Why Should I Care About Play?





Who is in the room?



"Play Time has enriched my encouragement in myself to participate in multiple games to learn different cognitive strategies and sharpen my communication skills with other clients by playing partners or working together to solve puzzles. **Prison** has had a negative impact on my mental health and thinking. My mind has been at idle while being in a prison cell that its like it started to hibernate. These games exercise and help awaken my brain activity. I've also learned how to healthily interact and communicate with others during Play Time. Many of us were robbed of our childhood due to generations of addiction. This Play Time allows us to reconnect with our inner child, that has been locked away for a long time."

Stephen W.











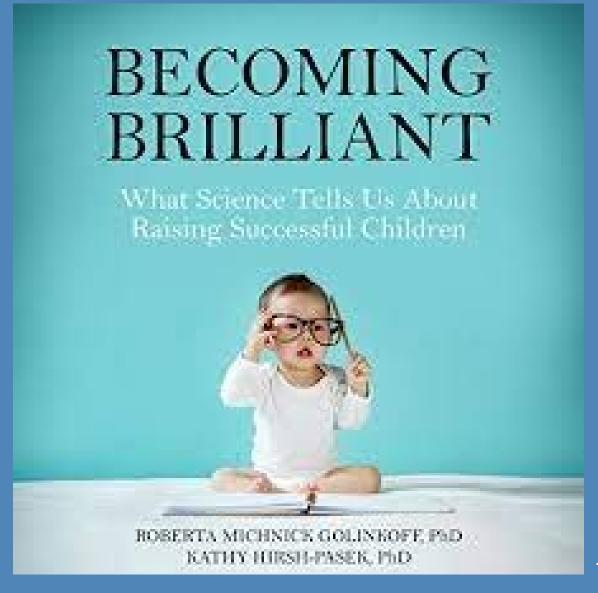
"We found evidence that an additional hour of mixed-age free play weekly was positively associated with higher standardized test scores in both math and reading."

Melyssa Mandelbaum, Doctoral
Dissertation: Mixed-Age Play in School-Age
Children

March 2022 Long Island University

6 C's

- Collaboration
- Communication
- Content
- Critical Thinking
- Creative Innovation
- Confidence







Collaboration:
Learned when
activities and games
require more than
one person





Communication:
Finding a way to
let someone else
know what you
need





Content: Creating through story and meaningful conversation





Critical Thinking:
Figuring out how
to do something
new with available
resources





Creative
Innovation:
Starting with an idea and trying it out





Confidence: Developing when we take risks

"Entrepreneurs of the future will need to have confidence to give new ideas a try."

Kathy Hirsh-Pasek, quote from: *Playful Learning and Raising Successful Children,* American Journal of Play, Fall 2020







"Bottom line is that you build these skills in playful learning."

Kathy Hirsh-Pasek, quote from: Playful Learning and Raising Successful Children, American Journal of Play, Fall 2020





What is Play?

- Choice
- •High Focus
- Determination
- Satisfaction

lt's an escalation!



What is Flow?

NOREPINEPHRINE

helps get blood flowing & heart rate up

DOPAMINE

helps make us feel good





plays a role in motivation and pleasure

ENDORPHINS

help the body cope with pain & stress





SEROTONIN

makes us happy & have feelings of well-being

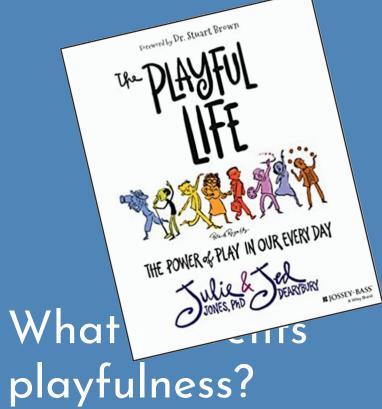


The Neurochemistry of Flow States with Steven Kotler

• <a href="https://bigthink.com/videos/the-neurochemistry-of-flow-states-with-steven-kotler/#:~:text=cascade%20of%20neurochemistry.-,You%20get%20norepinephrine%2C%20dopamine%2C%20anandamide%2C%20serotonin%20and%20endorphins.,same%20thing%20with%20your%20brain





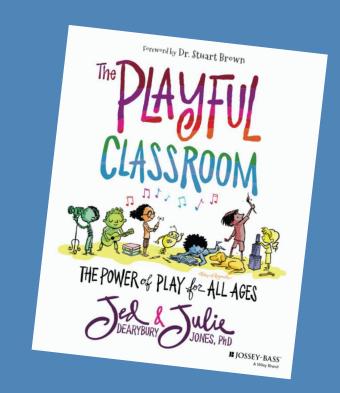


- Daily stresses
- Life frustrations
- Perspective

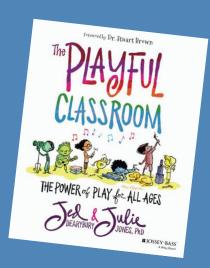


Make PLAY a daily habit...

