Cognitive Types of Play **Functional** (sometimes called Exploration)

Children use:

• Their senses to try things out, find out how things work, and learn cause & effect.



• Their bodies to practice and test their physical limits.

Cognitive Types of Play **Functional** (sometimes called Exploration)

 Functional play consistently occurs in solitary and parallel social play situations



For example, Frankie is playing in the housekeeping area. He stands in front of the play refrigerator opening and closing the door, over and over again. He seems to have no interest in what's on the shelves, but instead is listening intently to the squeezing sound the door makes as he closes it.

Cognitive Types of Play Constructive (sometimes called Construction)



Children:

- Manipulate objects to construct or create
- Seem to have a definite plan for exploration

Children gain a sense of confidence in themselves and a feeling of power in an adultcontrolled world.

Cognitive Types of Play Constructive (sometimes called Construction)



For example,

Jason carefully searches through the bucket of blocks for the long rectangle. He begins building by attaching a set of wheels to a base. He adds a set of doors and a roof. As he puts short, square pieces on the top he says, '7m making a car."

Cognitive Types of Play **Dramatic** (sometimes called Pretend Play)

- Role playing and/or make-believe activities begin around age two.
- Children act out ideas and feelings using props.

For example,

Diego runs up to the top of the short hill. He drags a long rope behind him. He pretends to have a hard time pulling the rope. "Come on, you big cow!" he says as he grunts and pulls.

Cognitive Types of Play Games with Rules (sometimes called Games)

- This play typically does not begin until children are school-aged and continues through adulthood.
- Children agree on a set of rules to follow for a game.
- Children must be able to control their own behavior, actions, and reactions to play games with rules effectively

Cognitive Types of Play Games with Rules (sometimes called Games)

For example,

Jessica and Ryan balance long blocks vertically in one corner of the block area. From the other side they roll cylinder- shaped blocks toward these long blocks. As blocks are knocked down, they remind each other of the score and whose turn is next.