

KINDS OF PLAY

I. Exploration

- How does this feel, sound, taste, smell move?
- What parts and properties does this have?
- What can I make this thing do?

II. Construction

- How can I combine these different things?
- What can I build with these?
- Can I make this look like something I know?

III. Dramatic Play

- What can I make this thing be?
- How can it be made a prop for my role play?
- What can the other things and people become in my play?

IV. Games

- Can I turn these things into a game to play?
- What rules are needed for this game?
- How can I change the rules to make this game more fun?