**KEYWORD “Handwai”**

* Handwai is a localized version of what we today call the kitchen set.
* In the past, it was a tradition among the village workers to gift a newborn infant with toys representing the trade they were into. Accordingly, a carpenter's wife would bring a miniature bedstead or a toy cart and was gifted with certain amount in return, by the infant's parents.

**KEYWORD “Chankana”**

* Chankana is a toy whose traces were found even in the era of Indus valley civilization. It is a lollipop-shaped whistle toy with ghunghroo onto it.
* Over the years, wood replaced the mud. “Some of the earliest handmade toys in the state were found in the Indus Valley Civilisation

**KEYWORD “Lattu”**

* Lattu or spinning top is one of the oldest desi toys. It has been in existence for thousands of years. Like many traditional games such as marbles, the earliest tops were made from clay, and were discovered in the Middle East as early as 3500 BC. Later wooden spinning tops emerged around 2000 BC. Some early spinning tops made from bones have been found in Europe.
* A wooden top can balance itself on a point of a nail because of the “[Gyroscopic Effect](https://energyeducation.ca/encyclopedia/Gyroscopic_motion)”, which combines the universal laws of inertia (& momentum), friction and gravity, and the transfer of potential to Kinetic energy.

**KEYWORD “Ghuggu ”**

* Ghuggu is a traditional form of rattlebox.
* During the fairs of Punjab, you can find a beautiful collection of folk toys representing vibrancy and enormous culture of Punjab. A lot of foreign tourists as well as Indian tourists buy these toys as souvenirs. They are easily available across Punjab.

**KEYWORD “Damru ”**

* Damru (Large) is a unique, rustic toy and a miniature version of an Indian hand held drum
* Wooden toy-making is a traditional craft of Uttarakhand, India. Bright and colorful lacquered toys are made by clusters of skilled craftsmen. According to the craftsmen, their ancestors specialized in ivory carving that enjoyed good patronage during the reign of the Mughal emperors and the British.

**KEYWORD “Walnut wood carving”**

* Walnut wood carving is an ornamental and delicate craft process that is unique to Kashmir due to the concentration of walnut trees in this region
* There are five main styles of woodcarving: Undercut (Khokerdar), Open or Lattice work (Jalidahr), Deep carving (Vaboraveth), Semi carving (Padri) & Shallow carving (Sadikaam)
* Paper Machie is one of the unique crafts in the entire world. The product is protected under the Geographic Indication Act 1999 of Government of India.

**KEYWORD “**Bhatukali**”**

* Bhatukali are miniature versions of kitchen sets. Utensils and other household items were scaled down to the greatest detail and were made from copper and brass. In ancient times, Bhatukli was devised as a method of getting young girls to learn home management rituals and traditions through play. Children used these to imitate their mothers to cook and make use of everyday household items.
* Though Bhatukali existed in some form across the country, it was more predominant in Maharashtra. Bhatukali is mentioned in the ‘[Dnyaneshwari’](https://www.livehistoryindia.com/snapshort-histories/2017/07/04/dnyaneshwari-the-common-mans-gita) written by the 12th century Marathi saint-poet Dnyaneshwar. The word Bhatukali also finds mention in the [‘Kamasutra](https://www.penguinrandomhouse.com/books/329012/the-kama-sutra-of-vatsayana-by-vatsayana)’ written by Vatsyayana Mallanaga. Bhatukali is also one of the 14 *vidyas* and 64 *kalas* recognised by Vedic scholars.

**KEYWORD “**Pachisi**”**

* Pachisi, also known as "Twenty Five", is the national game of India and has been played here for millennia. The variant of this is the lesser known ancestor Chaupar (also Chaupur or Chaupad).
* Different regions have given Pachisi different names - Pagade (Kannada); Sokkattan (Tamil); Pagdi Pat (Marathi) - and internationally, Parcheesi (USA); Parchís (Spain). This game may have been a precursor to the modern day board game, Ludo.
* But unlike Ludo, the Pachisi board is made of cloth in a patchwork design. The four arms/limbs of the board are conjoined at the center called *'Char Koni*'. Each arm of the board has three marked squares, which are called 'castles.' The game set comes with a set of 12 beehive shaped wooden pawns in yellow, black, red, and green. The players throw cowrie shells on the Char Koni and the pawns move according to the number of shells that fall with the open face. The objective of the game is to get all the four pawns, allocated to each player, to complete the round of the board as fast as possible.

