

**Examples of Educational Strategies for Different Development Levels**

	<b>Thematic Symbolic Play</b>	<b>Auditory /Verbal</b>	<b>Visual/Spatial Quantitative</b>	<b>Small Motor Plan./ Sensory</b>	<b>Large Motor Plan./ Sensory</b>	<b>Music &amp; Dance</b>
<b>Mutual Attention</b>		Singer Finger Play	Peek-A-Boo Flashlights Lights on & off	Tickling and other sensory games (Slinky)	Moving arms, legs etc. Bouncing Jumping	Listening to Music and rhythmic movement
<b>Mutual Engagement</b>		Vocal Synchrony	Shared Looking and facial expressions	Sharing sensory pleasure together holding hands fav items etc.	Synchronous large motor movement patterns	Shared listening and rhythmic movement
<b>Simple Purposeful Gestures</b>	Pushing cars, trains, Dolls	Vocal Cues	Facial Cues	Exchanging Items Destinations Pointing	Rolling Objects, kicking back and forth	Duck Duck Goose
<b>Problem Solving Complex Gestures</b>	Gestures for objects needed in play. Purposeful exploration of sensory materials	Imitative sounds and words such as simon says, hokey pokey	Treasure hunt with visual cues Using pictures to identify objects. Hide and seek games	Shared problem solving with functional toys (e.g workbench)	Obstacle Course Climbing ladder to reach object	Simple rhythmic dance sequences to music
<b>Creating Ideas</b>	Pretend play with figures or role-play (e.g., playground dollhouse, doctor kit etc.)	Role play Pretend Play, etc. Verbal discussions Games with verbals cues e.g, Treasure Hunt	PECS Building houses, corrals other symbolic structures	Setting up pretend structures – place Props, figures Using different textures, colors, in pretend play	Simple large motor games	Musical Chairs Indian Chief Pretend ballerina or dancer
<b>Building Bridges Between Ideas</b>	Logically related sequences Bedtime, school day, Accident (getting hurt) Personal dramas	Discuss opinions, compare, Logical thinking Negotiate	Building complex interrelated structures (e.g. towns, schools) Negotiating with pictures	Playing small motor games with rules Manipulating objects in pretend play. (Simple drawing)	Complex large motor games	Creating Music and novel dance steps
<b>Abstract Thinking</b>	Playing out abstract themes (e.g., love, justice, morality Debates	Discussions Reflections on feelings and behaviors Analytic Reasoning	Complex representational drawings Designing cities with visual/ spatial relationships	Architecture Complex drawings Complex small motor games. Grouping and classifying sensory experiences	Sports or large motor activities with planned strategies	Participating in complex planned and creative musical and dance activities