Purposeful PLAY: Continuing the Conversation

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A child's play is not simply a reproduction of what he has experienced, but a creative reworking of the impressions he has acquired.

Vygotsky
LEAD 2.0 Goals and Pictures of Success

Click to expand each goal and see its pictures of success

Goal 1: Actively identify and remove barriers that limit access to and opportunity for learning

Goal 2: Design learning environments that support social and emotional well-being

Goal 3: Create a culture that fosters learning environments that reflect student voice and promote student engagement

Goal 4: Effectively communicate with targeted audiences

Portrait of a Graduate

Using LEAD 2021 as a guide, GCISD developed the District's "Portrait of a Graduate" which is used as a measure of District and student success. GCISD’s Portrait of a Graduate features five characteristics. Expand each characteristic for more information.

Collaborative Workers

Effective Communicators

Global Citizens

Self-Regulated Learners

Skilled Problem Solvers
Goal 1: Actively identify and remove barriers that limit access to and opportunity for learning

- Motor Development
- Language Development
- Build background schema
Examples of Work:
- Dramatic Play- allows students to visit and experience things that they might not have had
  - Allows students to practice curriculum skills- money, writing, social studies, reading, problem solving, and oral language.
Disappearing Ball

Trick: Make a ball disappear

Materials:

1. Place the ball into the box
2. Slide the lid
3. The ball is gone
Goal 2: Design learning environments that support social and emotional well-being

- Build peer relations
- Oral and written communication
- Collaboration
- Problem Solving
- Following Directions
Examples of Work:

- **Games**
  - reinforce curriculum
  - develop cooperation
  - teach turn taking
  - how to win and lose with grace
  - delayed gratification

- **Playdough/Art**
  - Creative expression
Goal 3: Create a culture that fosters learning environments that reflect student voice and promote student engagement

- actively engaging
- non-literal
- pleasurable
- freely chosen
- intrinsically motivating
Examples of Work:

- **Building/STEM Activities**
  - the work is non-threatening
  - fun
  - Hands on learning
  - Develops a growth mindset

- **Dramatic play**
Goal 4: Effectively communicate with targeted audiences

- Oral Language development
- Listening Skills
- Written Communication
  - Words and drawings
Examples of Work:

- Puppets
  - student voice/ oral language development
  - Storytelling
- Dramatic play
- Games
- Card/ Notes station
"Scientists have recently determined that it takes approximately 400 repetitions to create a new synapse in the brain - unless it is done with PLAY, in which case, it takes between 10-20 repetitions."

Dr. Karyn Purvis