OBSERVING AND UNDERSTANDING PLAY

THE PLAY CYCLE

LOOSE PARTS PLAY

THE DRIVE TO PLAY
(conscious or unconscious thought)
A feeling, thought or idea sparks the desire to play.

PLAY CUE
(signal to play)
An invitation, enticement or action to others to create play.

PLAY RETURN
(response to play cue)
A positive and equally playful response to a recognised cue.

PLAY FRAME
(space or process created)
A physical or imaginary boundary, or agreed "rules" of play.

PLAY FLOW
(created by play cues and return)
A continuation of cues and returns.
Children are completly engrossed.

ANNIHILATION
(natural ending of play)
The flow of play is ended by a child. If ended by an adult, it is Play Adulteration.

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east lothian play association

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