

PLAY TYPES



SYMBOLIC PLAY

PLAY WHICH ALLOWS CONTROL, GRADUAL EXPLORATION AND INCREASED UNDERSTANDING, WITHOUT THE RISK OF BEING OUT OF ONE'S DEPTH. FOR EXAMPLE USING A PIECE OF WOOD TO SYMBOLISE A PERSON, OR A PIECE OF STRING TO SYMBOLISE A WEDDING RING.



ROUGH AND TUMBLE PLAY

CLOSE ENCOUNTER PLAY WHICH IS LESS TO DO WITH FIGHTING AND MORE TO DO WITH TOUCHING, TICKLING, GAUGING RELATIVE STRENGTH, DISCOVERING PHYSICAL FLEXIBILITY AND THE EXHILARATION OF DISPLAY. FOR EXAMPLE PLAYFUL FIGHTING, WRESTLING AND CHASING WHERE THE CHILDREN INVOLVED ARE OBVIOUSLY UNHURT AND GIVING EVERY INDICATION THAT THEY ARE ENJOYING THEMSELVES.



SOCIO-DRAMATIC PLAY

THE ENACTMENT OF REAL AND POTENTIAL EXPERIENCES OF AN INTENSE PERSONAL, SOCIAL, DOMESTIC OR INTERPERSONAL NATURE. FOR EXAMPLE PLAYING AT HOUSE, GOING TO THE SHOPS, BEING MOTHERS AND FATHERS, ORGANISING



1. Bakery

You can make goodies like cookies and cakes using cardboard paper cutouts and crayons and double baking oven using shelves.



2. Ice Cream Parlour

Kids can make their own ice cream parlour with different flavours of ice cream using felt or play-doh (clay), some transparent plastic boxes, an ice cream scoop and a few cones painted out of paper. This helps children enjoy and understand different colours. Children older than 5 years can even have their family pose as customers and keeping accounts of sold ice creams.

3. Fairy Tale Plays

Fairy tales are a great way to spark the imagination of children. Kids can relate to fairy tales, and enact them by making sets out of coloured cardboard paper can help them memorize the stories and inculcate the morals imparted by them. Renditions of 'Three Little Pigs' or 'Goldilocks' are excellent dramatic play ideas for kids.

4. Hospital

Kids love to emulate doctors by wearing stethoscopes, prescribing medicines and treating other kids. This game also teaches them to care and nurture, inculcating a sense of compassion in them. They can take turns playing doctors, nurses and patients and even think of what ailments they will cure.

5. Farmer

Feed some stuffed animals/toys. Plant some seeds. Sit in a cardboard box or chair "tractor." Rake or dig something.

6. Office:

Load them up with old office supplies, something to resemble a computer, (even a folded piece of cardboard can work, especially if they decorate it!), files and pens and notebooks



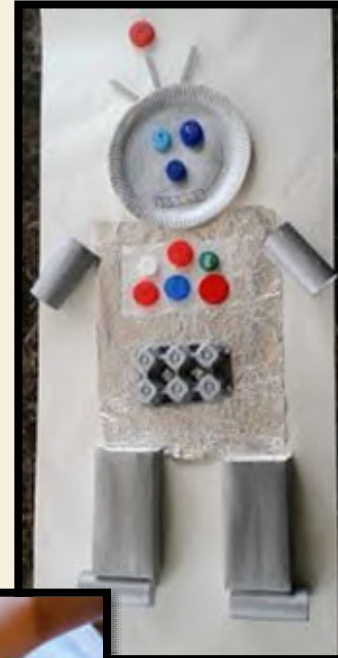
SOCIAL PLAY

PLAY DURING WHICH THE RULES AND CRITERIA FOR SOCIAL ENGAGEMENT AND INTERACTION CAN BE REVEALED, EXPLORED AND AMENDED. FOR EXAMPLE ANY SOCIAL OR INTERACTIVE SITUATION WHICH CONTAINS AN EXPECTATION ON ALL PARTIES THAT THEY WILL ABIDE BY THE RULES OR PROTOCOLS, I.E. GAMES, CONVERSATIONS



CREATIVE PLAY

PLAY WHICH ALLOWS A NEW RESPONSE, THE TRANSFORMATION OF INFORMATION, AWARENESS OF NEW CONNECTIONS, WITH AN ELEMENT OF SURPRISE. FOR EXAMPLE ENJOYING CREATION WITH A RANGE OF MATERIALS AND TOOLS FOR ITS OWN SAKE.



