Children who may benefit:

- Are not socially aware of others
- Destroy the play scenes of siblings or peers
- Want to socially interact with others but do not know how to do this
- Do not understand a story
- Find it difficult to think of a story and what will happen next in a story
- Have delayed expressive and receptive language
- Have poor narrative language
- Are highly anxious in social situations
- Have a developmental delay
- Struggle with learning challenges
- Those with official diagnoses (for example: ASD, Down Syndrome, Anxiety Disorder, etc.)





"Children learn as they play.

Most importantly, in play children learn how to learn."

- O. Fred Donaldson, PhD., Author, Playing by Heart

For more information, or if interested, please contact Hilary:

hello@seedsofgrace.com.au
or go to:

Seedsofgrace.com.au

Copyright © 2024 Seeds of Grace

LEARN

TO

PLAY

Helping children grow and develop their pretend play and social skills.



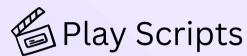
What is the Learn to Play (LTP) program?

A practical, directive therapeutic-like approach aimed at building a child's ability to spontaneously self-initiate their own play by teaching and modeling specific pretend play skills.



For children who need a bit of support around engaging in play with peers or developing independent play, LTP helps scaffold their learning while supporting them in a positive, therapeutic space.

During the learn to play sessions, a trained practitioner supports the child's development of pretend play skill by focusing on six main areas:



Topics of stories that children play.

123 Play Sequences

Steps in play that create a scene, story or narrative.



Pretending one object is something else.



Playing with a character as if it were "alive."



Becoming someone else: (Doctor, chef).



What does pretend play look like with peers vs. playing alone.

PROUDLY DEVELOPED BY KAREN STAGNITTI

LEARNTOPLAYEVENTS.COM



Through Learn to Play, children will develop:

- problem solving skills
- social competencies
- emotion regulation
- divergent thinking
- literacy competencies
- creativity
- self regulation
- deeper cognition
- increased language skills
- fine and gross motor skills