

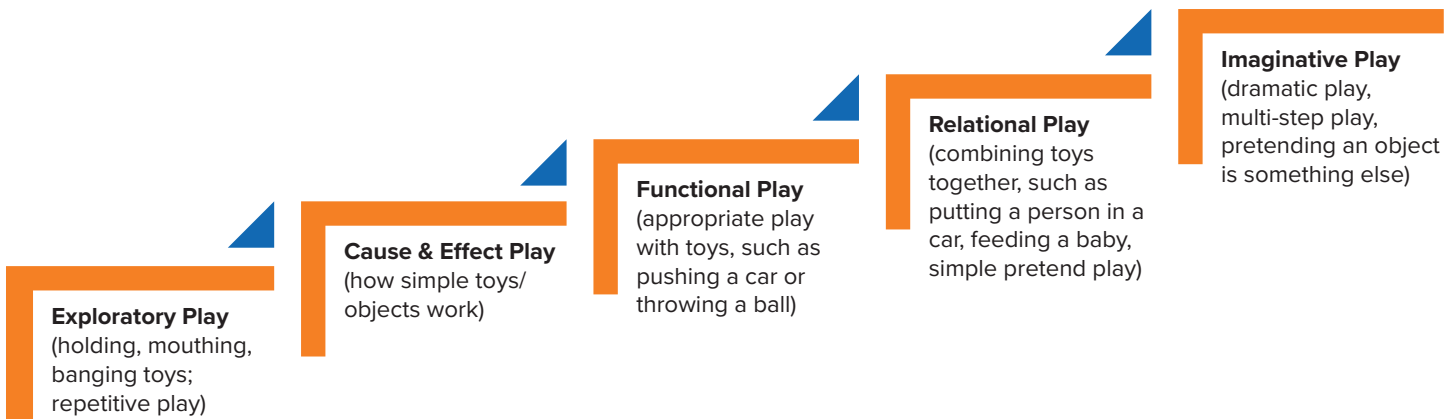


# Developmentally Appropriate Play Ideas

Curriculum Supports: PRT

## How to use this guide:

- This guide includes ideas for how to encourage purposeful play skills depending on the student’s developmental level. Many of these ideas can be used in combination with each other.
- Remember the purpose of play opportunities:
  - Teach, maintain, and generalize PRT skills (language and play).
  - Encourage variety and complexity in play (playing with one toy in multiple ways and combining various toys together in play).
  - Consider the developmental milestones of play:



## Play Sets

(Peppa Pig, doll house, farm set, animals, dinosaurs, Mr. Potato Head, action figures, etc.)

Level 1	Level 2	Level 3/School Readiness
Animal jumps/walks on table	Superhero flies in the air	Dolls/animals talk to each other
Put doll in doll house	Put Potato Head pieces in correct spots (eyes, ears, hat, arms, etc.)	Act out imaginative storylines with animals and figurines
Dinosaur falls over	Dinosaurs eat food	Mr. Potato Head goes to the store
Push pieces into Mr. Potato Head	Animals go to sleep	Action figures act out a battle scene
Animals make sounds	Doll walks to house and enters door, sits on furniture, etc.	Gardening on the farm, or feeding animals on the farm
Open/close doll house	Set up doll house with furniture	Dinosaurs go hunting for food
Person falls in hole	Animals climb tree	Peppa Pig has a party with friends



# Developmentally Appropriate Play Ideas

## Pretend Play

(Food/kitchen/cooking sets, tool kit, doctor kit, vending machine, cash register, telephone, etc.)

Level 1	Level 2	Level 3/School Readiness
Put play food in shopping basket	"Hello" with telephone	Make a "meal" in the kitchen following a recipe
Push buttons on telephone	Hammer nails, drill screws	Purchase items at the cash register with pretend money and food
Open/close cash register	Stir food in pot/pan	Doctor and patient storyline (patient is sick, doctor provides care)
Put coin into vending machine	Put food in oven and turn dial	"Shopping" for items on a grocery list
Put pot on the stove	Use doctor tools functionally (give shot, squeeze blood pressure pump)	Have a phone conversation
Bang hammer on table	Scan items at cash register	Fix "broken" toys with tools
Squeeze doctor's needle	Cut foods with play knife	Combine vending machine with dolls

## Transportation and Vehicles

(Cars, trucks, trains, garage, car/train tracks, airplane, firetruck, construction sets, boats/ships, etc.)

Level 1	Level 2	Level 3/School Readiness
Push vehicle	Vehicle goes on road or track combined with vehicle sounds	Vehicles are used to transport items to specific places
Crash vehicle into blocks	Vehicle stops at stop sign or crossing	Vehicles pick up character figures to go places
Push vehicle into a container	Vehicle gets towed by a truck	Vehicles come to the rescue – fire truck, ambulance, or tow truck
Vehicle goes down ramp	Put gas in vehicle	Vehicle breaks down, needs to be fixed with tools
Vehicle drives off table	Give character figures a ride in vehicle	Vehicles travel over, under and around bridges, tunnels, or obstacles
Vehicle goes on track or road	Build a road or track with a bridge for vehicle	Take vehicles to car wash and wash them (soap and water with sponges)
Small vehicle rides on top of big vehicle	Park the vehicle in a garage or designated area	Have character figures drive the vehicles and enact a storyline



# Developmentally Appropriate Play Ideas

## Building Sets

(Blocks, ball/marble maze, Legos, Duplos, connectors, magnetic tiles, etc.)

