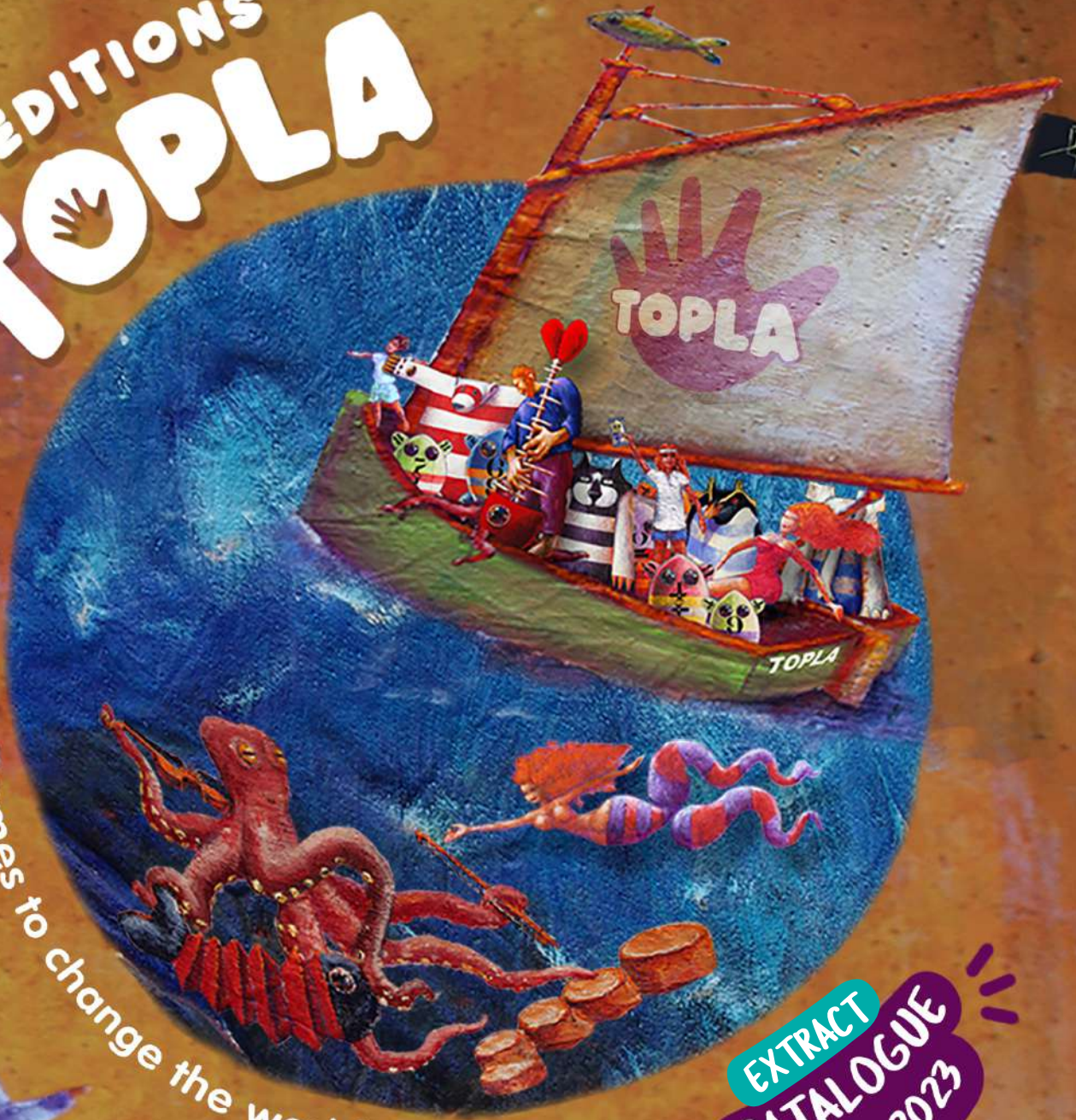


EDITIONS TOPLA

Games to change the world!



EXTRACT
CATALOGUE
2022-2023

Dear all,

We didn't know it was impossible, so we did it!

The story of TOPLA is that of a small team of people, united by the same passion for games which started almost 8 years ago. We have come a long way since then, always driven by our dreams and ambitions. At TOPLA we have created **games for all family members.**

The TOPLA family is deeply inclusive because the language of games is universal, as are its benefits, regardless of age, gender, skin color, culture, or origin.

TOPLA wants to create games to change the world!

Because the world is constantly becoming more complex, full of fears and challenges, each and every one of us can do something to make it a better place. That is what we did, we unassumingly got up and set off on this mission. With our games, we tackle social problems: **gender equality, fundamental learning such as mathematics and English, sexuality education, respect for our planet**

and respect for everyone, whoever they are.

We fight for our games to have a concrete impact on our daily lives, and to help build a better world. We all have a role to play.

Games are a fantastic vehicle for learning and strike a balance for everyone: children as well as teenagers and adults alike.

• For children it is essential for their mental development. Playing inspires them to progress, face challenges, respect the rules and cope with failure. Playing allows them to feel emotions and make mistakes without consequence, it helps them grow up and **better discover the world and others.**

• For teenagers, games are about developing the spirit of competition but also **empathy, collaboration, and an openness toward differences.** Meanwhile, more complex themes such as sexuality education can be addressed.