COMMUNICATION PLAY

PLAY USING WORDS, NUANCES OR GESTURES FOR EXAMPLE MIME, JOKES, PLAY ACTING, MICKEY TAKING, SINGING, DEBATE, POETRY.



DRAMATIC PLAY

PLAY WHICH DRAMATIZES EVENTS IN WHICH THE CHILD IS NOT A DIRECT PARTICIPATOR. FOR EXAMPLE PRESENTATION OF A TV SHOW, AN EVENT ON THE STREET, A RELIGIOUS OR FESTIVE EVENT, EVEN A FUNERAL.



DEEP PLAY

PLAY WHICH ALLOWS THE CHILD TO ENCOUNTER RISKY OR EVEN POTENTIALLY LIFE THREATENING EXPERIENCES, TO DEVELOP SURVIVAL SKILLS AND CONQUER FEAR. FOR EXAMPLE LEAPING ONTO AN AERIAL RUNWAY, RIDING A BIKE ON A PARAPET, BALANCING ON A HIGH BEAM



EXPLORATORY PLAY

PLAY TO ACCESS FACTUAL INFORMATION CONSISTING OF MANIPULATIVE BEHAVIOURS SUCH AS HANDLING, THROWING, BANGING OR MOUTHING OBJECTS. FOR EXAMPLE ENGAGING WITH AN OBJECT OR AREA AND, EITHER BY MANIPULATION OR MOVEMENT, ASSESSING ITS PROPERTIES, POSSIBILITIES AND CONTENT, SUCH AS STACKING BRICKS.



FANTASY PLAY

PLAY, WHICH REARRANGES THE WORLD IN THE CHILD'S WAY, A WAY WHICH IS UNLIKELY TO OCCUR. FOR EXAMPLE PLAYING AT BEING A PILOT FLYING AROUND THE WORLD OR THE OWNER OF AN EXPENSIVE CAR.



IMAGINATIVE PLAY

PLAY WHERE THE CONVENTIONAL RULES, WHICH GOVERN THE PHYSICAL WORLD, DO NOT APPLY. FOR EXAMPLE IMAGINING YOU ARE, OR PRETENDING TO BE, A TREE OR SHIP, OR PATTING A DOG WHICH ISN'T THERE.



LOCOMOTOR PLAY

MOVEMENT IN ANY AND EVERY DIRECTION FOR ITS OWN SAKE. FOR EXAMPLE CHASE, TAG, HIDE AND SEEK, TREE CLIMBING.



MASTERY PLAY

CONTROL OF THE PHYSICAL AND AFFECTIVE INGREDIENTS OF THE ENVIRONMENTS. FOR EXAMPLE DIGGING HOLES, CHANGING THE COURSE OF STREAMS, CONSTRUCTING SHELTERS, BUILDING FIRES.



OBJECT PLAY

PLAY WHICH USES INFINITE AND INTERESTING SEQUENCES OF HAND-EYE MANIPULATIONS AND MOVEMENTS. FOR EXAMPLE EXAMINATION AND NOVEL USE OF ANY OBJECT E.G. CLOTH, PAINTBRUSH, CUP.



ROLE PLAY

PLAY EXPLORING WAYS OF BEING, ALTHOUGH NOT NORMALLY OF AN INTENSE PERSONAL, SOCIAL, DOMESTIC OR INTERPERSONAL NATURE. FOR EXAMPLE BRUSHING WITH A BROOM, DIALLING WITH A TELEPHONE, DRIVING A CAR.

