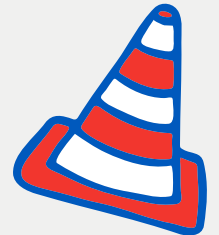
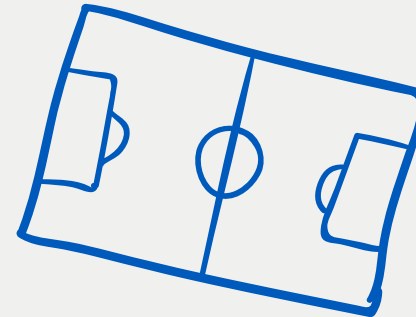
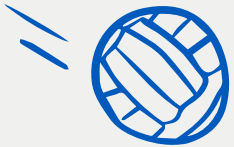


# Play Phase Idea Generator



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# Idea generator

The idea generator is here to help you introduce The Play Framework to the basic game types. It focuses on the forms of play. Remember the play framework highlights the forms, features and outcomes of play. See page nine for more information.

FORMS OF PLAY				
TYPE OF GAME	SOCIAL PLAY	OBJECT PLAY	IMAGINATIVE PLAY	PHYSICAL PLAY
<b>TAG GAME</b>	Tags include social returns: <ul style="list-style-type: none"> <li>• high fives</li> <li>• rock, paper, scissors</li> <li>• low fives</li> <li>• follow the leader</li> <li>• balancing in half a rainbow – find another person to complete the rainbow</li> </ul>	Objects to tag with: <ul style="list-style-type: none"> <li>• how to tag - use a balloon or soft ball, throw a bib or take someones bib</li> <li>• how to release - a player can give them a new bib</li> </ul>	The shape can become: <ul style="list-style-type: none"> <li>• boat, castle, racetrack, city etc</li> </ul> The children/adults can become: <ul style="list-style-type: none"> <li>• characters</li> <li>• objects</li> <li>• animals</li> </ul> Use objects creatively e.g. <ul style="list-style-type: none"> <li>• bib waggles as octopus tentacles used to tag</li> </ul>	Change the shape to get different returns <ul style="list-style-type: none"> <li>• circle – continuous movement</li> <li>• square – corners to hide or get stuck in</li> <li>• rectangle – opportunities to sprint</li> <li>• triangle – opportunities to change direction at speed under control</li> <li>• small space - quicker decisions, faster pace, less distance covered</li> <li>• large space - more space to develop speed over distance, more rest opportunities</li> </ul>



TYPE OF GAME	SOCIAL PLAY	OBJECT PLAY	IMAGINATIVE PLAY	PHYSICAL PLAY
<b>OPEN LOOP GAMES</b>	Increasing social returns: <ul style="list-style-type: none"> <li>• play in pairs, threes, groups</li> </ul>	Objects you could use: <ul style="list-style-type: none"> <li>• buckets</li> <li>• cones</li> <li>• balls</li> <li>• bibs</li> <li>• gym ball</li> </ul>	Combining theme and activity: <ul style="list-style-type: none"> <li>• cones and balls = eggs in nests</li> <li>• buckets and balls = gold in a treasure chest</li> <li>• dishes and dome = mountain and valley</li> </ul> Creative use of equipment: <ul style="list-style-type: none"> <li>• socks and gloves: stepping-stones and climbing walls</li> </ul>	Tell a story: <ul style="list-style-type: none"> <li>• add targets, safe zones, or obstacles</li> </ul>
<b>CLOSED LOOP GAMES</b>	Choose your own adventure: <ul style="list-style-type: none"> <li>• children decide what happens next</li> <li>• provide free play opportunities to ensure exploration occurs</li> </ul>	Variety of equipment: <ul style="list-style-type: none"> <li>• tyres</li> <li>• ropes</li> <li>• tunnels</li> <li>• hurdles</li> <li>• buckets</li> <li>• bean bags</li> <li>• balls</li> </ul> Creating the environment: <ul style="list-style-type: none"> <li>• children use the equipment to create the scene (for example a boat)</li> </ul>	Tell a story: <ul style="list-style-type: none"> <li>• create an adventure, mission, or story to work through with the children</li> </ul>	Movement Discovery: <ul style="list-style-type: none"> <li>• opportunities for children to discover new ways of moving.</li> </ul>