- 1. Awareness
- 2. Intentionality
- 3. Process
- 4. Habit
- 5. Result





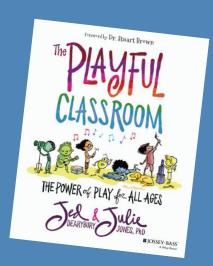


Awareness

Look for playful moments.

They are all around us.



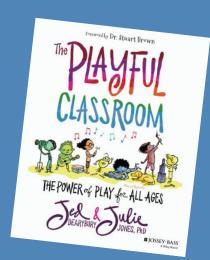


Intentionality

Provide ourselves and others with time, space and opportunity. Make a plan to invite playfulness in.







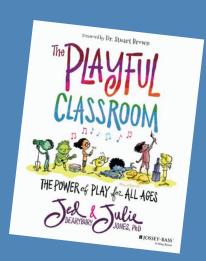
Process

Don't be afraid to play, mess up, learn, repeat. Embrace the perceived chaos as part of the







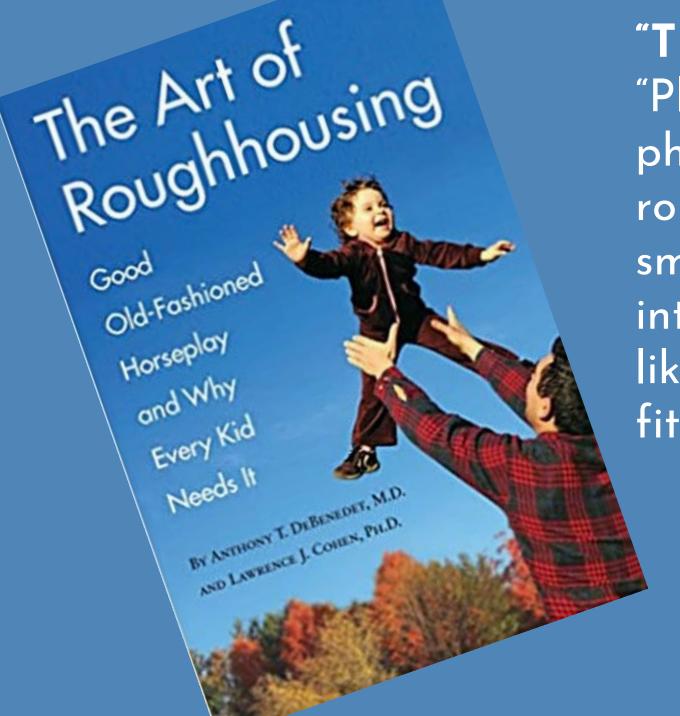


Habit...

Keep in mind that the more we play, the more playful we become. On average, it only takes 3-6 weeks to create a routine.

Write it down in your daily PLAN to make it happen.





"The Bold Claim" "Play-especially active physical play, like roughhousing-makes kids smart, emotionally intelligent, lovable and likable, ethical, physically fit, and joyful."

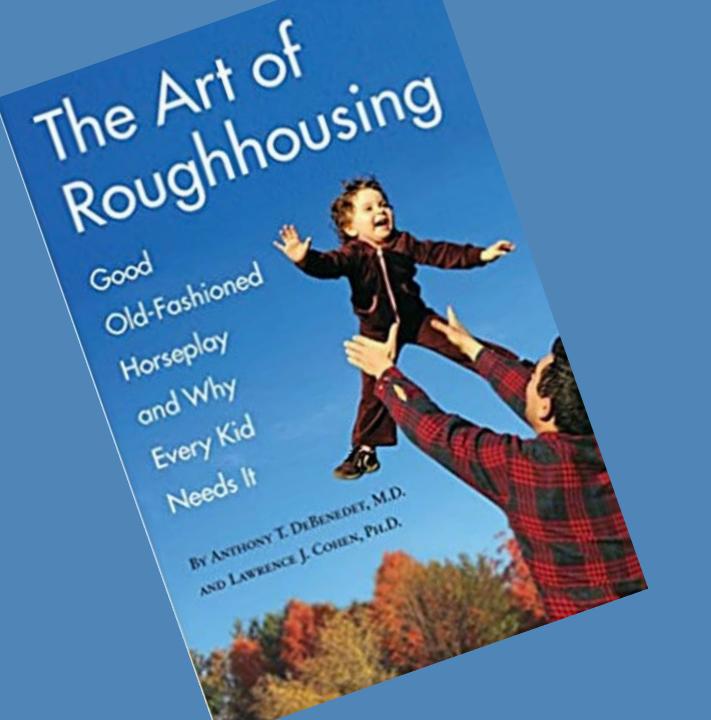
Dr. Anthony T. DeBenedet and Dr. Lawrence J. Cohen





Will a Playful Mindset improve your life?



