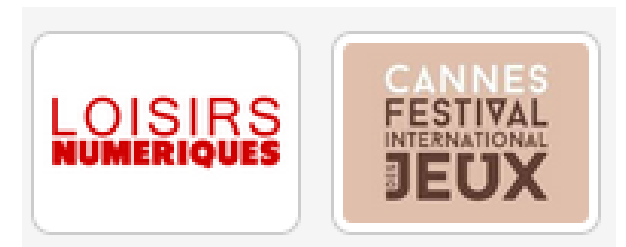
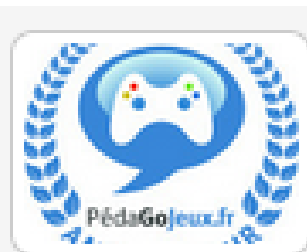
The main objective of the label is the qualitative and quantitative reinforcement of toy libraries on the territory. This involves, on the one hand, strengthening our professional culture and, on the other hand, part by a better recognition of the structures, the profession, and the usefulness of toy libraries for society. This recognition implies that toy libraries have the sufficient means to carry out their missions. For this, it is necessary that the partners institutional and financial institutions of toy libraries can understand what these missions are, what issues they respond to, and how they respond to them.

LUDOTHÈQUE
Parce que je le vau**x** bien



Because I'm worth it !

OUR PARTNERS



TO KNOW MORE ABOUT IT

- SITE OF ALF

<https://www.kananas.com/associationdesludothequesfrancaises>

- WRITE TO

- Antonin <c.technique@alf-ludotheques.org>
- Domi <domi.ludambule@gmail.com>



Thank you for your attention !

- Please, come and meet us in France
- Our toy librarians will be delighted to welcome you
 - They're waiting for you !!!

