

Grade: TK		Subject: Social Emotional	Theme: Play Skills
Essential Question: What do we do when we want to play with someone?	Suggested Resources: <ul style="list-style-type: none">• Visual prompts (photos, drawings, or icons) of common types of play in your classroom and playground games (i.e., dramatic play center, block center, playground balls)• Visual prompts (photos, drawings, or icons) of joining play: (1) Watch and listen. (2) Ask and invite. (3) Play fair.• Visual prompts (photos, drawings, or icons) of exiting play: (1) Tell others you are leaving. (2) Walk away without disturbing play.• Visual prompts (photos, drawings, or icons) of initiating play: (1) Decide what game you will play. (2) Decide whom to invite to play. (3) Ask them to play politely. (4) Explain what you are playing.• Visual prompts (photos, drawings, or icons) of key phrases to practice/act out: “What are you doing?” “May I play with you?” “What do you want to play?” “Do you want to play with me?”• <u>Join In and Play</u> (Cheri J. Meiners)	Integration of Catholic Values: The Great Commandment: “Love your neighbor as yourself.”	
Enduring Understanding: 1. When we want to play with someone, we: (a) watch and listen; (b) ask and invite; (c) play fair. 2. Playing and working peacefully with others helps build friendships and community.		SLE(s): * Please refer to your school SLE’s.	
Standards: SE-7d Play with a common purpose (*) SE-7b Engage in games and group play (*) SE-7a Actively and intentionally play with peers (*) SE-7c Initiate play and lead cooperative experiences (*) Suggested Physical Education Standards: PE-2b Build and construct with materials PE-4d Participate in individual and group physical activities (*)			

Concepts:	Skills:	Social-Emotional Development Connection:
<p>SE-7d</p> <ul style="list-style-type: none"> • common purpose • together • roles • role-play <p>SE-7b</p> <ul style="list-style-type: none"> • ask • invite • join (engage) • preference <p>SE-7a</p> <ul style="list-style-type: none"> • watch • listen • enter play • exit play <p>SE-7c</p> <ul style="list-style-type: none"> • initiate • lead • decide (choose) • game rules • cooperative play • play fair 	<p>Note – The skills in this unit are foundational to the listed standards, but do not address the standards directly.</p> <p>SE-7d</p> <ul style="list-style-type: none"> • Identify the common purpose of any type of play • Describe how to decide what to play <p>SE-7b</p> <ul style="list-style-type: none"> • List the steps for joining (pre-existing) cooperative play • List the steps for exiting cooperative play <p>SE-7a</p> <ul style="list-style-type: none"> • Explain how to exit any type of play • Explain how to respond to the student or group that does not want you to join in their play <p>SE-7c</p> <ul style="list-style-type: none"> • List the steps for initiating cooperative play 	<p>See standards.</p>

Summative Assessment:

Teacher observes students demonstrating each skill without adult assistance. The teacher may record students' expected development of each skill in an anecdotal record or on a class checklist. The anecdotal record or checklist includes the date on which each student demonstrates expected development. (Note: This record is ongoing, and expected development will vary per student.) The skills include:

- Identify the common purpose of any type of play (SE-7d)
Example: "They are playing house."
- Describe how to decide what to play (SE-7d)
Example: "I want to play house too."
- List the steps for joining (pre-existing) cooperative play (SE-7b)
Example: "May I play house with you?" "Who is in our family?" "Who can I be?"
- List the steps for exiting cooperative play (SE-7b)
Example: "I do not want to play this game anymore."
- Explain how to exit any type of play (SE-7a)
- Explain how to respond to the student or group that does not want you to join in their play (SE-7a)
- List the steps for initiating cooperative play (SE-7c)

Instructional Sequence

Day 1:	Day 2:	Day 3:	Day 4:	Day 5:
0 Identify the common purpose of any type of play (i.e., dress-up, Hide-n-Go-Seek, block building). Describe how to decide what to play.	0 List the steps in joining (pre-existing) cooperative play. <i>Steps:</i> (1) Watch and listen. (2) Ask and invite. (3) Play fair.	0 Explain how to exit any type of play. <i>Steps:</i> (1) Tell others you are leaving. (2) Walk away without disturbing play.	0 Explain how to respond to the student or group that does not want you to join in their play.	0 List the steps in initiating cooperative play. <i>Steps:</i> (1) Decide what game you will play. (2) Decide whom to invite to play. (3) Ask them to play politely. (4) Explain what you are playing.