Level 1	Level 2	Level 3/School Readiness
"Put on" with Legos/Duplos	Build vehicles with Legos	Student copies an adult's 3D model
Stack blocks and knock over	Make a road for cars with blocks	Students play together to create a structure out of Legos/blocks
"Do this" pushing connectors together	Make a bridge for vehicles to go under, or for animals to cross	Build a large block house for students to play inside of
Build ball/marble maze	Build a house using blocks	Combine multiple toys with building sets to enact a storyline
Turn-taking with ball/marble maze	Build a garage for vehicles	Symbolic play: pretend blocks are another object (phone, food, baby)
Sticking magnets together	Place blocks on templates to create shapes or designs (tangrams)	Show students pictures/photos of objects and encourage them to build them out of Legos/blocks
Make a car ramp out of blocks	Make a tower for toys to climb	

## Fine Motor & Sensory Play

(Play dough, bin full of rice/beans, water play, bubbles, simple puzzles, dry erase board, etc.)

Level 1	Level 2	Level 3/School Readiness
Put pegs in peg board	Complete a simple puzzle	Draw pictures on dry erase boards
Roll, pat, poke, squeeze playdough	Blow bubbles up/down and into things; big bubble vs. small bubble	Make bubble art (dish soap and food dye in tub with straw, blow on paper)
Swinging in a swing (work on ready-set-go)	Make pretend food/figures with playdough	Hide things in balls of playdough
Squeeze playdough through a press	Use tools with playdough rolling pin, cookie cutters, and sand molds	Painting a simple picture
Scoop/pour from a small box of rice, beans, water into a cup	Make marks on dry erase board	Make a collage with a variety of materials
Watch rice or beans fall out of hands	Dig character figures or items out of a rice, beans, sand	Make shapes, letters, and numbers in shaving cream
Bounce on a large ball (work on stop and go)	Squirt water from a spray bottle and wipe table	Obstacle course through, over and around items in the sensory room
Put shapes in shape sorter or complete a put-in task	Pick up items with tongs	Describe/label items by feeling in a feely box or bag
Blow and pop bubbles	Pop bubbles w/ different body parts	Complete a complex puzzle with peer



# Developmentally Appropriate Play Ideas

## Cause & Effect Toys

(Balloons, wind-up toys, fidget toys, balls, spinners, toys with buttons/sounds/lights, musical instruments, etc.)

\*Note: In general, cause and effect toys are not appropriate for students in Level 3 and higher. Instead, consider how to combine these toys with other toys to increase complexity of play and create imaginative storylines.

Level 1	Level 2	Level 3/School Readiness
Blow up balloon and let go	Count number of pumps while filling balloon with air using pump	Pretend the balloon is a rocket ship going to outer space
"Ready set go" with wind-up toys	Use multiple wind-up toys together	Play a ball-related game with peers
Push buttons for lights/music/sound	Animal toys/figurines push buttons on a noise-making toy	Play a song with musical instruments (read simple sheet music)
Play musical instruments: shake tambourine, hit drum, etc.	Throw a ball back and forth, roll ball into other	
Roll ball back and forth	Imitate an adult or peer with musical instruments (hit drum 3 times, etc.)	
Bounce ball, roll ball on table	Take turns throwing ball into a hoop	
Squeeze "squishy" toys	Use spinners to knock down other toys	

## Dolls & Puppets

(Baby dolls, doll sets, animal puppets, stuffed animals, etc.)

Level 1	Level 2	Level 3/School Readiness
Put hand in puppet's mouth	Put clothes on baby dolls	Perform multiple actions with baby doll: change diaper and clothes, feed, put in crib for a nap
Make stuffed animals walk/jump	Change baby doll's diaper	Perform multiple actions with a doll: change clothes, enact a storyline with other toys, doll goes to store, etc.
Hug/kiss stuffed animal, puppet, doll	Feed bottle to baby or food to doll	Enact a storyline with puppets while puppets talk to each other
Move doll's arms and legs	Comb doll's hair	Make a theater play with dolls/puppets
Put items in puppet's mouth	Hold and rock doll to sleep	
Pour water on plastic baby doll (in water bin)	Give baby a bath with soap and water	
Put blanket on doll	Student wears puppet to make it "eat" other toys	
	Feed or dress stuffed animals	



## Developmentally Appropriate Play Ideas

### Social Games

(Peek-a-boo, board games, hide and seek, dancing/singing, etc.)

Level 1	Level 2	Level 3/School Readiness
Peek-a-boo with hands or blanket	Red light-green light with an adult or another student	Play red light-green light with a group of children
Ride Little Horsey (bouncing student on adult knee)	Freeze game 123	Play hide and seek
Tickle games	Make toys “talk” to each other	Dress up like characters and act out their job with adult/student (see Imaginative Play below)
Patty Cake	Play hot potato with an adult or another student	Play Hot Potato in a group
Row your boat/hands to rock back and forth	Play a simple board game with adult	Play more complex board games that require counting or following directions
1-2-3 Up and Down (Adult lifts student)	Roll a ball back and forth to the adult or another student	Bowling, catch, or a simple ball game in a group of peers
Simple song with simple hand motions	Build simple structures with blocks or Legos with peers	Act out the storyline from a simple book (Three Bears, Three Little Pigs)