

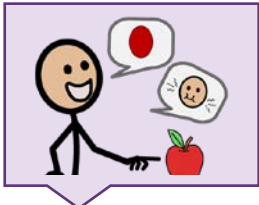
Let's teach play

We learn through **PLAY**, especially how to engage and interact with others. As Fred Rogers said "**PLAY** is often talked about as if it were a relief from serious learning. But, for children, **PLAY** is serious learning. **PLAY** is really the work of childhood." Therefore, it is an important word that all people should be able to use. Whether you want to **PLAY** with toys or **PLAY** your favorite game on the iPad, **PLAY** with someone or **PLAY** by yourself, **PLAY**ing is part of who we are.



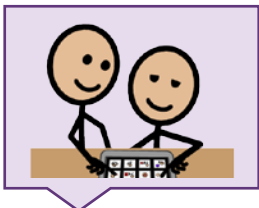
FIND

Find the word in the vocabulary. **PLAY** is most often a verb, so it will typically be a green word. It is often located on the home page of many vocabularies. If you can't find **PLAY**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.



INTRODUCE

Use **PLAY** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: **PLAY** means to do something for fun. We like to **PLAY**. We **PLAY** games, **PLAY** on the iPad, **PLAY** with blocks..."



MODEL

Model the word throughout the day, touching **PLAY** in the vocabulary anytime you say it.

"What do you want to **PLAY**?"

"I **PLAY** soccer."

"Let's **PLAY** a game."

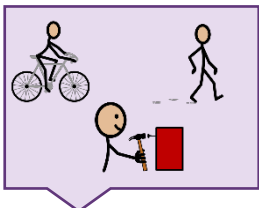
"I am going to a **PLAY**."

Create activities to provide lots of models and practice with **PLAY**.

Book: *Let's PLAY* by Herve Tulley

Writing: Engage in Predictable Chart Writing with "I **PLAY**" as the sentence starter.

Activity: Have a box of different toys/activities. The learner chooses something to **PLAY**. When the timer goes off he/she can choose to **PLAY** more, **PLAY** something different, or **PLAY** with someone.

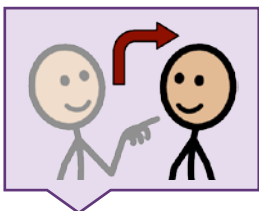


ENCOURAGE

Create opportunities for the learner to say the word. Make sure to wait and look at them so they know it is expected.

Instead of "I want + toy" encourage use of "I **PLAY** + toy."

Modify the environment: If there is a place in the home or at school where most **PLAY**ing happens. Add visual supports and scripts to facilitate the interaction. "Can we **PLAY**?" "I want to **PLAY**..." "Show me how to **PLAY**."



EXPECT