



## **PLAY: Symbolic 5 [S5]**

**Child uses pretend qualities in play**

### **Purpose**

- To expand your child's imaginary play by teaching him/her how to give the toys pretend characteristics.

### **Description**

This occurs when the child pretends that a toy/object feels a certain way (e.g. a hot plate of food) or moves a certain way (e.g. a bumpy car ride). Using pretend characteristics in play shows the child is furthering his/her understanding of pretend play and that s/he can pretend an object has a quality that is not actually present.

- Moves hands and body back quickly when pretending to ride a "fast" rocket
- Holds nose when changing the doll's "stinky" diaper
- Drops hands and body towards ground when moving a "heavy" box
- Makes a face when eating "yucky" spaghetti

### **Activities**

- *Playtime:* Make toy animals make sounds (mooving, barking, meowing, etc.) or talk to one another. Pretend that you spilled pretend food and need help cleaning it up. Pretend and model for your child that that a doll or stuffed animal has a dirty diaper, needs a bath, got hurt and needs a band aid, is cold and needs a blanket, or wants to eat a snack. Model for your child that a toy ice cream cone is "cold" by pretending to shiver, or that toy food that comes out of the oven is "hot" by blowing on it or touching it and quickly drawing your finger away



- *Bath Time*: Make toy boats make noises to each other.

### **Strategies**

- *Model play with animation* – be loud and silly as you demonstrate additional pretend qualities with toys/objects for your child using noises, actions, pretend properties of items (e.g., blows on “hot” pretend food, pretends bear is sick)

### **Suggested Toys**

- Toy foods
- Dolls/action figures
- Play diapers
- Shoes
- Toy doctor kit

### **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