



PLAY: Functional 5 [F5]

Child uses the same action in simple pretend play with two different people or dolls/figures

Purpose

- To help your child learn to incorporate more than one other person or doll at a time during pretend play.

Description

This occurs when the child uses a toy to act on two different people/dolls in sequence, which may or may not include acting on his/her self. Using the same act on two different people/dolls shows the child is expanding his/her play routines to include more participants.

- Feeds his/her self and then feeds a doll
- Brushes a doll's hair, and then brushes another person's hair
- Gives the dog a drink, and then gives the cat a drink

Activities

- *Playtime – doctor:* Set up a doctor's office and have multiple dolls or animals come for check-ups. You could pretend one animal is the parent, and other the child.
- *Playtime – restaurant:* Create a pretend restaurant so your child can cook for and serve all his/her customers (i.e., the dolls and animals). This is a great time to include siblings and other caregivers in play.
- *Playtime – zoo:* Use blocks to build a zoo, and invite your child to bring animal toys to be part of it. You can make different habitats (ocean animals, land animals), act out what the animals are doing, or bring dolls to the zoo to see the animals or be zookeepers (feed the animals, give them checkups, etc).



- *Outside:* Use toy animals to “drive” cars in the sand or dirt.
- *Bath Time/Water Play/At the Pool:* Bring water animal toys (whales, sharks, polar bears, fish) and pretend to be at the ocean. Animals can swim and eat, action figurines can surf and sunbathe and fish.

Strategies

- *Expand to show my child the next developmental step* – model adding on to play with activities, figures, or people while your child is engaged in play (e.g., pretend to invite another stuffed animal to get its hair brushed too, pretend that another action figure is sick and needs a check-up too).

Suggested Toys

- Dolls/action figures
- Toy doctor kit
- Toy foods
- Toy animals/dinosaurs
- Grooming toys
- Stuffed animals

Goal Mastery

An ASAP Goal is mastered if your child meets ALL of the following criteria:

- Shows the skill at least three times
- Shows the skill during different activities or in different settings such as during snack time, during playtime, or at the grocery store.
- Shows the skill with minimal help or support from an adult