



## Three Levels of Play Defined

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## Level One

The purpose of this level is to teach the child about the toy. Increase his or her basic understanding/knowledge of the toy and how to use it. Structure and visual information will answer questions such as:

- What is the toy?
  - What parts are included with the toy?
  - What are the toy's features?
- How do I play with it, functionally?
  - How do I use the parts?
    - This is taught through:
      - Visual directions
      - Play Books
      - Video Modeling

## Level Two

The purpose of this level is to add adaptability within use of the toy. At this level, the child will build on his/her basic understanding of the toy and begin to expand the play. Support on this level will include structure and visual information to answer the following questions.

- How can we expand the play?
  - What more can this toy do?
  - How can I change it up?
  - How to make imaginary objects ( this part of the toy is used for something completely different)
- What can we add to the play?
  - Role playing scripts
  - Video modeling

## Level Three

The purpose of this level is to include social interaction within play. Support on this level will include structure and visual information to answer the following questions.

- How can we include another person in the play so we have a common goal? This level of play includes:
  - Turn Taking
  - Waiting your turn
  - Taking another's idea
  - Sequencing
  - Imagination –abstract play