• For adults, games are about having fun and amicably playing together, it improves relations and **develops curiosity.**



Companies are also discovering games as a professional tool to deal with challenges, facilitate change, shift mindsets, and stimulate new ways of thinking and communicating within teams.

And now we have discovered another great tool, full of positive energy and which improves our well-being: art!

Art stimulates our brain in incredible ways! Science is proving it. It frees us from reality and its prejudices, **it inspires us to make connections while getting to know others better, to be more tolerant,** and it also improves attention and memory. In short, we are very passionate about art and we will be introducing it more and more in our games.

It has already begun with 'Mad Math' released last year, and the brand new 'Ze Bestioles'. We have invited a fascinating artist, Jean-Noël Duchemin also known as the "fisherman of tones". We can't wait for you to discover his universe full of poetry and of ocean breeze.

Finally, we wanted to become more involved in the protection of our little planet Earth and in the respect for our environment.

With the exception of one, all of our games have been created and designed in France and have been manufactured in the EEC, in companies with an ECO label.

We are very proud of our little brand, and we really hope you will embrace it as well. Welcome to the TOPLA family, we love to have you with us!

Top'team





SUMMARY

Here is an extract of our catalog in which you will find our best-sellers and new products: the best of TOPLA! You will find our games for **equality** and those for **teenage sexuality** and of course, games to have fun while **making progress in English and in maths**. To know more about our serious games, go to the end of the catalog!

PRICES?

Ask us for reseller prices!

ALL OF OUR PRODUCTS
ON PAGE **53**

ANY QUESTION?

We are here to listen to you!
Do not hesitate to contact us.

✉ hello@playtopla.com
🌐 www.playtopla.com

THE TOPLA COMMUNITY
ON PAGE **59**

TOPLA IS COMMITTED TO... ↪

• Games and encounters 7

• GAMES TO CHANGE THE WORLD

...THE PLANET

• Ecology at TOPLA 10

...EQUALITY AND INCLUSIVITY



13

- Equality for great women 14
- Do you know her? 15
- Other The Moon Project games 16-17

...SEX EDUCATION

Sexploration

19

- Beyond the borders! 20
- No Taboo 21
- Other Sexploration games 22-23

• GAMES TO LEARN WHILE HAVING FUN

...HAVE FUN WITH MATHS

25

- The crazy numbers of Mad Math 26-29
- TOP' makes it easy! 30-33
- Origami and geometry 34-35

..HAVE FUN WITH ENGLISH

37

- Have fun in English with Ze Bestioles 38-39
- The Z'Animaux collection 40
- The must-have Flashcards 42-45

• GAMES FOR PROFESSIONALS

SERIOUS GAMES

47

- TOPLA x BUSINESSES.. Tailor-made projects 48-49
- The CSR blog 50-52



GAMES AND ENCOUNTERS

At TOPLA, our games are always the result of **beautiful encounters**. Encounters within the team, in order to carry out a new project but also an encounter with an **author** whose project we are particularly enthusiastic about or an encounter with an **artist** whose universe inspires us so much that we want to welcome them and share it with everyone through one of our games.

In these pages you will find a selection of our new products and best-sellers. You can discover **'Sexploration', a range of games brought to us by its author Claire Vimont**. It is an ambitious project about sexuality education for teenagers which has become a reference in communities as well as for individuals. This allows us to launch the international version, even more beautiful, in higher quality and eco-friendly.

You will also discover the painter Jean-Noël Duchemin, one of TOPLA's dearest encounters with his universe full of positive energy and poetry, and who has joined us in the creative adventure of 2 games for the whole family: **'Ze Bestioles' (newly released in 2022)** and **'Mad Math', a maths game designed by the author Eric Zimmerman**.

Why does art inspire us so much?

By accessing art and beauty, children and adults alike are able to **develop their imagination and critical thinking skills, sharpen their sense of observation and attention, question their feelings, have better interactions, and live more intensely**. Art fuels our brain and takes us on the most beautiful of journeys! That's why we also want to embrace it within our games.



COMMITTED TO THE PLANET

At TOPLA, we believe that the company has a real responsibility to make things happen.

Our games are aimed at **children, teenagers and adults** because games are a fantastic way of learning with positive energy for everyone, whatever their age, education, origins or culture. Discovering or rediscovering mathematics, projecting oneself into a profession whether male or female, learning English while accepting others and their differences, can help us all evolve throughout our lives and reinvent ourselves.

We try to design games that represent the **diversity** of genders, races, bodies and intelligence. Our games can be used by **families** or during **school and extracurricular activities**. They can also be adapted to **professional environments** to improve inclusivity.

All our games are **conceived and designed in France** and we are proud to be part of the **Association of French Toy Creators and Manufacturers**.

We are also committed to create and produce our games as **ethically** as possible. The vast majority of our games are manufactured in **European companies** using materials and processes that are more mindful of the planet and which carry an **ECO label**.

And finally, we have the **utmost respect for our customers**, which is why we ensure fair prices all year round.



ECOLOGY AT TOPLA MEANS...

1 **Carefully selected partners.** Quality yes, but not at the expense of the environment and human rights.



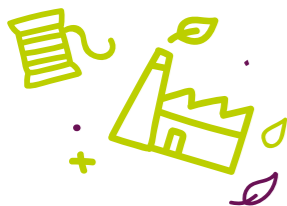
2 **97% of our products are manufactured in Europe,** 100% of our games are conceived in France.

