

PLAY PARTNER DECISION TREE

ACTION PLAN	FIRST STEP	SECOND STEP	THIRD STEP	FOURTH STEP
Supportive Play Partner	<p>Approach the child when he/she is playing with an enjoyable activity</p> <ul style="list-style-type: none"> • Sit near/opposite child and back up if he/she fusses • Watch, smile, comment positively <p><i>The goal is to have the child accept your presence.</i></p>	<p>Narrate the child’s actions using one word only. Comment on</p> <ul style="list-style-type: none"> • Materials • How the child is using the materials • Don’t worry about touching materials or teaching yet <p><i>The goal is to slowly increase your involvement without challenging the child.</i></p>	<p>Slowly involve yourself in play</p> <ul style="list-style-type: none"> • Offer materials • Make sure you have 2 of each • Only touch materials not yet claimed by the child. • Continue to narrate <p><i>The goal is for the child to watch you hand the materials over, eye contact to receive the materials is not necessary at this point.</i></p>	<p>Be helpful</p> <ul style="list-style-type: none"> • Place objects in sealed containers when he/she is not looking • Show new toys he/she cannot operate on their own • Be sure to give the item straight back when you have helped <p><i>The goal is for the child to see you being helpful with materials.</i></p>
Interactive Play Partner	<p>Follow steps 1-4 above. If the child is still engaged, proceed with the following</p> <ul style="list-style-type: none"> • Imitate all child’s sounds and actions • Imitate his/her actions with same materials • Use one word to narrate the each action <p><i>The goal is to gain eye contact to your face and materials, and to find the smile.</i></p>	<p>Start offering choices</p> <ul style="list-style-type: none"> • For every 3 times you imitate the child, offer a choice related to the play eg. Roll or crash? • Don’t worry about eye contact yet <p><i>The goal is for the child to become more active in decision making and to increase the length of the activity.</i></p>	<p>Slowly increase your play ideas</p> <ul style="list-style-type: none"> • For every 3 times you offer a choice, ask him/ her to do something in the play (put/show/give etc) • Make sure there is a fun reward in you face and voice, so that the consequence is worth the effort <p><i>The goal is for the child to become more active and take turns following your ideas in play.</i></p>	<p>Provide teaching opportunities</p> <ul style="list-style-type: none"> • For every 3 times you provide a fun reward, have the child respond to your teaching cue with a nonverbal behaviour (eye contact, gesture, body movement) • The behaviour needs to be directed towards you and relate to the activity • Accept all attempts and reward the child with big smile and voice <p><i>The goal is to have the child use an intentional behaviour in response to your cue (antecedent), followed by the reward (consequence).</i></p>