



TOP 10 TECHNIQUES OF PLAY!

Presented by Dr. Rick
& Katie Scott, MS | LISW

INTRODUCTION



- Principles and methods should take priority over techniques and activities but. . .
- Techniques offer specifics that parents can use to make play ideas more concrete and fun
 - They are divided into 1-4 and 4-6 FDLs
- Techniques should grow out of the play and be integrated into playfulness, not stand alone as separate ideas.

PLAY TECHNIQUES

FDLs 1-4

- Taffy Pulling #4
- Theme & Variation #5
- Making Them Work #10
- Expectant Waiting #12
- Going for Fun #14

FDLs 4-6

- Imitative Pretend Play #1
- Two-Thematic Pretend Play #4
- Mirroring Feelings #16
- Negotiating #18
- Modeling Empathy #17
- Theory of Mind #23

TAFFY PULLING

Definition

Stretching out interactions to make engagement last.

Purpose

To prolong engagement and strengthen the social bond/connection between people.

TAFFY PULLING



TAFFY PULLING



THEME & VARIATION

Definition

Theme and variation involve multiple ways of doing the same activity.

Purpose

To create lots of ideas for parents for when play becomes repetitive.

THEME & VARIATION



THEME & VARIATION



The background features a white canvas with various colorful abstract elements. In the top-left corner, there are green and yellow brushstrokes. In the top-right, there are blue and pink brushstrokes. In the bottom-left, there are pink and blue brushstrokes. In the bottom-right, there are yellow and green brushstrokes. Scattered throughout are several circular brushstrokes in pink, yellow, and blue, and two sets of parallel brown brushstrokes, one in the top-left and one in the bottom-right.

OLIVER- THEME & VARIATION

MAKING THEM WORK

Definition

When the caregiver requires the child to do more to get what they want.

Purpose

To cause interactions to last longer and increase circles (back-and-forth interactions) and to help the child problem-solve.

MAKING THEM WORK



EXPECTANT WAITING

Definition

Waiting with the expectation that the child will respond and do something on their own.

Purpose

To increase initiation by hoping the child will open circles of communication (initiate).

EXPECTANT WAITING



EXPECTANT WAITING



GOING FOR FUN!

Definition

Finding ways to increase the fun of an interaction. Ask yourself, "What would be fun for my child in this situation?" Wait for answers to naturally come to you.

Purpose

To insert yourself into the child's play in a way that is fun increases the likelihood of the child wanting to do that interaction again with you. This technique also increases the positive connection between people.



GOING FOR FUN



GOING FOR FUN



GOING FOR FUN

IMITATIVE PRETEND PLAY

Definition

When the caregiver requires the child to do more to get what they want.

Purpose

To cause interactions to last longer and increase circles (back-and-forth interactions) and to help the child problem-solve.

IMITATIVE PRETEND PLAY



PRETEND PLAY: TWO THEMATIC

Definition

Creates a story with two connected ideas that can involve such things as role-playing and make believe.

Purpose

To promote imagination, creativity, problem solving and high-level play with others.

The background features a white central area surrounded by colorful, hand-drawn elements. At the top left, there are green and yellow brushstrokes. At the top right, there are blue and pink brushstrokes. At the bottom left, there are pink and blue brushstrokes. At the bottom right, there are yellow and green brushstrokes. Scattered throughout are various colored circles and rings in shades of pink, yellow, and blue, some with a speckled texture. Two sets of parallel brown brushstrokes are positioned diagonally, one in the top left and one in the bottom right.

PRETEND PLAY: TWO THEMATIC

MIRRORING- REFLECTING/LABELING: FEELINGS

Definition

When the adult mirrors and reflects the child's feelings using a statement not a question.

Purpose

To help the child label and understand their own and others' feelings.

The background features a white canvas with various colorful abstract elements. In the top-left corner, there are overlapping green and yellow brushstrokes. In the top-right, there are blue and pink brushstrokes. The bottom-left has pink and blue brushstrokes, while the bottom-right has yellow and green brushstrokes. Scattered throughout are several circular brushstrokes in pink, yellow, and blue, and two sets of parallel brown brushstrokes, one in the top-left and one in the bottom-right.

MIRRORING- REFLECTING/LABELING: FEELINGS

NEGOTIATING

Definition

Making sure that the child with autism acknowledges relationships in the form of greetings, manners, and transitions.

Purpose

To foster social skills.

NEGOTIATING



EMPATHY

Definition

Recognizing others' feelings and appropriately responding to them with empathy.

