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2 of 2 people found the following review helpful. This is a fascinating look at the evolution of games that children, past and present, love to play. By D. Fowler Children of all eras have had toys and games they used to have fun. If you talk to your parents you may find that some of the things they played with are very different than yours are today, while others are surprisingly similar. Toys and games are not only fun, they "also help children learn important skills." For example in board games children learn to take turns and in outdoor games they can learn physical agility. Toys are now made of different materials than they used to be. Many years ago many of the small toys such as jacks were made of metal whereas many "action figures" such as Spiderman are made of plastic. Porcelain, cloth, wood, and metal are just a few of the many materials toys have and are being made of. Outdoor play has also changed. At one time roller skates, hula hoops, and the games kick the can, and Red Rover were very popular. Today you can still see some of these games played, but instead of those skates you'll find in-line skates or skateboards in use. Group games in which you'll find two or more players are still popular, but instead of marbles you might see special card games. Board games are still in use, but the little twist is the addition of electronic parts. Of course many children love video games of all sorts. It might surprise them that their parents did as well. Have you ever heard of the game Pong? You'll get to read

about its inventor and take a look at other video games, some of which you may have played or own. This is a fascinating look at the evolution of games that children, past and present, love to play. I definitely enjoyed looking at the contrasting games pictured in this book and remembered playing some of them as a child. The selection portrayed was very interesting and could span many generations. For example, inclusion of the game of marbles spans many generations. This is the type of book that many people can talk about on several levels and can contribute personal vignettes to a discussion. Black-and-white photographs are interspersed with full color ones in an attempt to compare and contrast the differences in games. In the back of the book is an index, a glossary, brief biographical sketches of five toy and game inventors, and additional recommended book and website resources to explore. This book courtesy of the publisher. 0 of 0 people found the following review helpful. low price and high quality. By Celeste DeQuincey this price is valuable. very useful. my best friend need it , The product has an excellent edge, works wonderfully on my homemade bread! arrive on time.