

Module 1.1 Background Information – the basics of being a good play partner

Define the **three** key main concepts that are important to utilize with your child in order to be a good play partner:

1. Joint Engagement _____
2. Joint Attention _____
3. Reciprocity _____

List the **three** target skills we hope to work on during the play session:

1. _____ - the use of emotions and feelings in play. Useful for learning to understand & express emotions.
2. _____ - providing structure to a story or activity. Useful for creating a foundation stable for learning and growth in play.
3. _____ - the process of creative idea generation. Useful for the promotion of increased creativity and improved cognition.

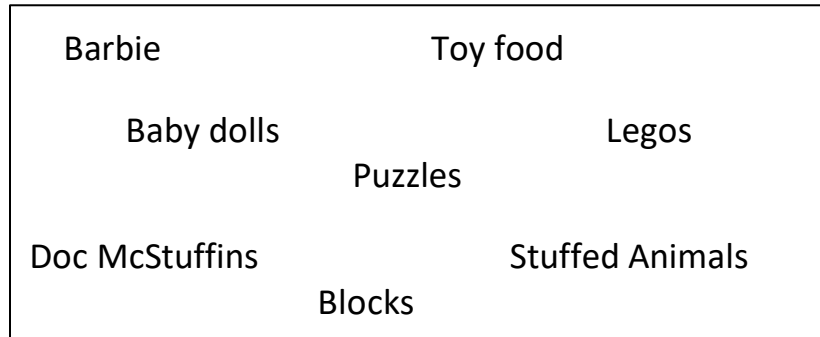
Understanding the common types of imagination:

1. _____ – using one object to represent/function as another (ex. using a toy block as a birthday present)
2. _____ -the process of formulating novel ideas (ex. let's make up a story about aliens in outer space)
3. _____ - a life-like action is given to a toy (ex. doll walking or jumping)

Module 1.1 How to set up your play session:

1. Selecting Toys

- a. It is recommended that you use about _____ toys for your play session.
- b. Select the unstructured, non-themed toys from the box below:



Using the work bank below, fill in the strategies discussed in Module 1.2 to use during your play session below:

1. _____

Example: Includes using positive body language, nodding, laughing, etc.

Aim: To demonstrate active listening and facilitator engagement in the play session

2. _____

Example: describing content your child has already produced in the story; paraphrasing

Aim: To retain child engagement & aids in maintaining the organization of the story

3. _____

Example: Allowing the child to lead the play session

Aim: To reinforce natural & independent skill building while giving the child choices

4. _____

Example: Identifying feelings and expressions

Aim: Increase the use of emotion in play so the child can practice emotional recognition skills

Summary & Reflection

Labeling Feelings

Reinforcing

Active Watching

Prompting

Modeling

Questioning

Following your Child's Lead

5. _____

Example: The use of praise or encouragement for a specific behavior or action. Can be verbal (specific praise), physical (high-five), or material (tangible reward)

Aim: Encouraging a positive behavior, skill or response so that it is more likely to occur again.

6. _____

Example: Asking specific questions to clarify or develop the story. Can include yes-or-no questions, open-ended questions, or repeating a child's ideas in the form of a question

Aim: Useful for encouraging the story forward if the child is having trouble

7. _____

Example: Demonstrating or describing a play skill

Aim: Aids the child in visualizing potential solutions available in a story

8. _____

Example: Using "nudges" or other verbal encouragements during play. ("Show me what happens next", "I wonder how the girl might be feeling")

Aim: To encourage the child to use new skills in their play.

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