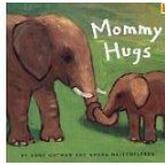


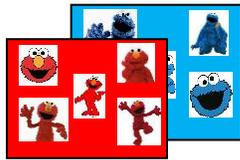
Session 15: Play Time- Make it Take it



Structured Book

Many of our kids love books but have difficulty engaging with them in the way that other children do. Adding visuals to a book gives your child a job to do on each page, teaching the child how to appropriately look at a book and increasing their engagement in the process. There are multiple ways to add structure to a regular children's book to increase your child's understanding of how to look at a book and their motivation to engage with you and the book. Below are a few examples:

- Matching pictures onto the page- these can be photos or clipart pictures of the main picture on each page. These photos can also be pictures of favorite characters that you put on each page.
- Pull off a piece of paper or "curtain" and put it into a container- "what's behind _____?"
- Interactive (with a hug, a "nibble," a tickle, following the book)- possibly use a clipart picture or photo to help your child to complete the action that is on the page
- Turn-taking- take turns either pulling off or matching something onto the page



Matching Game

The Matching or Surprise Game is a simplified game that provides visual supports to help your child learn to take turns doing something with another person as well as the idea of you collecting something and him or her collecting something (i.e. sharing). There are numerous ways to play this game, with some of the more basic examples listed below.

- Turn-taking game- have two boards with two different sets of pictures or two copies of the same board and pictures. Place all the pictures in a container and take turns pulling one out at a time and either matching it to your own board or give it to the other person)
- Cooperative play- have one board and set of picture. Place all of the pictures into a container and take turns pulling a picture out and placing it on the board
- Parallel Play- have two different sets of pictures or two copies of the same set of pictures. Put all of the pictures in a shallow container- after passing out each board, pull pieces from the container to match onto your board



Airplane into a Hanger

One of the first functional play activities that we tend to work on with kids is having a toy (vehicle, animal, etc.) move into some sort of “home” whether it is a hole in a box or a container. It’s a great beginning pretend play activity and can also easily be expanded on or changed as your child is ready for more. This activity is also easy to generalize and introduce new toys and actions as there are endless possibilities of toys and places they can go. It can also be a great beginning turn taking activity as the one step action is quick and there are multiple pieces.

- functional play, fly and land the airplane into the hanger
- imitation with the toy planes doing actions in the air
- turn-taking with the planes going into the hanger



Scavenger Hunt with Eggs

A scavenger hunt is something many kids enjoy and can be used to help your child better engage in many other activities fun, such as going on a hike or to the grocery store. By adding visual structure to a scavenger hunt, it helps your child more fully understand what to- it gives a clear picture of what he/she is looking for, a clear idea of what to do with the picture or object when it is found, and a clear understanding of when the activity is finished. Beyond those guidelines, there are endless possibilities of how and what you use in a scavenger hunt. Here are a few examples:

- place the eggs in a bucket of beans or rice so your child can pull them out and place them in a basket
- Scavenger hunt- place one set of the eggs (can also be done with pictures) around the room or house and help your child find them. A more challenging version of the game would be to hide two sets and work to help each other find the pictures you need



Dot Painting

Art activities are something your child will come across many times. Adding some clear structure to help your child be better organized and available to have fun with the materials or engage them with you. This website has printable pages:

<http://www.makinglearningfun.com/themepages/DoaDotMiniMarkerPage.htm>

It’s also a good opportunity to work on other goals, such as:

- Communication- leave the top on your child so they can ask you to “open” the container” in order for them to finish the activity
- Functional play- learning how to use the materials, possibly to make a picture
- Imitation- opportunities for you to imitate your child’s action and see if he or she will imitate you