



PLAY: Symbolic 1 [S1]

Child makes doll/figure move or do things as if it were alive.

Purpose

- To help teach your child to do the moving and talking for a doll/action figure.

Description

This occurs when the child is playing with a doll/action figure, and moves the doll/action figure's body as if it were alive. Moving a doll/action figure as if it were alive shows the child is beginning to understand that he/she can take on the role of a doll/action figure in play.

- Makes a doll walk up the stairs in a dollhouse
- Moves action figure's foot to kick a ball
- Makes a dog "jump" on the table to get food

Activities

- *Snack Time:* Have your child use a doll/action figure to help them "prepare" and "eat" the snack. Let the "doll" chose which crackers to eat and help put them on a plate.
- *Bath Time:* Let your child move toy animals through the water, pretending that they are swimming, eating, or chasing each other.
- *Dressing:* Have your child pretend a doll/animal/action figure his helping him/her get dressed (e.g., the doll can chose your child's shirt or brush your child's hair).
- *Reading Time:* Your child can pretend that a doll or stuffed animal is reading, or listening to, the story. You can ask the doll questions, like "why did the bunny run away?" You can also take turns pretending to read for the doll, modeling the skill.



- *Outside:* Your child can make a doll/animal swing outside, pretend to kick a ball, or go for a walk. Try including acting as a figure/doll in your child’s preferred play by talking to and treating the figure/doll like a friend/playmate (e.g., “Dolly, do you want a turn on the slide?”).
- *Greeting/Departure:* Pretend a doll/animal is waving to a family member who is leaving for the day or greeting someone returning home.

Strategies

- *Model play with animation* – be loud and silly as you demonstrate moving or acting with doll/figure for your child. Doll/figure can walk, carry something, talk, sleep, wake up, etc.

Suggested Toys

- Dolls/action figures
- Toy animals/dinosaurs
- Puppets
- 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