3 **FSC-labelled cards** for the vast majority of our decks. The Forest Stewardship Council is an environmental label that ensures that wood or a wood-based product, such as paper or cardboard, comes from sustainably managed forests.



Eco-friendly games: the games are produced in accordance with ecological standards (inks, paper, etc.).

Plastic-free games: more and more of our games are plastic-free, such as the 'Memo Jobs' game where the plastic packaging has been replaced by ecological adhesives.



4 **Using ESATs** to help us produce the games. The ESATs are reserved for people with disabilities. These establishments allow professional integration through work. We have decided to work with two ESATs in Paris to manufacture our kits in France in an ethical manner.

5 We are making progress every year towards more transparency and ethics in our production. We frequently visit new factories and meet partners to allow us to reach a 100% ecological production as soon as possible. **We are not at the end of our journey, and we still have a lot of progress to make but we are moving forward with determination and enthusiasm!**



POLAND
Cards, board game and cup printing

PARIS
The team, the logistic warehouse, the ESAT (kit assembly) and t-shirt printing

BULGARIA
Flashcard printing

ITALIA
PVC mat printing

SPAIN
Cards and board game printing

CHINA
Mobi manufacturing

OUR PRODUCTION MAP

COMMITTED TO EQUALITY AND INCLUSIVITY



The Moon Project is the project that dreams of a better world! A more inclusive one, more respectful of diversity and gender equality. A range of 5 games for girls and boys, for children as well as for adults.

Games to venture into new professions, to live life to the fullest, games about great women who have too often been forgotten by history and whose extraordinary lives have also helped to change our world.



EQUALITY FOR GREAT WOMEN



“ Some women have been ignored or forgotten by history. ”

And yet what incredible lives and how many of them have influenced, provoked and been part of the great changes of their time!

This exciting game for all ages plunges us into the history of France, from the Middle Ages to the contemporary period through the portraits of female athletes, writers, adventurers, scientists, astronauts, directors, artists, queens of France and many more!

NEW ECOFRIENDLY VERSION!

Do you know her?
· French women ·

8+

The French women of history conceal many talents... Will you be able to assign each woman her fate? **A game about women who helped France move forward.**

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸





ECOFRIENDLY !

Inspiring Happy Families

• Great women •

5+

A game of 7 families to familiarise yourself with **remarkable characters** such as Simone Veil or Malala Yousafzai...

Multilingual:



ECOFRIENDLY !

Equality Memory

• Jobs •

4+

Because a boy has the right to be a midwife and a girl a truck driver. **A game to break down all the sexist prejudices about jobs by associating them with both men and women.**

Multilingual:



ECOFRIENDLY !

Equality Memory

• Emotions •

4+

Because a boy has the right to cry and a girl has the right to be angry. **A memory game to recognise and understand one's emotions.**

Multilingual:



ECOFRIENDLY !

Feminist Snap

• Classic game revisited •

5+

The famous battle game revamped where **Queen and King are in the same role and on the same footing.**

Multilingual:

COMMITTED TO
SEX EDUCATION

↪ *Sexploration* ≡

'Sexploration' is the union between the TOPLA team and Claire Vimont, designer and author of an incredible end-of-studies project aiming to improve sexuality education for teenagers. An ambitious company project that we have adopted with all our enthusiasm and passion for games. An incredible human adventure because impossibility is not French and together, we made it happen!

Acclaimed by young people as well as by educators and professionals alike, this range of 5 educational games, which are fun, uninhibited and inclusive, brings a breath of freedom and modernity, while providing information validated by experts and accurate answers to the questions teenagers and those around them have.

Given the obvious success of the collection, Claire Vimont and TOPLA set themselves a new challenge: to prepare an international version in 4 languages. It has been done! Sexploration is on its way to conquer the world!



SEXPLORATION

BEYOND BORDERS!

'Sexploration' games are **for everyone**: teenagers, of course, and their parents, but also educators, school nurses, psychologists, teachers and all health professionals who want modern and fun tools to address sex education.

The games are used today by **associations, communities, hundreds of schools and academies!**

When talking about this delicate subject, games are an extraordinary way to **take a light hearted approach and involve young people**. The range covers several themes: contraception, STI diseases, the notion of consent, empathy and many others such as pleasure, sexual identity, anatomy!

NEW EDITION!

This new edition, entirely revised and international, offers new, larger and more durable components, so the game will last longer, especially in group environments.

It is available in **4 languages**: French, English, German and Spanish. The new version of this game is **"Eco-Friendly"** certified! TOPLA is progressively committed to respecting nature by manufacturing the games with eco-responsible and sustainable materials.

Sexploration is taking on a new challenge: to reach the whole world!

NEW ECOFRIENDLY VERSION!

NO TABOO

14+

A board game where you have fun **guessing words, without being allowed to say some of them**. Because it is just as important to explain as it is to find the right words to talk about situations.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸





ECOFRIENDLY !

Map it!

· The contraceptive map ·



A game to learn about **all types of contraception!** It can be played in several ways, alone or with others, but always exploring **the many different contraceptive methods.**

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



ECOFRIENDLY !

True or false

· The STI quiz ·



True or false cards on sexually transmitted infections and diseases. Each card has **an illustration to help you understand the question.** The answers to the questions are **written by doctors.**

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



ECOFRIENDLY !

