

Universal Design for Play Tool

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Instructions

Children are unique in their interests and play abilities. Toys that are easy to use for one child may not be easy for another. Universal Design (UD) is an approach to making products usable for people of all abilities. For children, UD means equal opportunities to play.

Toys that are designed with features that are appealing, flexible in how they can be used and adjustable to individual children best reflect the UD philosophy of designing products for inclusive use.

This tool has been designed to help make decisions when selecting toys for children, with and without disabilities, ages birth to three. When using this tool to evaluate a toy, you will agree with some statements more than others. The more statements you agree with the more likely the toy will be enjoyed by all children.

For each of the following statements below circle the number that **best** indicates your level of agreement. Please score each statement.

1	2	3	4	5
definitely no	no	not sure	yes	definitely yes

1 The toy is appealing.

• The toy has multiple colors, textures, dimensions, scents and/or sounds.	1	2	3	4	5
• The toy's combination of colors, sounds, textures and/or movement is balanced (i.e. not too much, not too little).	1	2	3	4	5

2 How to play with the toy is clear.

• The important parts (e.g. knobs, buttons, connectors, areas) are highlighted (i.e. easy to find/ easy to see).	1	2	3	4	5
• The toy does what is expected (e.g. cow moo's, doesn't meow; when toy is shaken bell rings).	1	2	3	4	5

3 The toy is easy to use.					
• The toy is easy to pick up, hold, and use by children with a range of abilities.	1	2	3	4	5
• Toy parts are of adequate size and shape for many children to use.	1	2	3	4	5
• The toy requires an adequate amount of effort (e.g. force, number of rotations, etc.) is required for play.	1	2	3	4	5

4 The toy is adjustable.					
• A variety of actions (e.g. holding, kicking, batting) can be used to play with the toy.	1	2	3	4	5
• The toy can be positioned in different ways for play.	1	2	3	4	5
• The toy allows the child to play with it in a variety of positions (e.g. on tummy/side, sitting, and /or standing).	1	2	3	4	5
• The toy's features (e.g. height, volume, level of difficulty, speed, etc.) are adjustable.	1	2	3	4	5

5 The toy promotes development.					
• The toy encourages imagination.	1	2	3	4	5
• The toy encourages social play.	1	2	3	4	5
• The toy promotes discovering new ways to play (e.g. cause/effect, building, pretending).	1	2	3	4	5
• The toy stimulates activity (physical or mental).	1	2	3	4	5

6 The toy can be played with in different ways.					
• The toy can be used by children at different ages/levels.	1	2	3	4	5
• The toy's design promotes use in more than one way. (e.g. shape bucket can be a "pool" for dolls, a "purse" or "tool box").	1	2	3	4	5

To find out the toy's UD rating see the **Summary Score Sheet**.