PLAY: Symbolic 2 [S2]

Child does 2 different pretend actions, one right after another, with the same toy

Purpose
- To help your child start to expand his/her play by putting different pretend steps together.

Description
This occurs when the child combines two actions to form a play routine with a logical order. Using 2 different pretend actions with one toy in a sequence shows the child is beginning to expand his/her play skills by putting steps together.
- Reads a doll a bedtime story and then puts the doll to bed
- Takes a cat's temperature and then gives the cat medicine
- Makes spaghetti on a stove, and then serves it to a friend

Activities
- *Playtime - doctor*: When pretending to be a doctor, have the child give a shot to an animal or doll and then put a bandage on the doll/animal.
- *Playtime – cars:* Drive toy cars around, make them beep or make other noises.
- *Playtime – dolls:* Have dolls pretend to walk, then talk (or climb, or jump…)
- *In the Kitchen/Kitchen Playtime*: Using a toy kitchen set, stir a spoon in an empty bowl and then pretend to eat the food or blow out pretend candles and eat a pretend cake.
- *Bedtime:* While your child gets ready for bed, also have the child change a doll's (or animal or action figure's) clothes and then read it a story or put it to bed.
- *Bath Time:* Drive a toy boat around in the water and pretend to sink it.

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 playing with one toy
- *Provide visuals* – show your child pictures of step-by-step play to demonstrate 2-step play activities. For example, a picture of stirring a spoon in a toy bowl and then a picture of putting the bowl in a toy oven, driving car to gas station and filling up tank. Be animated and use sounds (turning on the oven "bing", car sounds and gas filling sounds).

Suggested Toys

- Toy doctor kit
- Transportation toys
- Dolls/action figures
- Stuffed animals
- Kitchen toys

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