Ok not ok?

· Consent role play ·



A game to understand what consent is and the different ways of saying "yes" or "no". And if there is any doubt, how to clarify it to avoid misinterpretations. A game that encourages communication!

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



ECOFRIENDLY !

Can you?

· The game of privileges ·



A role-playing game where **everyone plays a character with their own story.** By slipping into someone else's shoes, teenagers develop empathy and open-mindedness. An essential game to become aware of their privileges!

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸

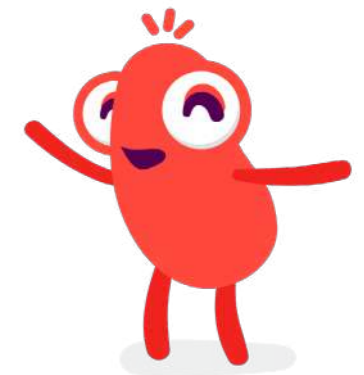


TOPLA • Games to learn while having fun

COMMITTED TO HAVE FUN WITH MATHS

Because today, even more so than yesterday, maths is not only essential but a social concern in our world, we decided to create games to make maths fun, attractive and more natural. The secret to loving maths? Discovering that it is all around us and that we all do it without necessarily being aware of it!

Our games are for children and adults alike and make us all more talented. Train, practice, play and enjoy. There's nothing like a family game, you'll discover that maths can really be great fun!



The crazy numbers of MAD MATH

Educational and fun, 'Mad Math' is the game you need to have a great time with your family and become a mental arithmetic champion, whatever your age! Without realising it, you'll make rapid progress! Each game has a new objective: you are randomly assigned a number and you have to make the right calculation to reach it with the cards at your disposal. Addition, subtraction, multiplication, division... And don't let the little ones worry, additional difficulties will challenge the older ones!

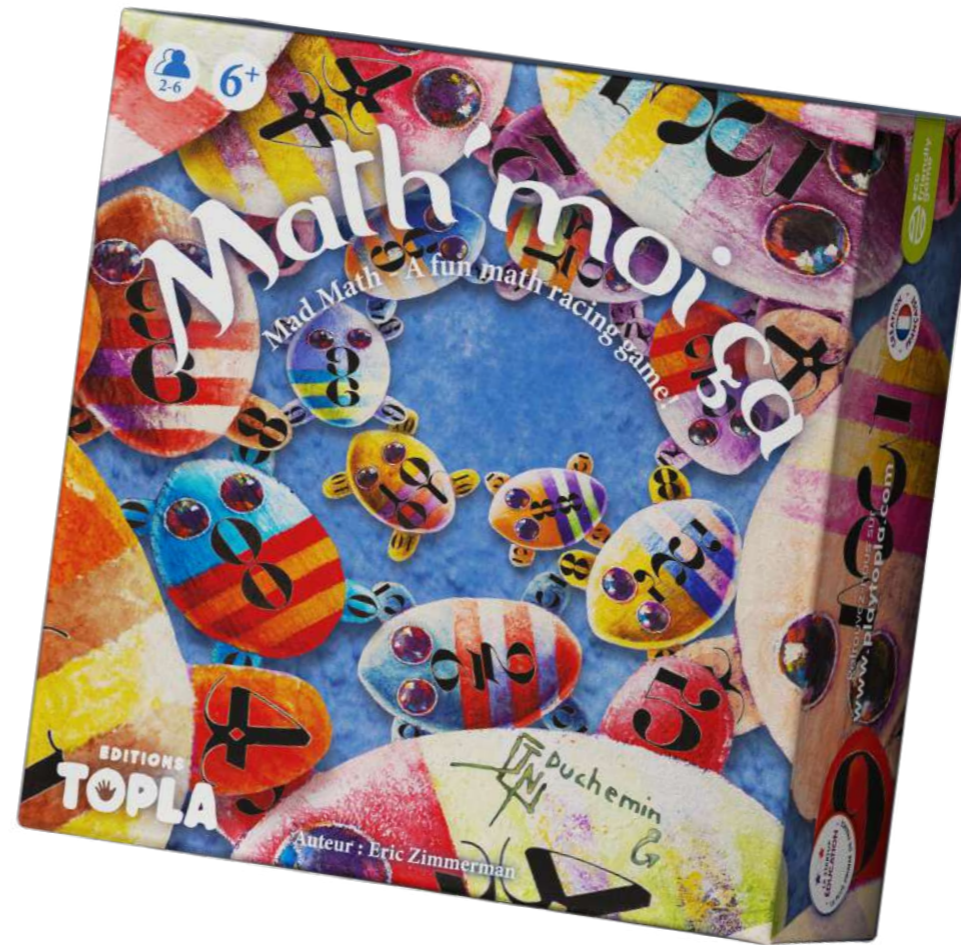
Many variations of the game rules are available online.

