

Play Protocol

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1. Identify Learning Standards	
What standards will students be learning?	
2. Type of Play	
Decide what type of play you are trying to incorporate: unstructured play or guided play.	
3. Scheduling Play	
Unstructured play: Determine when your daily or weekly routine will provide unstructured play.	Guided play: Determine when you will schedule guided play and what topics in your weekly schedule lend themselves to guided play.
4. Parameters of Play	
Next, decide what parameters you will provide for the experience. Will you assign groups? Will you limit the number of students in an area? Will you require students to tell you what area they go to before they begin? What play materials will you provide?	
5. Look-Fors	
Now identify what academic or social-emotional "look-fors" or observable behaviors you will be monitoring for, either to positively reinforce or to use as a teachable moment.	
6. Share	
How will students share their work?	
For both structured and unstructured work, there may be opportunities for students to share their creations with others. Will you provide time to share this work, or will you offer a place in the room where students can put their work on display in a class "museum"?	