

Had another great day in our social group yesterday. We have been developing the childrens' abilities to generate play ideas and work collaboratively with their play partners. It's been great to watch their skills in imaginative role plays develop across the term. Some of the key principles we have used are:

- We used the language of "I have an idea" and "everyone needs a job" in play scenarios.
- Role plays were built into sensorimotor play as it is motivating for children and aids in regulation
- When children are moving through space in goal directed imaginary play naturally occurring problems more frequently arise aiding in collaboration
- We based early role plays on stories so children could understand the goal of the play
- Initially we used visuals to scaffold for what and where jobs would occur
- We used video review so children could name discuss their roles (jobs) in play situations

What we saw was:

- Children spontaneously collaborating and negotiating roles in play situations
- Children displaying object substitutions (i.e. imagining a swing is a boat)
- Children solving problems that occurred together (i.e. how can we move these balls on a scooteboard?)
- Children enjoying being different roles in play
- People advocating for themselves when there was a change in roles
- FUN FUN FUN and laughter
- Children spontaneously adding ideas into the play and creating new scenarios
- We had to discard planned activities as the children were having so much fun playing together

EVERYYONE LOVED IT!

idea

Lets play the game



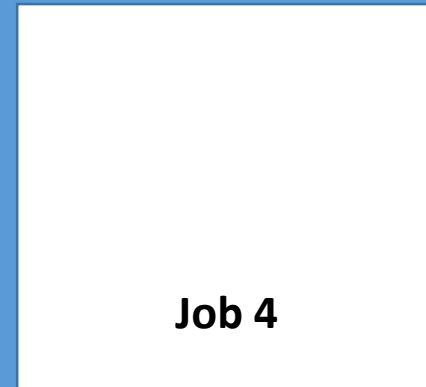
Job 1



Job 2



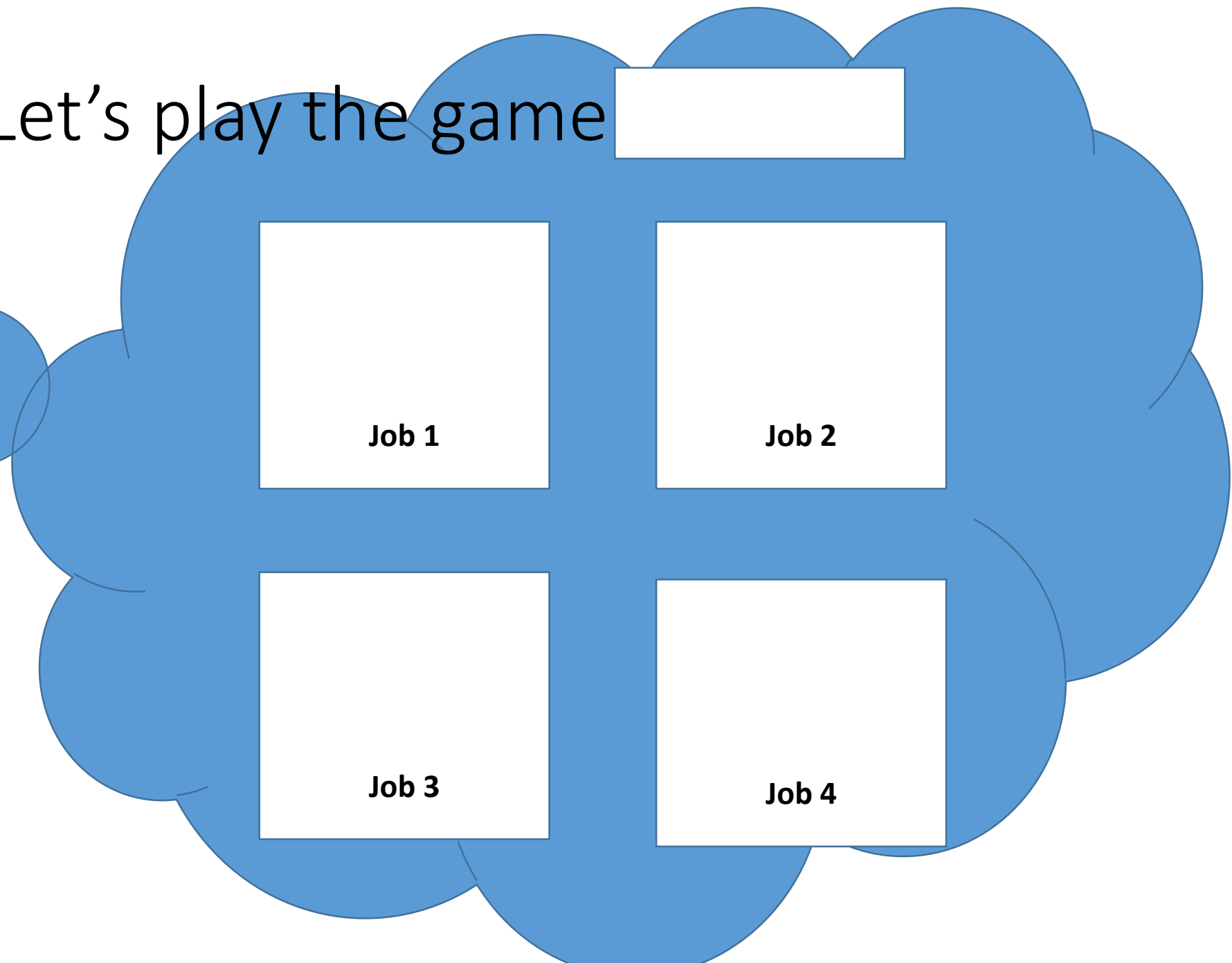
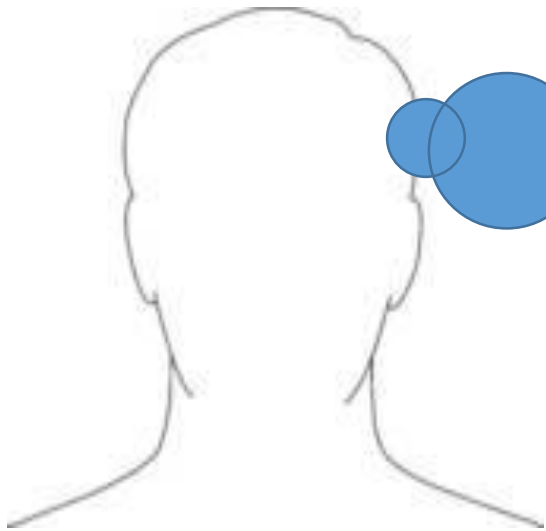
Job 3



Job 4

**idea**

Let's play the game



**Job 1**

**Job 2**

**Job 3**

**Job 4**