The aim? To offer ways of playing for the youngest, the less young, the very good, those who want to play solo,

those who want to play in teams, in competition... **With this family game, there is something for everyone!**

'Mad Math' is the brilliant fusion of two worlds: **mathematics and art**. It was also the result of a meeting between the TOPLA team, the author of the game, **Eric Zimmerman**, and the artist navigator **Jean-Noël Duchemin**. The outcome was a crazy project: to make mathematics a real source of enjoyment to be shared by the whole family. An invitation to take a trip to the heart of numbers with wonderful positive energy. Mission accomplished! **Are you ready to take up the challenge?**

Author: Eric Zimmerman
Artist: Jean-Noël Duchemin



" Robert Y.
Great game, very nice and colourful. We will take it with us on holiday! "

" Kat Z.
A really modern educational game. The rules are great. The design is really colourful. I love it !!! "

" Thierry B.
It makes mental arithmetic a lot of fun, great!!! "



NEW ECOFRIENDLY VERSION!

Mad Math

6+

The **competitive and fun** board game for the whole family.

Multilingual:

About the creators

Chess, checkers, Monopoly... Eric Zimmerman started playing various board games at a very early age. He then discovered **Hero Quest** and **Magic the gathering**, which forged his attraction for cooperative and card games. As a great connoisseur of video games, he quickly understood the notions that make a game successful: **fun, rhythm, user-friendly rules and gameplay.**

'**Mad Math**' is his first published game, although he was actually designing it for several years. "Kids have better ideas for playing than parents usually", he says and he's not shy about diving into this **childhood bubble.** 'Mad Math' was born that way. During a meal with friends, Eric Zimmerman left the table to join the children playing battle. One thing lead to another, he then suggested that they **invent a game together.** The first rules of '**Mad Math**' took shape **that evening!**



ERIC ZIMMERMAN

JEAN-NOËL
DUCHEMIN



Artist-sailor or sailor-artist? Jean-Noël Duchemin's universe is a permanent invitation to travel, to escape, to discover in wonder nature and its poetry. A "**fisherman of tones**" like no other, when Jean-Noël takes up residence on land, he lives in a **houseboat**, one of his dreamlike creations which has become the workshop where he creates his powerful works which revolve **around the oceans.** Oceans, also suppliers of the multiple recovered materials which are used for his creations: fractured sections of masts-wings in carbon, canvas sails, floating wood, frames of ships, etc... Nothing comes in the way of his imagination and everything is subject to creation, thus illustrating magnificently the motto of the poet Robert Filliou: "**Art is what makes life more interesting than art**".

The meeting of Eric Zimmerman's **playful mathematics** and Jean-Noël Duchemin's **dreamlike illustrations** gave birth to '**Mad Math**', a family game that is both fun and educational. By diving into this artistic universe where numbers come to life, **solving maths problems becomes a real pleasure!**



1
2
TOP
makes it easy!

Learning maths can be fun and stimulating! It all starts with a positive attitude - forgetting the struggles of your childhood - and the desire to make maths an ally in your daily life.

To help understand abstract concepts and become familiar with basic maths, nothing beats games that combine visuals, numbers and mathematical or geometric concepts.

- This is how easy geometry is with the 'TOP Family' game where each family is a shape.

- Inference, a great mathematical principle, becomes more and more natural when playing 'TOP Detective'.

- And the 'TOP Explorer' is the perfect teaching tool to acquire the understanding of numbers and quantities in multiple ways.

“ Loving maths: a challenge taken up by families, children, teachers and the TOPLA team! ”



NEW ECOFRIENDLY VERSION!

Top Explorer

4+

Maths speed game. Discover **counting** with animals from around the world!

✓ Multilingue :





ECO-FRIENDLY !

Top Detective

4+

Mathematical inference game. Discover geometric shapes with this **geometric quiz!**

Multilingue : 🇫🇷 🇬🇧 🇩🇪 🇪🇸



ECO-FRIENDLY !

Top Family

4+

Discover **geometric** shapes with TOP Family, a game of **geometric happy families!**

Multilingue : 🇫🇷 🇬🇧 🇩🇪 🇪🇸



1. Origami and GEOMETRY 2



Geometry is meant to be used in life. It exercises logic and thinking skills. With our 2 mathematical origami kits, have fun understanding triangles, sides and angles by folding and making cute bookmarks!

|| We retain 90% of what we do and 20% of what we hear! ||



NEW FORMAT!

10 Origami Bookmarks

• Animals of the world •

5+

Geometric activity kit to create **10 customised bookmarks: lion, elephant, snake, crab, giraffe, gorilla and more.** The step-by-step guide allows you to make these origami independently and **understand the triangles and angles hidden in the folds.** With funny adhesive eyes to stick on!

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



NEW FORMAT!

10 Origami Bookmarks

• Farm animals •

5+

Geometric activity kit to create **10 customised bookmarks: horse, pig, sheep, bird, cow, rabbit, dog and more.** The step-by-step guide allows you to make these origami independently and **understand the triangles and angles hidden in the folds.** With funny adhesive eyes to stick on!

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



COMMITTED TO
HAVE FUN WITH ENGLISH



Children are all incredibly talented at learning languages. So take advantage of this opportunity to play with your children in English or rediscover English through your children's eyes! **Fun and interactivity** are the keys to progress without even realizing it! It happens naturally.

TOPLA is committed with its partner Les Petits Bilingues, **the best language school in France***, to imagine intelligent, stimulating and beautiful games that create the desire to communicate and develop an interest for the English language.

*Statista study 2018



NEW!

Have fun in English with ZE BESTIOLES



It has got red eyes and lives in Antarctica.

“ A matching observation game! ”

More than just a memory game!