Purpose

To promote important social skills, involving the child's ability to care for others. This also tunes children with autism into an important realm of social content.

THEORY OF MIND

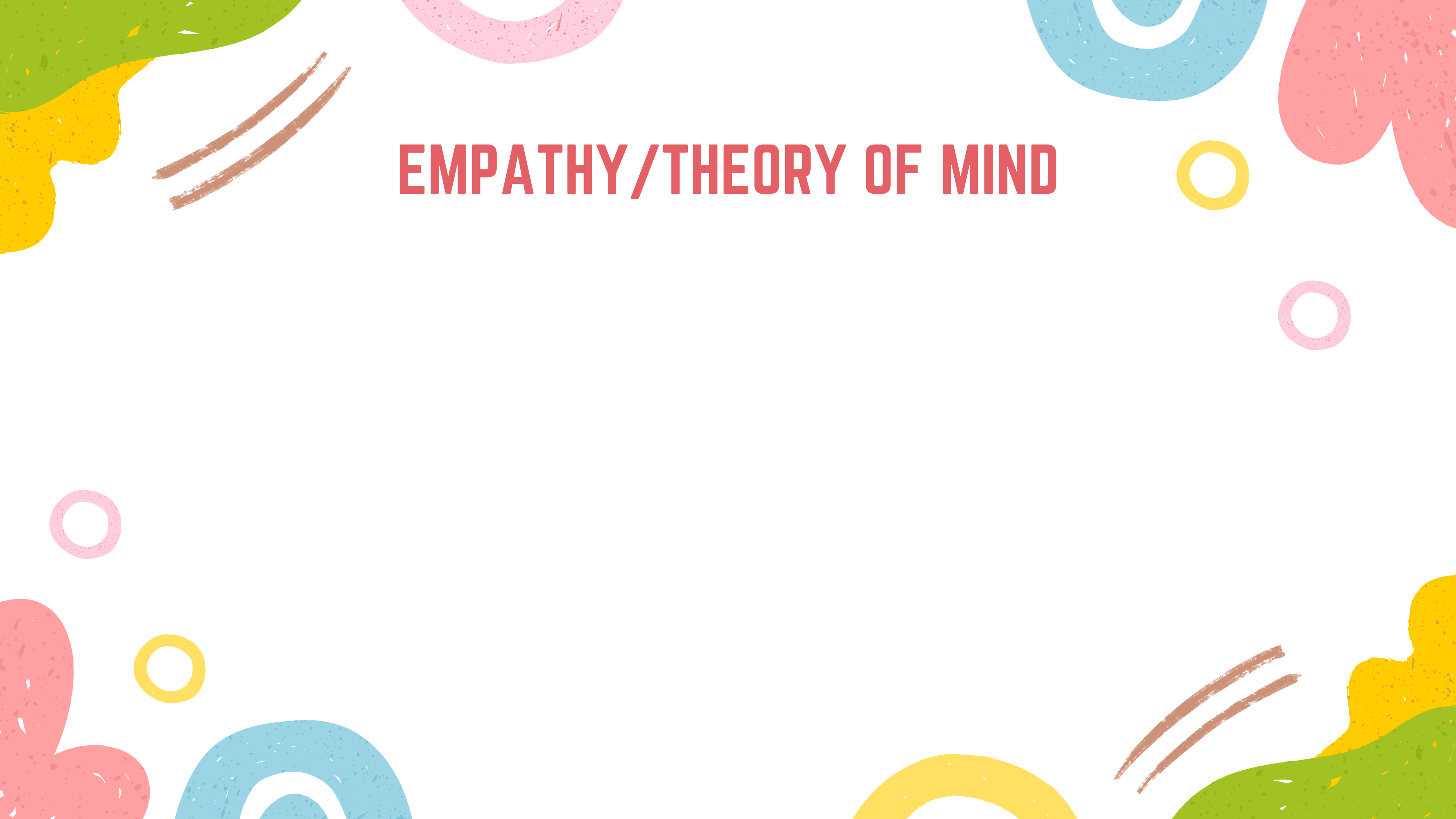
Definition

When a person or a puppet represents what they are thinking to the child.

Purpose

To help the child understand that others have their own thoughts.

EMPATHY/THEORY OF MIND



CONCLUSION

- Check out ALL 40 techniques for good ideas!
- For parents, introduce The PLAY Project Parent Guide where all the techniques are listed with examples
- You can create your own techniques and send them to us
 - Stone in the Pond

**BE
CREATIVE**

**HAVE
FUN**

**THANK
YOU**

