STEAM
Toy Assessment Framework Model

1 '**Good Toy**' **Characteristics**
- Fun and Engaging
- Easy to Use
- Supports Skill Development
- Inclusive

2 Prime **STEAM** Attributes
- Real World Relevance
- Active Involvement
- Arts
- Logical Thinking
- Free Exploration
- Supports Step-By-Step Learning

3 Specific **STEM** Categories
- Science
- Technology
- Engineering
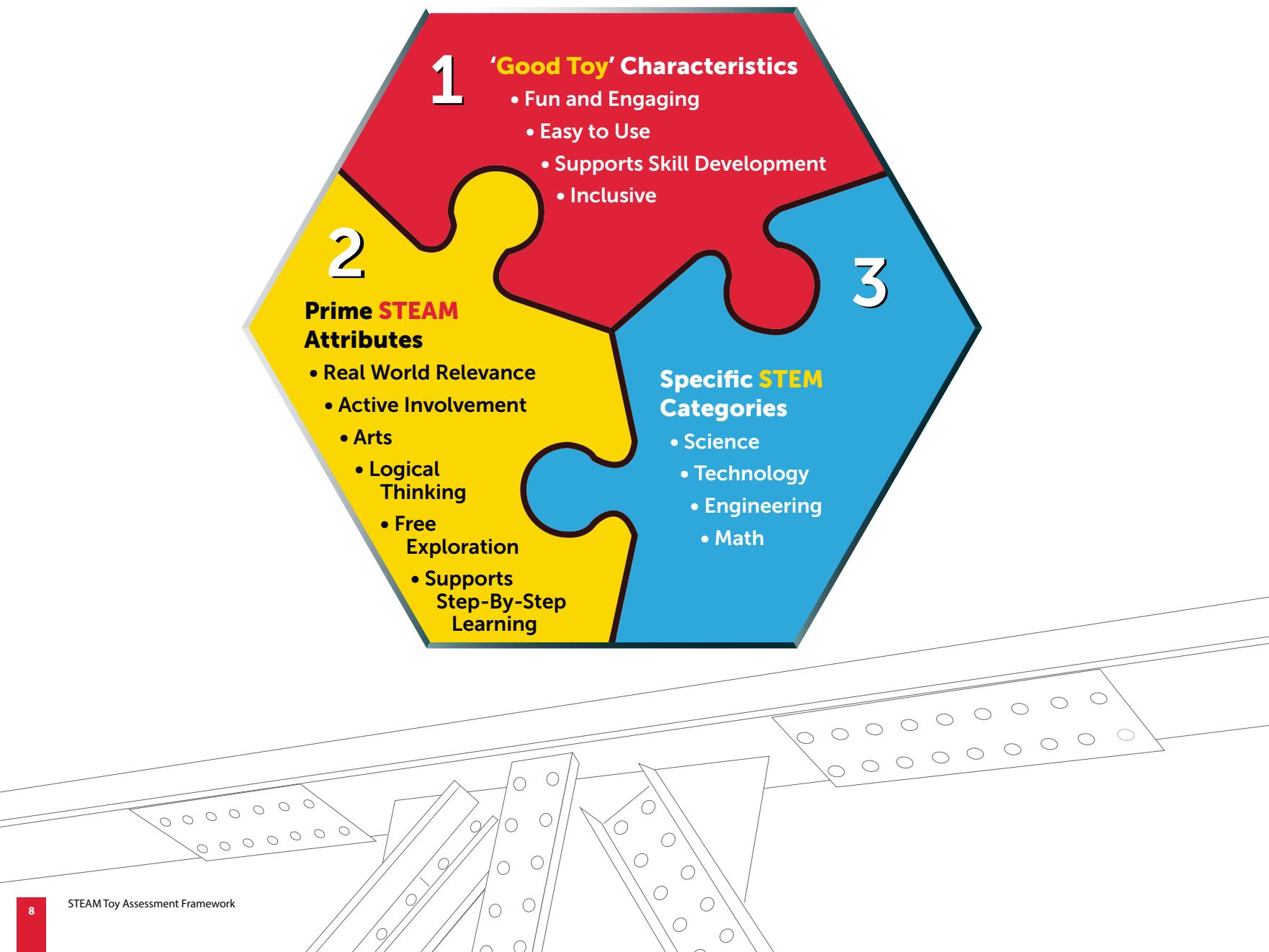- Math

THE CHARACTERISTICS OF A GOOD TOY

The toy is fun to play with, is accessible and inclusive, and has good play value.

RATING CRITERIA

Characteristic	Poor	Good	Excellent
Fun and Engaging	Most children of the target age get bored quickly and are reluctant to play with the toy more than once.	Many children of the target age enjoy playing with the toy, and some for prolonged periods of time. It is not a favorite but still provides engagement and entertainment.	Many children of the target age enjoy playing with the toy, some for prolonged periods of time. Some children remain keen to play regularly and it may be very engaging for specific groups of children.
Easy to Use	Children of the target age are unable to use the toy without a third party (e.g. an adult does everything for them).	Children of the target age will be able to use the toy with third party support (e.g. play is largely guided by an adult).	Children of the target age will be able to use the toy to its full capacity with minimal third-party help (e.g. an adult offers some guidance when needed).
Supports Skill Development	There are no obvious age-appropriate skills developed by using the toy.	The toy has substantial benefit to a child's development in at least one age-appropriate skill area.	The toy actively encourages age-appropriate development across three or more skills (e.g. cognitive, language, or creative skills) or is particularly good at developing one or more core skills (e.g. literacy or numeracy).
Inclusive	Is specifically marketed as a 'girl's toy' or a 'boy's toy'.	Can be engaging and relevant for all children, regardless of individual differences such as gender.	The toy is designed to be accessible for children with additional needs and disabilities where appropriate (e.g. written instructions are dyslexia friendly). It can be engaging and relevant for all children, regardless of individual differences such as gender.