**KEYWORD “**Chaturanga**”**

* Chaturanga or Chaduranga was invented at least 1,500 years ago and is believed to be the earliest predecessor of the game of Chess. The Arabians adapted it to [Shatranj](https://www.britannica.com/topic/shatranj), which was later embraced by the Europeans during the Medieval Period who modified it to Chess.
* Chaturanga is played by four players unlike two players on the conventional chess board and a single stick dice known as the *Daala.*
* Though both Chaturanga and Chess are played with almost same pawns and board, unlike Chess, Chaturanga is played by four players and one common Daala. Also unlike Chess, Chaturanga has no light and dark squares – it is played on a plain, uncheckered board.

**KEYWORD “**Channapatna Toys**”**

* Not many toys can boast of having a 300-year old history that began because of a king; it is said that King Tipu Sultan who ruled Mysuru from 1750 to 1799 received a lacquered Persian toy which excited him enough to send for artisans from there to train some of his people. And that’s how the wooden toys made in Channapatna became famous.
* This town near Bengaluru is also called Town of toys (*Gombegala nagara*). [The World Trade Organisation’s Geographical Indication](https://www.wto.org/english/tratop_e/trips_e/gi_background_e.htm) gives this town exclusive rights to sell its toys under the Channapatna name. With the Prince of Bhutan and former US President Barack Obama being famous recipients of these unique wooden toys, Channapatna toys are known across the globe.

**KEYWORD “**Kondapalli Toys**”**

* Kondapalli Toys are the toys made of wood in Kondapalli of Krishna district, a village nearby Vijayawada in the Indian state of Andhra Pradesh. Kondapalli was registered as one of the Geographical Indication handicrafts from Andhra Pradesh as per Geographical Indications of Goods (Registration and Protection) Act, 1999. These toys are used during the festivals of Sankranti and Navratri and is referred to as Bommala Koluvu.

**KEYWORD “**Natungram Dolls**”**

* Natungram is a small village of Bardhaman district in West Bengal, the hub of wooden doll makers also known as ‘Sutradhars’ (narrator or storyteller). Carved out of a single piece of wood, these dolls from ancient folklore and mythology are characterised by their vibrant colours.
* The dolls are mainly made out of ‘gamar’ wood, mango wood, shimul wood, ata wood, chatim wood. Around 51 families living in the area are involved in doll making and it is a family based activity. The men generally complete the cutting and carving the wood as per the requirement and women then step in to paint the products with various colours.

**KEYWORD “**Thanjavur Dolls**”**

* The history of this doll is as old as the 19th century where it was first made by an artist from King Saboji’s Kingdom.
* The Thanjavur or Tanjore doll with detailed, painted exteriors is a type of traditional Indian bobblehead (head is detachable) made using various materials including papier mache, plaster of Paris, terracotta or very light wood.
* In Tamil language, these dolls are called Thanjavur Thalayatti Bommai which translates to ‘Thanjavur Head-shaking Doll’. They are handcrafted by traditional artisans who have been in the business for generations and have mastered the fine art of balance in these dolls. The centre of gravity and total weight of these dolls is concentrated at the bottom-most point, generating a dance-like continuous movement. You can shop Thanjavur dolls on [Thugil](https://www.thugil.com/thanjavur-thalaiyatti-bommai-gift034-small.html) and [CraftsnRustics](https://www.craftsnrustics.com/).

**KEYWORD “**Gulel **”**

* This classic Slingshot/Catapult toy from the 90's consists of a Y-shaped frame held in the off hand, with two rubber strips attached to it. The other ends of the strips lead back to a pocket which holds the projectile. The pocket is grasped by the dominant hand and drawn back and then let go, very similar to a catapult.
* [Dug Dugi](https://www.funwoodgames.com/musical-wooden-toys/60-dug-dugi-rattle.html) is a traditional Indian Rattle, and has been around for ages in India and helps to keep the child busy with its cute Dug-dug sound.