TYPE OF GAME	SOCIAL PLAY	OBJECT PLAY	IMAGINATIVE PLAY	PHYSICAL PLAY
<b>INDIVIDUAL GAMES</b>	These games provide an opportunity to: <ul style="list-style-type: none"><li>• children to try on their own whilst still increasing social play</li><li>• share and show what has been achieved</li></ul>	Engagement with equipment: <ul style="list-style-type: none"><li>• provide specific areas for solo play</li><li>• increase or limit equipment provided to challenge creativity and curiosity</li></ul>	Create exploration examples that encourage movement or engagement with a specific task: <ul style="list-style-type: none"><li>• going through the jungle</li><li>• flying through space</li></ul>	Consider: <ul style="list-style-type: none"><li>• moving higher and lower</li><li>• throwing and catching</li><li>• target games</li><li>• counting games</li><li>• obstacle courses</li><li>• pushing and pulling activities</li><li>• crawling and rolling games</li></ul>
<b>COPY AND FOLLOW</b>	Increase social returns: <ul style="list-style-type: none"><li>• change partners</li><li>• involve parents and carers</li><li>• share and celebrate successes</li></ul>	Equipment to connect children together: <ul style="list-style-type: none"><li>• woggles</li><li>• balls (variety)</li><li>• bean bags</li><li>• ropes</li><li>• balloons</li><li>• bibs</li></ul>	Theme the children's roles: <ul style="list-style-type: none"><li>• horse and jockey</li><li>• truck and trailer</li><li>• surfer and water</li></ul> Place the theme in a landscape: <ul style="list-style-type: none"><li>• forest</li><li>• city</li><li>• beach</li></ul> Add equipment in the landscape as obstacles to navigate.	Consider: <ul style="list-style-type: none"><li>• faster, slower, stopping</li><li>• left and right</li><li>• zones to play in</li><li>• objects to collect (Grasping)</li></ul>



TYPE OF GAME	SOCIAL PLAY	OBJECT PLAY	IMAGINATIVE PLAY	PHYSICAL PLAY
<b>TEAM GAMES</b>	Add tasks: <ul style="list-style-type: none"><li>• counting</li><li>• team songs</li><li>• team dances</li><li>• actions (linked to the theme)</li></ul>	Equipment: <ul style="list-style-type: none"><li>• woggles</li><li>• balls (variety)</li><li>• bean bags</li><li>• ropes</li><li>• balloons</li><li>• bibs</li></ul>	Theme the teams: <ul style="list-style-type: none"><li>• cops and robbers</li><li>• rockets and stars</li><li>• dogs and cats</li></ul> Place the theme in a landscape: <ul style="list-style-type: none"><li>• bank</li><li>• space</li><li>• park</li></ul>	Movement discovery: <ul style="list-style-type: none"><li>• Opportunities for children to discover new ways of moving. For example, crossing a river cartwheeling</li><li>• Include games that encourage physical returns. For example, tug-of-war for pushing and pulling, balancing on a wobble board or gym ball</li></ul>



To encourage the features of play, these ideas can be used across all of the basic game types.

## FEATURES OF PLAY

VOICE AND CHOICE	COLLABORATION AND COMPETITION	MOTIVATION AND ENJOYMENT	PARTICIPATION
<ul style="list-style-type: none"> <li>ask questions, remember to use simple words</li> <li>provide options</li> <li>tell part of the story and let the children decide the rest</li> <li>let the children be Captain of Play for a session/part of a session</li> </ul>	<ul style="list-style-type: none"> <li>find opportunities to involve parents and carers</li> <li>encourage the children to work in different sized groups</li> <li>give the opportunities to discuss and problems to solve together</li> </ul> <p>Competition can be:</p> <ul style="list-style-type: none"> <li>based on a task</li> <li>collecting points</li> <li>against another child, pair, group</li> </ul> <p>Competition can scaffold as the children become familiar with a game.</p>	<ul style="list-style-type: none"> <li>change the pitch and pace of your voice</li> <li>change your body language to be exciting</li> <li>make sessions memorable</li> <li>enjoy play</li> <li>be flexible</li> <li>don't rush</li> <li>have fun</li> </ul>	<p>Each child will partake in a way that is right for them – that's ok!</p> <p>They don't have to be doing the same thing – exploration and engagement will vary significantly at these younger age groups</p>