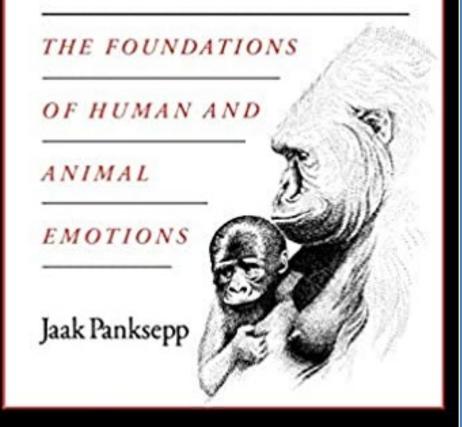


Playing together increases connections. It builds "foundations for academic success."

Dr. Anthony T. DeBenedet and Dr. Lawrence J. Cohen



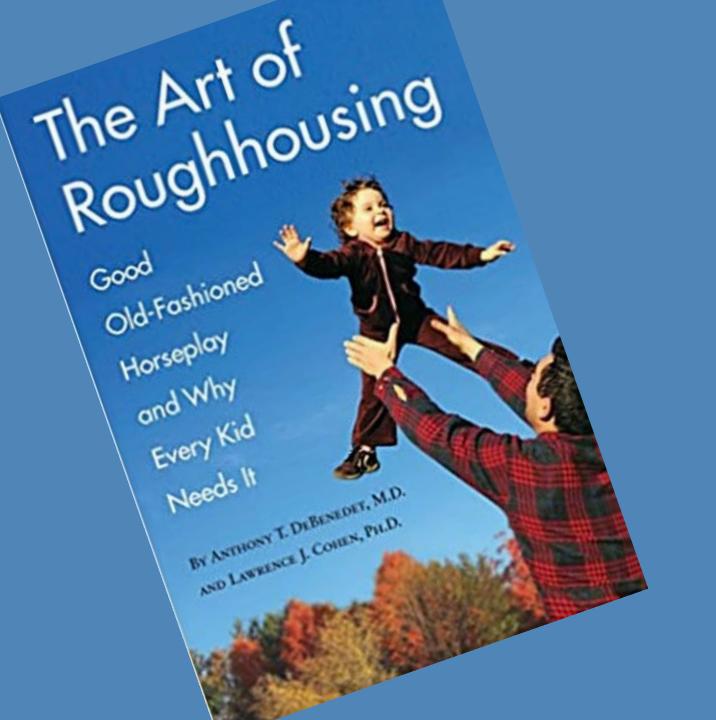
AFFECTIVE NEUROSCIENCE



"During play, animals are especially prone to behave in flexible and creative ways."

Jaak Panksepp





Emotional intelligence is developed while playing together.

Dr. Anthony T. DeBenedet and Dr. Lawrence J. Cohen



General rules to keep in mind during playtime...

- 10-15 minutes, every day
- One-on-One
- Child selected
- No criticism or suggestions
 Enjoy

- Positive comments
- Relax
- Play





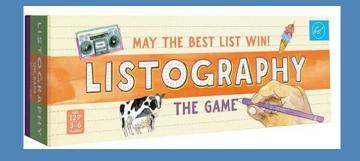




LET'S PLAY! - Listography

One-on-One: Create a list of up to
 10 ANSWERS before time runs out.
 Try to match only 1 other team

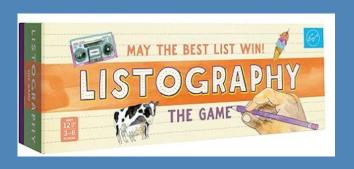




LET'S PLAY! - Listography

 Forgotten Four: Create a list of up to 4 ANSWERS before time runs out. Try to match NO other team

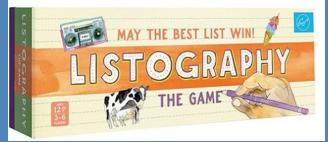




LET'S PLAY! - Listography

Threefold: Create a list of up to 3
 ANSWERS before time runs out.
 Try to match AS MANY other
 teams as possible







Questions? Comments?

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