**KEYWORD “**Pallankuzhi**”**

* Pallankuzhi is a traditional ancient mancala game played in South India especially Tamil Nadu and Kerala. Later the game spread to other places including Karnataka and Andhra Pradesh in India as well as, Sri Lanka and Malaysia.
* It is played on a rectangular board with 2 rows and 7 columns. There are a total of 14 cups (*kuzhi* means 'pit' in Malayalam/Tamil language. Hence the name from fourteen pits - *pathinaalam kuzhi*) and 146 counters. For the counters in the game, seeds, shells, small stones are commonly used.

## **KEYWORD “Asharikandi Toys”**

Using traditional tools and equipment like Kodal, Pitna, knives, and Kathi, the artisans of Asharikandi, a village in Assam’s Dhubri district, employ ancient artistic techniques to deftly craft figurines of deities, animals, birds, and also objects from ordinary life. These are primarily inspired by traditional beliefs and aesthetics and reflect on the history of the religious and social customs that are prevalent in the region. Clay, sand, straw and ‘kabish’, prepared from red clay, are some of the basic raw materials that are used to mould these toys. The figurine of the ‘Hatima putul’, a symbol of cultural significance, depicts a mother with elephant-like ears holding a child in her arms or her lap. With an elongated face, this style is used as a foundation for creating different postures and designs for various other terracotta dolls.

## **KEYWORD “Wooden Toys of Varanasi”**

The craftsmen predominantly use the wood of shisham or eucalyptus trees to carve out the toys according to their required shape and size. The toys, which are attractive playthings for children and cultural decors for tourists, have no joints in them and are made from the natural vein of the wood. Tools like lathe, chisel and hammers are used to carve the wood into shape, then the surface is smoothened and coloured to bring completion to the craft. These toys, often lacquered, are cast into shapes of religious articles, deities, birds and animals, dancers and musicians.

## **KEYWORD “Dolls of Vilachery”**

Some 200 families of artisans reside in the Vilachery village of Tamil Nadu, and as the time of ‘Navratri’ and ‘Vinayaka Chaturthi’ approaches, they get busy making the clay and paper-mâché dolls to celebrate the festivals and thrive their small businesses. Although customers often vouch for paper-mâché dolls because of their lightweight, many purchase the clay models due to beliefs in an auspicious traditional practice. These theme-based ‘Golu’ dolls, which are arranged on display to tell a story during festivities, are inspired and moulded into figures of mythology, epics and folktale. Sun-dried, these dolls are painted by hand and finished within a few days.

### **KEYWORD “*Bagh Chal*”**

This classic board game, which originated in Nepal, involves the use of logic and strategy as the goats had to use strategies to ward off and obstruct the path of tigers to avoid being "hunted down". The game play takes place in two phases. In the first phase, the goats are placed on the board while the tigers are moved. In the second phase, both the goats and the tigers are moved. For the tigers, the objective is to "capture" five goats to win.

### **KEYWORD “*Chauka Bara*”**

Chauka Bara was a traditional race game similar to Pachisi where 2-4 players raced their respective coins on a board of 5x5 squares which the objective of who would reach the innermost square the fastest. Strategy was the main skill required to win the game as each player had 4 coins each and could move them at any time.

### **KEYWORD “*Pallanguli*”**

This game is said to have its origins in the Ramayana when it was created by Rama for Sita to pass her time in captivity. The game begins with six seeds placed in each cup. The player starting first picks up the seeds from any of the holes and, moving anti-clockwise, places one seed in each hole. If she reaches the end of her cups she goes on the other side of the board.

### **KEYWORD “Puppets”**

Puppets were not only the tools of skilled puppeteers, they were also used by parents to tell stories to their children. Children also used puppets to create their own stories spurred by their imagination. It gave them a way to convey their emotions by transferring it to an inanimate object.