'Ze Bestioles' is a game of observation and assembly with simple rules that can be adapted to everyone's level. As a pair, as a team, in competitive or collaborative mode, dive into this unique bestiary to discover and learn English in a fun way!

Art as a way of learning

At TOPLA, we believe that art is a fabulous vehicle for learning and a wonderful gateway to expressing one's emotions and feelings. Art opens young and old to observation, reflection and imagination.

Jean-Noël Duchemin has lent us his extraordinary 'Z'Animaux', unique, incredibly expressive creatures that invite us to seek out the animals that inspired them. **Can you recognize them?**

We have designed 'Ze Bestioles' to learn English as a family, a game of **observation, memory, imagination and artistic discovery** thanks to the colorful and poetic creations of artist navigator Jean-Noël Duchemin.

ECOFRIENDLY !

Ze Bestioles

3+

It has got eight tentacles. What is it?
Discover 16 unique animals, amazing creatures painted by the artist Jean-Noël Duchemin. Each creature consists of 3 tiles to find and assemble. A game for young and old with rules for the whole family.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



The collection Z'Animaux

The story of 'Z'Animaux' began in 2007 with a white bear created especially for an exhibition on polar bears. First all white, the bear later dresses in stripes, which historically symbolizes convicts, now turned into an emblem of freedom.

Jean-Noël Duchemin works on all supports – especially unforeseen– linen canvas, old shirts or sections of carbon composite wing masts. His white bear, painted on an old linen long-sleeved shirt, is acclaimed in several exhibitions. A shipment of old short-sleeved linen shirts gave him the idea of creating new 'Z'Animaux', to keep his 'Z'Bear' company.

Thus the 'Z'Animaux' were born.

“Art is what makes life more interesting than art.”



The must-have FLASHCARDS

Flashcards are a fun and visual teaching tool to help you progress easily in English. In partnership with the Les Petits Bilingues team, we have created a collection of 5 sets of Flashcards on essential themes: food and prepositions of place, animals and their environment, occupations, action verbs and adjectives, and finally idiomatic expressions that are essential to mastering the English language.

These large A6 cards are beautifully illustrated in a poetic way: the illustration on the front and the word on the back. They can be used alone, with others, with the family or in class!

Have fun!!



Flash Action

4+

I sing ... loudly! Discover **verbs and adverbs** with Flash Action, the set of 30 flashcards to learn English.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



Flash Food

4+

The ice cream is ... **in the fridge?** **under the piano?** Unlikely, but possible with Flash Food, the game of 30 flashcards to learn **food and prepositions** of place in English.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



Flash Jobs

4+

The astronaut ... **makes bread?** Nooo, **the astronaut explores space!** A game of 30 flashcards to discover **jobs** but above all to associate them with their **activities** and all this in English!

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



Flash Idioms

6+

It's raining cats and dogs! Could it be? No, it's **an expression!** It means it's raining a lot. Discover 30 English **idioms** and their meaning with Flash Idioms.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸



Flash Animals

4+

Where does the fox live? In the forest! Discover 26 **animals** and their 4 **environments** with this flashcard game to learn English.

Multilingual: 🇫🇷 🇬🇧 🇩🇪 🇪🇸





Over the past 3 years, TOPLA has helped **more than 15 companies** turn their ideas into reality. Companies that have trusted us and been able to **change the world** a little more. The **serious game** projects, ranging from card games to complete board games, have been real challenges and we hope to see even **more of them in the future**.

You got it! TOPLA is an **expert of games** and of the creation of tools on complex subjects. We are keen to share this 'savoir-faire' by **supporting companies and communities** in the execution of their game projects. We place all our resources at the core of these partnerships and follow the projects **from conception to completion**.

TOPLA X BUSINESSES

Tailor-made projects

HOW DOES IT WORK?

The **serious game** accompanies a **change process** within your company. Certain **delicate or complex subjects** require time. The serious game is complementary to the training and information actions implemented **within the company**.

WHICH TOPICS?

Do you have a **problem** within your company? Choose **a serious game!**

- Social issues: gender equality, disability, diversity
- Quality of life at work
- Discovery of little-known professions in the company
- Ecology
- Reorganisation
- Implementation of new best practices

And many other subjects that are important to you!



SOME GOOD REASONS TO USE A SERIOUS GAME

- You progress by being an actor: it's more concrete!
- You learn to put yourself in the shoes of another employee –a "live my life" effect!
- You integrate by playing, it's more fun than institutional communication.
- It's a tool that can reach a wide audience and be reused.
- It enhances the value of the company with a different approach.

GAMES FOR EVERY BUDGET



The game adapted from a TOPLA bestseller:

Some of our games can be easily adapted to the world of your company. For example, our Job Memo presents 12 jobs, associating them with both men and women. If you want to promote your company's own professions, we can make a specific version with the positions within your company!

The tailor-made game:

Do you want to address a specific issue? Together we will build a unique game that meets your needs! A card game or a board game in your company's colours, designed to deal effectively with the subject you want to change.

THEY PUT THEIR TRUST IN US



Are you a company and have a project you would like to submit to us? **Contact us!**

frederic@playtopla.com



THE CSR

blog

TOPLA is a committed brand and as such is passionate about Corporate Responsibility on social and environmental issues.

We are fortunate to meet many women and men who are also passionate about equality, the environment and inclusion. Here are some of the interviews we did with them.

