Concepts addressed in this course: *Major categories, advantages, and appropriate uses of instructional strategies: play*

**Students should refer to:**
Goldhaber, J. (1994). If we call it science, then can we let the children play? *Childhood Education, 71*, 24-28.


**Specifically, students should review:**

I. Play
   a. Play and development
      i. Physical development – locomotor, strength, perceptual-motor, and fine-motor development
      ii. Cognitive development – functional play (Piaget & Smilansky), Symbolic play (Piaget), constructive play (Smilansky & Vygotsky), and representational play (Piaget, Smilansky, and Vygotsky)
      iii. Language development – rule systems, vocabulary development, Pragmatic development, “playing with language”, and literacy use in play environment
      iv. Social development – self esteem, self-regulation of emotions, empathy, parent-child relationships, sibling relationships, peer relationships, and social competence
      v. Parten’s Categories of Social Play - unoccupied behavior, onlooker behavior, solitary play, parallel play, associative play, and cooperative play
      vi. Integrated play - cultural differences in play, gender differences in play, rough and tumble play, superhero play, and chase games
   b. Integration of many different development characteristics

II. Characteristics of Play
   a. Play is the natural method of learning
   b. Method of self-discovery
   c. Method of self-directed, internal motivation
   d. Freely chosen by participants
e. Pleasurable and engaging  
f. Play is nonliteral  
g. Play is process oriented

III. Value of Play  
a. Children develop a sense of competence  
b. Children practice skills  
c. Children develop socially  
d. Children solve problems  
e. Children gather information  
f. Children express emotions

IV. Play and Social Competence  
a. Sharing and cooperation  
b. Perspective taking  
c. Concepts of friendship  
d. Interpersonal strategies  
e. Communication skills

Helpful Website Include:  
Invention at Play: http://www.inventionatplay.org/matter_main.html