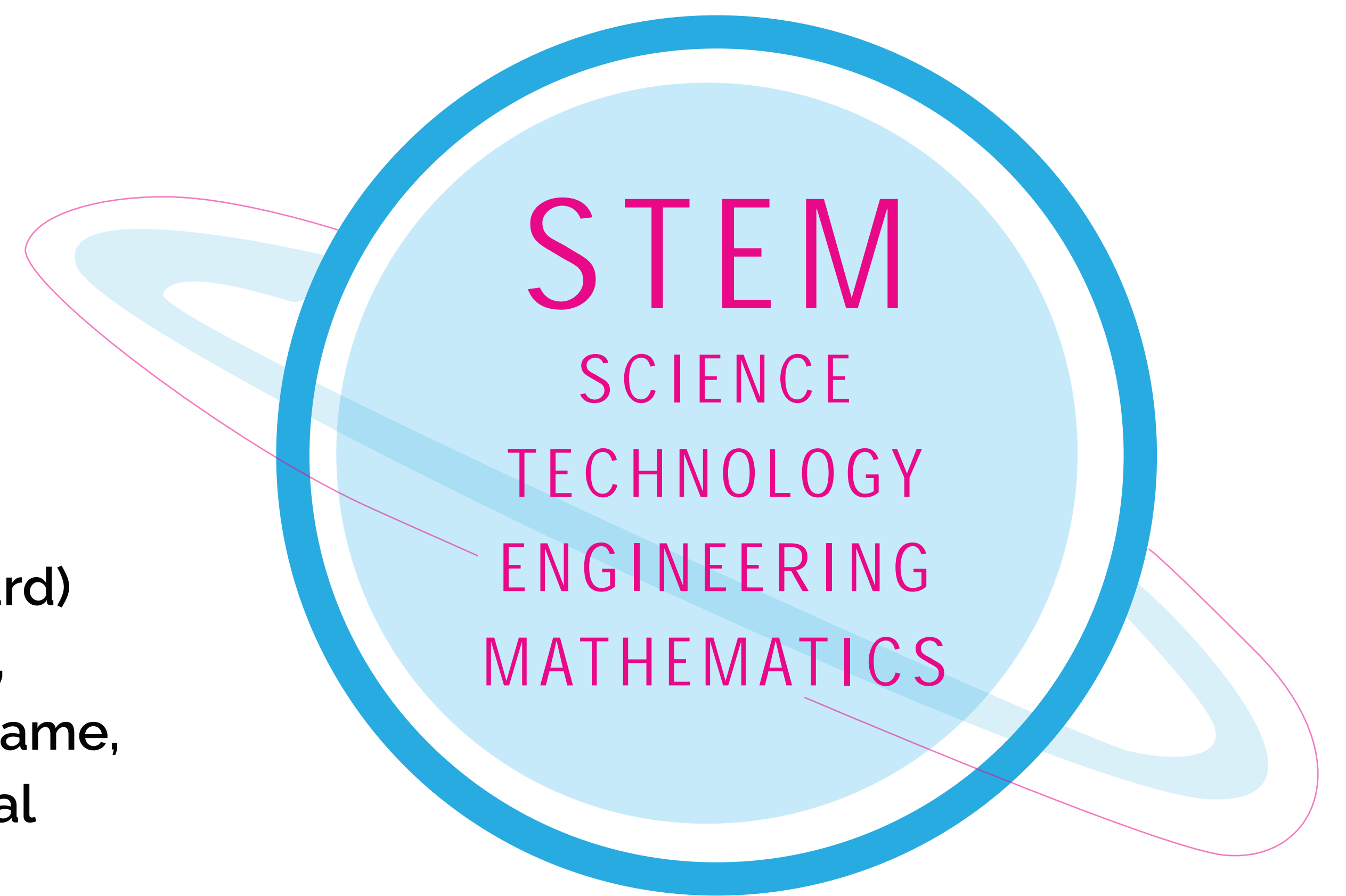# LIBRARY
TechPlay

Narrowing the Digital Divide, One Smart Toy at a Time.

As technology continues to shape our world, children must develop the skills to navigate the digital landscape confidently. Library TechPlay was created to provide equal opportunity access to fun, technology-based toys that encourage experimentation, exploration, and play.

What is Library TechPlay?

Library TechPlay educational toys introduce fundamental STEM principles, providing opportunities for all children (including those without a library card) to gain hands-on experience and develop a deeper understanding of logic, sequencing, and critical thinking. Whether designing a circuit or coding a game, Library TechPlay empowers children to become active creators in the digital world, preparing them for the future.

STEM
SCIENCE
TECHNOLOGY
ENGINEERING
MATHEMATICS

Library TechPlay Toys:

We're fostering the next generation of technologists, engineers, and problem solvers with our TechPlay toys.

Code & Go Robot Mouse

This innovative toy provides hands-on experience with basic coding concepts and principles. Children develop problem-solving skills by learning to navigate and control a physical robot using code.