READ THE FULL INTERVIEWS ON
www.playtopla.com



TRANSMISSION AND
INTERGENERATIONAL TIES

JÉRÔME PERMINGEAT

How can we encourage the transmission of know-how and the intergenerational link between employees in the company?
– Interview with **Jérôme Permingeat**, Managing Director of the Breton brand Le Minor.

When Jérôme bought a Breton company, the average age of the employees was 58. He took the crazy gamble of keeping 100% of the employees but worked on passing on the company's know-how to the new generations. A major challenge!



GENDER EQUALITY

ARIANE BÉNARD

Equality between men and women – An update from **Ariane Bénard**, President of the BNP Paribas MixCity association

Ariane is the head of an association that fights to break the glass ceiling within BNP, so that women can access positions of responsibility. The association's commitment to greater gender diversity is based on concrete actions involving men and women, managers and non-managers: changing mentalities so that everyone wins!



ECONOMY AND BIODIVERSITY

SOPHIE MÉNARD

Economy and biodiversity, a partnership for the better – Interview with **Sophie Ménard**, head of the Biodiversity Economy Mission at CDC Biodiversité.

The CDC Biodiversité team explains that by combining economics and biodiversity, businesses will be able to achieve their respective objectives. If companies integrate biodiversity into the heart of their model, they will be able to secure their value chain by working with quality producers who respect the standards.



QUALITY OF LIFE AT WORK

HORTENSE NOIRET

Successfully implementing a Quality of Life at Work policy – With **Hortense Noiret** (QWL consultant)

Hortense has dedicated her consulting firm to QWL. She helps companies with various issues, such as the reconciliation of work and personal life, disconnection, working relationships with others, between employees, and relationships with management.



CSR AND INCLUSION IN ACTION!

BRUNO RENARD

CSR and inclusion in action! – Interview with **Bruno Renard** (CEA Grenoble)

Bruno Renard explains that it is by involving employees that a company succeeds in its CSR projects. In general, companies go top down, imposing to do this or that action, but it doesn't work. An employee who is proud to belong works better. The company saves money and becomes more attractive. And manufacturers like to work with exemplary and inclusive companies.



MORE INCLUSIVE COMMUNICATION

SOPHIE ROOSEN

Towards a more inclusive communication – Interview with **Sophie Roosen**, CSR manager at the Trademark Union.

The "Union des marques" is an interprofessional association that has existed for a hundred years. The objective is to support brands in their transformation challenges such as sustainable and digital transformation, but also more recently inclusive communication. It is a communication that seeks to represent society as it is, and not as it may be fantasised.

ANNEX

ALL OUR PRODUCTS



At TOPLA, we respect inclusiveness, gender equality and the planet.





Do you know her? • French women



Multilingual: () () () ()
 VAT: 20% - Weight: 214g - Size: 90*90*90mm
 EAN: 3760278380439 - SKU: 380-439



Equality Memory • Emotions



Multilingual: () () () ()
 VAT: 20% - Weight: 203g - Size: 90*90*90mm
 EAN: 3760278380125 - SKU: 380-125



Feminist Snap



Multilingual: () () () ()
 VAT: 20% - Weight: 195g - Size: 90*90*90mm
 EAN: 3760278380071 - SKU: 380-071



Equality Memory • Jobs



Multilingual: () () () () () ()
 VAT: 20% - Weight: 192g - Size: 90*90*90mm
 EAN : 3760278380064 - SKU: 380-064



7 Happy Families • Great Women



Multilingual: () () () () () ()
 VAT: 20% - Weight: 235g - Size: 90*90*90mm
 EAN : 3760278380057 - SKU: 380-057



Barbie Mistigri • Girl Power



Bilingual: () ()
 VAT: 20% - Weight: 179g - Size: 90*90*90mm
 EAN : 3760278380101 - SKU: 380-101



“Simone, Frida, Colette” T-shirt

Adult

Language: ()
 VAT: 20% - Weight: 100g - Size: XS à XXL



“Liberté, égalité, sororité” T-shirt

Adult

Language: ()
 VAT: 20% - Weight: 100g - Size: XS à XXL



“Féministe en herbe” T-shirt

Kid

Language: ()
 VAT: 20% - Weight: 100g - Size: ages 3-14



Inspiring French Women Mug

Language: ()
 VAT: 20% - Weight: 325g - Size: Ø80*92mm - Volume: 33cl
 EAN : 3760278380224 - SKU: 380-224



Inspiring Quote Mug

Available figures: Claudie, Coco, Edith, Joséphine, Simone
 Language: ()
 VAT: 20% - Weight: 325g - Size: Ø80*92mm - Volume: 33cl
 EAN : MUG-NOM



Equality eco-cup

Language: ()
 VAT: 20% - Weight: 30g - Size: Ø74*115mm - Volume: 33cl
 EAN : GOBELET



Inspiring Quote eco-cup

Available figures: Simone, Chimamanda, Malala, Oprah
 Language: ()
 VAT: 20% - Weight: 30g - Size: Ø74*115mm - Volume: 33cl
 EAN : MUG-NOM



10 "Equality" Origami • French history



Language: ()
 VAT: 20% - Weight: 150g - Size: 120*180*15 mm
 EAN: 3760278380262 - SKU: 380-262



10 "Equality" Origami • Jobs



Language: ()
 VAT: 20% - Weight: 150g - Size: 120*180*15 mm
 EAN: 3760278380279 - SKU: 380-279

...SEX EDUCATION



Ok not ok?



