



PLAY: Symbolic 3 [S3]

Child does 3 or more different pretend actions, one right after another, with the same toy

Purpose

- To continue to build the play “story” by adding a third step.

Description

This occurs when the child combines three or more actions to form a play routine with a logical order. Using 3 or more different pretend actions with one toy in sequence shows the child is continuing to expand his/her play skills by putting together longer play routines.

- Heats up the bottle, feeds it to the baby, and burps the baby
- Makes the dinosaur drink from the pond, run away from a bigger dinosaur, and hide in a cave
- Picks up a student on the bus, drives the bus to school, and drops the students off at school

Activities

- *Playtime:* Give a shot to an animal, put a bandage on the area, and then give the animal medicine to make it feel better. Using a toy kitchen set, stir a spoon in an empty bowl, blow on the spoon, and then pretend to eat the food. Light pretend candles, blow out the candles, and then eat the cake.
- *Bedtime:* While your child gets ready for bed, also suggest that they change a doll’s (or animal’s) clothes, read the doll a book or sing them a song, and then put the doll to bed.
- *Bath Time:* Pretend to pick up people for a boat ride, drive a toy boat around in the water, and then pretend to dock 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 step-by-step play scripts to demonstrate multi-step play activities (e.g., give baby a bottle, burp baby, put baby to bed; drive truck to get gas, get groceries and park car)

Suggested Toys

- Toy doctor kit
- Dolls/action figures
- Kitchen toys
- Baby bottle
- Transportation 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