Snap Circuit Arcade

Through learning about electronic circuits and their components, children gain an understanding of electricity. Designing and constructing unique circuit configurations helps stimulate creativity, critical thinking, and troubleshooting skills.

Squeakee the Balloon Dog

This interactive toy introduces the principles of robotics and animatronics. Children develop problem-solving skills as they explore different interactions and behaviours of the balloon dog.

"This is awesome! Just the thing little engineers need".
Vihar, Library patron

Let's make Squeakee roll over!

Working collaboratively
Math concepts
Critical thinking
Spatial concepts
Robotics
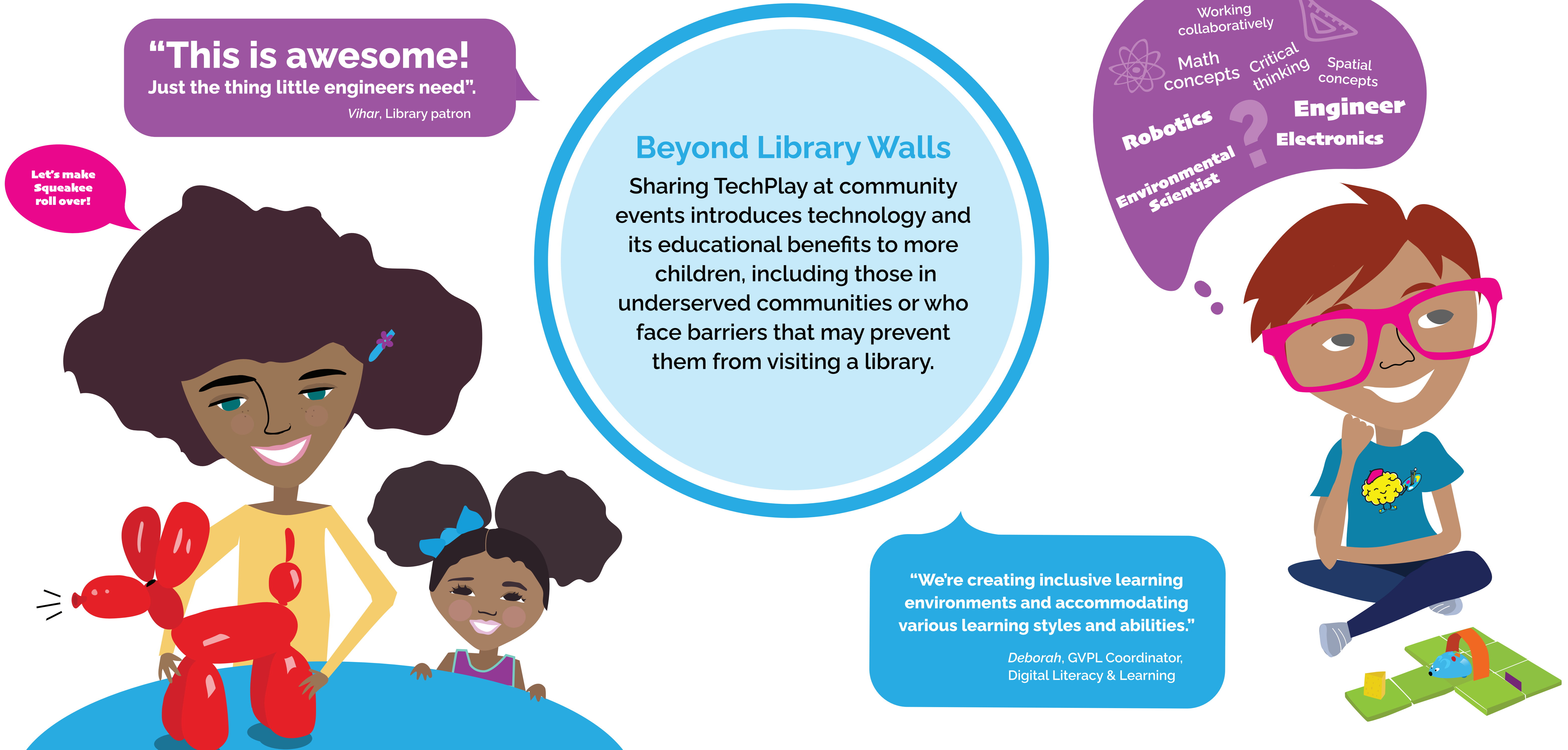Engineer
Electronics
Environmental Scientist
?

Beyond Library Walls

Sharing TechPlay at community events introduces technology and its educational benefits to more children, including those in underserved communities or who face barriers that may prevent them from visiting a library.

"We're creating inclusive learning environments and accommodating various learning styles and abilities."
Deborah, GVPL Coordinator, Digital Literacy & Learning

Empowering Minds, Igniting Curiosity, and Shaping the Future.

GREATER VICTORIA PUBLIC LIBRARY

It's time to
CHANGE YOUR MIND

I am curious