Multilingual: () () () ()
 VAT: 20% - Weight: 203g - Size: 140*100*28mm
 EAN: 3760278380361 - SKU: 380-361



True or False



Multilingual: () () () ()
 VAT: 20% - Weight: 231g - Size: 102*144*32mm
 EAN: 3760278380385 - SKU: 380-385



Can you?



Multilingual: () () () ()
 VAT: 20% - Weight: 233g - Size: 102*144*32mm
 EAN: 3760278380392 - SKU: 380-392



Map it!



Multilingual: () () () ()
 VAT: 20% - Weight: 243g - Size: 102*144*32mm
 EAN: 3760278380378 - SKU: 380-378

Sexploration



No taboo!



Multilingual: () () () ()
 VAT: 20% - Weight: 300g - Size: 190*190*43mm
 EAN: 3760278380354 - SKU: 380-354

...HAVE FUN WITH MATHS



Mad Math

6+

Multilingual:
 VAT: 20% - Weight: 390g - Size: 190*190*43mm
 EAN: 3760278380330 - SKU: 380-330



"5 Mathematical Origamis" Book

6+

Language:
 VAT: 5,5% - Weight: 71g - Size: 150*150mm
 EAN: 9791095866329 - SKU: 866-329



"5 Mathematical Recipes" Book

6+

Language:
 VAT: 5,5% - Weight: 71g - Size: 150*150mm
 EAN: 9791095866312 - SKU: 866-312



10 Origami Bookmarks • Farm animals

5+

Multilingual:
 VAT: 20% - Weight: 81g - Size: 220*160*5mm
 EAN: 3760278380408 - SKU: 380-408

10 Origami Bookmarks • Animals of the world

5+

Multilingual:
 VAT: 20% - Weight: 81g - Size: 220*160*5mm
 EAN: 3760278380415 - SKU: 380-415



"5 Mathematical Instruments" Book

6+

Language:
 VAT: 5,5% - Weight: 71g - Size: 150*150mm
 EAN: 9791095866381 - SKU: 866-381



"Mymat" Mat

3+ Semi-professional product

Multilingual:
 VAT: 20% - Weight: 450g - Size: 136*96cm
 Material: PVC
 EAN: 3760278380026 - SKU: 380-026



"Möbi" Numbers game

6+

Bilingual:
 VAT: 20% - Weight: 450g - Size: 120*140*40mm
 EAN: 3760278380002 - SKU: 380-002



"Fractions" Measuring eco-cup

Language:

VAT: 20% - Weight: 30g - Size: Ø74*115mm - Volume: 33cl
 EAN : GOB-FRACTION



20 Origami "Cocottes" • Animals

8+

Language:
 VAT: 5,5% - Weight: 350g - Size: 120*180*15mm
 EAN : 9791095866428

...HAVE FUN WITH ENGLISH



Flash Action

4+

Multilingual:
 VAT: 20% - Weight: 160g - Size: 150*107*14mm
 EAN: 3760278380293 - SKU: 380-293



Flash Food

4+

Multilingual:
 VAT: 20% - Weight: 160g - Size: 150*107*14mm
 EAN: 3760278380309 - SKU: 380-309



Flash Animals

4+

Multilingual:
 VAT: 20% - Weight: 160g - Size: 150*107*14mm
 EAN: 3760278380316 - SKU: 380-316



Flash Idioms

4+

Multilingual:
 VAT: 20% - Weight: 160g - Size: 150*107*14mm
 EAN: 3760278380323 - SKU: 380-323



Flash Jobs

4+

Multilingual:
 VAT: 20% - Weight: 160g - Size: 150*107*14mm
 EAN: 3760278380286 - SKU: 380-286



Ze Bestioles

3+

Multilingual:
 VAT: 20% - Size: 111*111*34mm
 EAN: 3760278380422 - SKU: 380-422



"Seasons" Play mat

3+ Semi-professional product

Bilingual:
 VAT: 20% - Weight: 480g - Size: 140*100cm
 Material: PVC
 SKU: Tapsaisonspvc2020



"Human Body" Play mat

3+ Semi-professional product

Bilingual:
 VAT: 20% - Weight: 480g - Size: 140*100cm
 Material: PVC
 SKU: Tapbodypvc2020



"Animals of the world" Play mat

3+ Semi-professional product

Bilingual:
 VAT: 20% - Weight: 480g - Size: 140*100cm
 Material: PVC
 SKU: Tapanimauxpvc2020



TOPLA • Keep in touch!

THE TOPLA COMMUNITY

Thanks to you, a great community has been created around TOPLA, teachers, schools, child and adolescent professionals, psychologists, nurses, adults, parents and companies! They are all keen to break down walls, get rid of prejudices, help people develop well, make progress and have fun!

WRITE TO US

 hello@playtopla.com



OUR WEBSITE

 www.playtopla.com



SOCIAL NETWORKS

-  [@playtopla_officiel](https://www.instagram.com/playtopla_officiel)
-  [@toplatoys](https://www.facebook.com/toplatoys)
-  [@playtopla_twt](https://twitter.com/playtopla_twt)
-  [@playtopla_officiel](https://www.pinterest.com/playtopla_officiel)

EDITIONS
TOPLA

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www.playtopla.com