

LEARNING THROUGH PLAY PLANNER

LESSON: _____
DATE: _____

Think about how you can incorporate more learning through play into your lesson. Check the boxes that address your objectives and use the blank spaces next to them to describe how you might do this in the lesson. We invite you to be playful and write in your own ideas in the space provided at the bottom of each indicator.

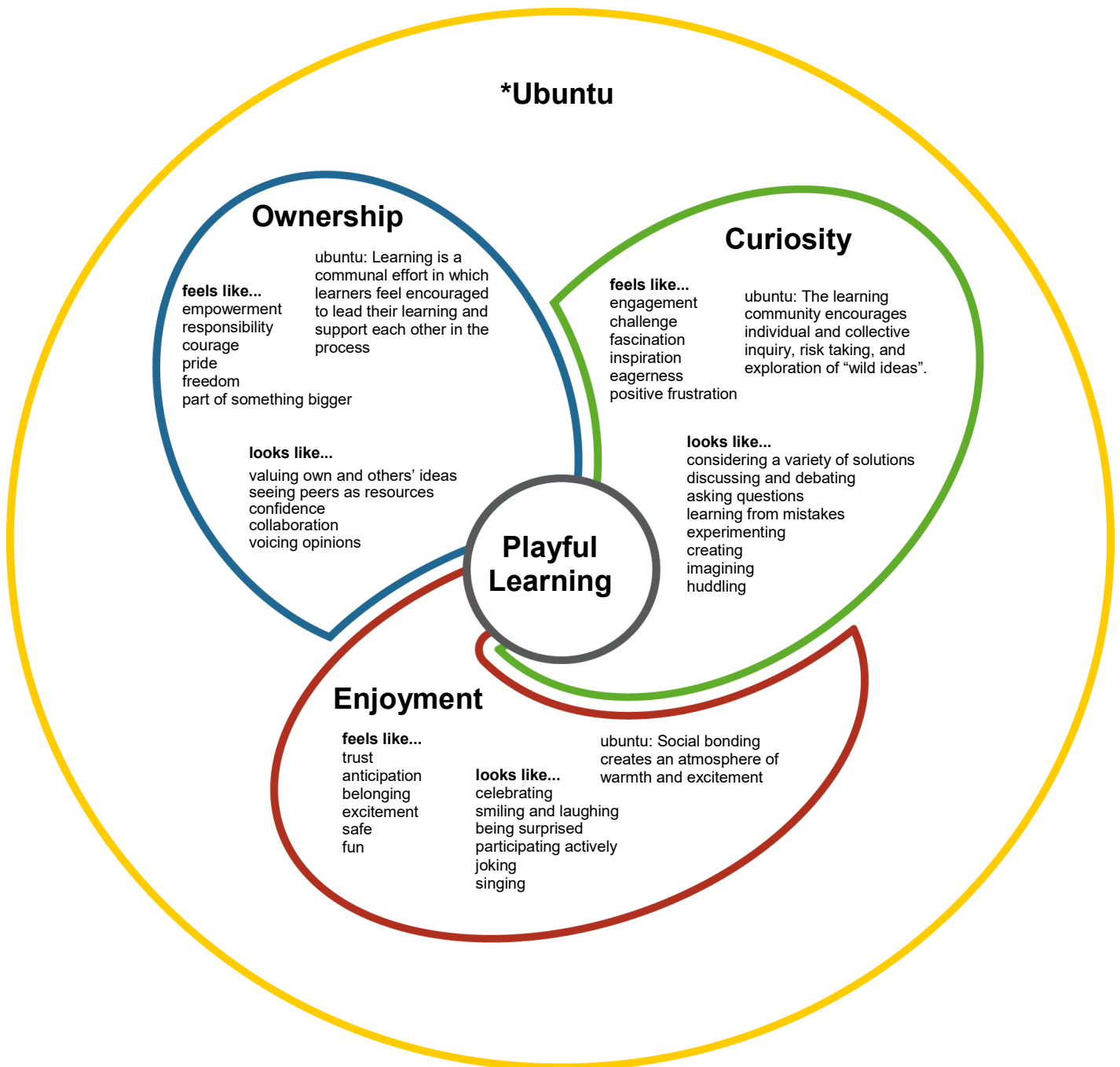
OWNERSHIP	
<i>Encourage a collective feeling of empowerment, freedom, responsibility, and pride. Prompt learners to voice their opinions, collaborate, value their own and others' ideas, and see peers as resources. Learners can...</i>	
<input type="checkbox"/> Work individually, in pairs, or groups	
<input type="checkbox"/> Share their learning in different ways	
<input type="checkbox"/> Choose from a variety of learning activities	
<input type="checkbox"/> Ask their peers for help or offer help to others	
<input type="checkbox"/> Display their work around the classroom	
Add your own ideas and practices to encourage ownership.	

CURIOSITY	
<i>Encourage a collective feeling of engagement, challenge, inspiration, and positive frustration. Support learners in imagining, experimenting, creating, asking questions, and learning from mistakes. Learners can...</i>	
<input type="checkbox"/> Engage in discussions and debates	
<input type="checkbox"/> Respond to open-ended questions and scenarios	
<input type="checkbox"/> Explore outside of the classroom	
<input type="checkbox"/> Build with a variety of objects and materials	
<input type="checkbox"/> Access different sources of information	
Add your own ideas and practices to encourage curiosity.	

ENJOYMENT	
<i>Encourage a collective feeling of excitement, anticipation, belonging, and safety. Create opportunities for learners to participate actively, celebrate, smile and laugh, joke, sing, and be surprised. Learners can...</i>	
<input type="checkbox"/> Engage in activities with all their senses	
<input type="checkbox"/> Respond to class content with physical actions	
<input type="checkbox"/> Explore content through puzzles, scavenger hunts, or riddles	
<input type="checkbox"/> Engage in challenges and friendly competition	
<input type="checkbox"/> Incorporate traditional and indigenous games, songs, and dances	
Add your own ideas and practices to encourage enjoyment.	

REMEMBER LEARNING THROUGH PLAY

In our research with educators in three South African schools, we have identified three categories (Ownership, Curiosity, and Enjoyment) that describe the nature of learners' experience as they learn through play. Because learning through play includes both subjective and objective dimensions, each of these three categories is represented by both psychological states ("feels like") as well as observable behaviors ("looks like"). You can use the tool on the reverse of this sheet to think about how to incorporate more learning through play throughout your lesson, from beginning to end.



*Ubuntu is a South African concept that can be summarized as "a person is a person through other people." Ubuntu is highlighted here, because though ownership, curiosity, and enjoyment are experienced by individual learners, they are often manifested through a sense of togetherness and interconnectedness in the South African educational context.

