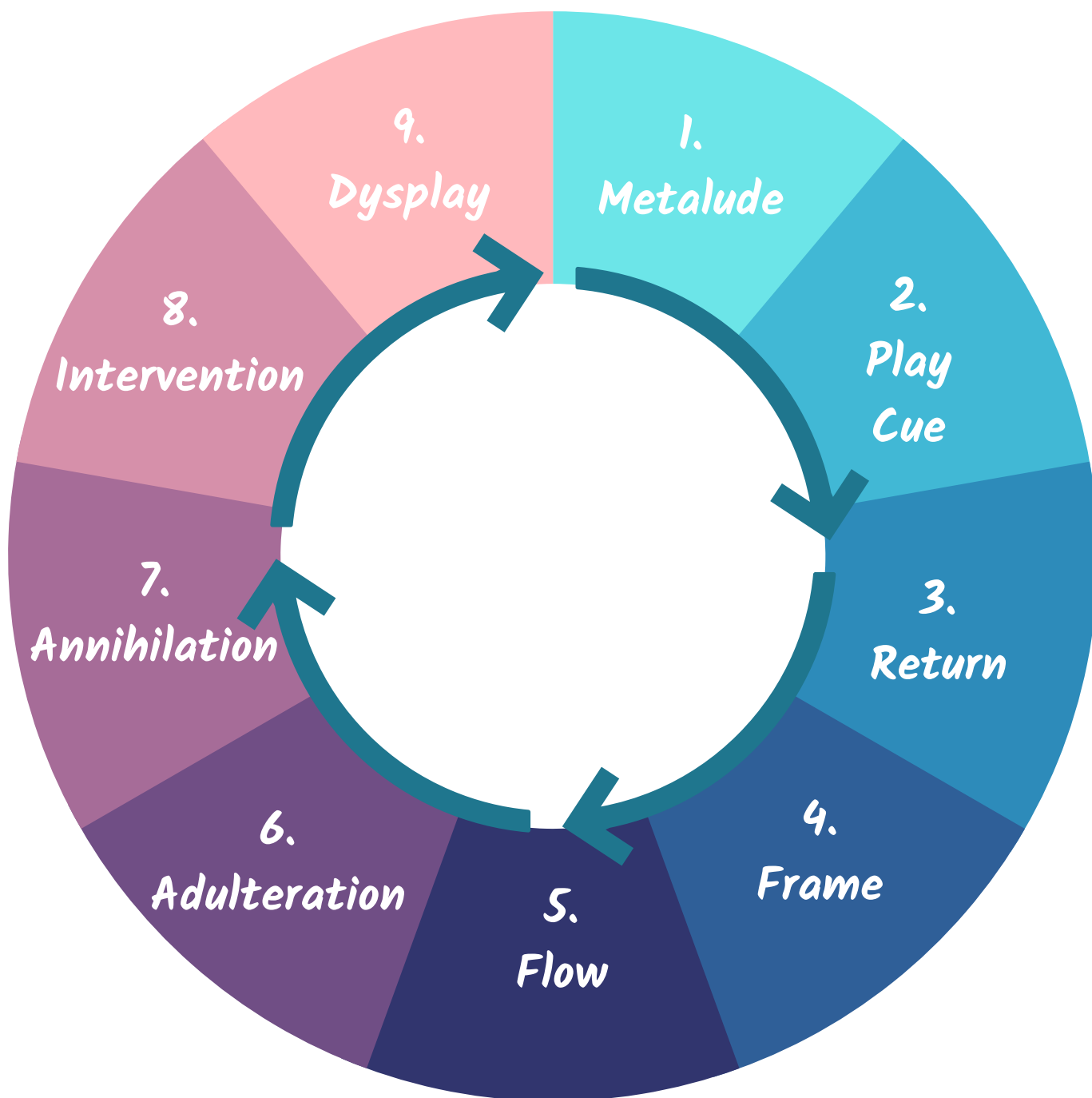


PLAY

CYCLE



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Journey Through
PLAY

PLAY

CYCLE

Metalude - Thought that proceeds play.

Play Cue - Invitation to play that can present in many different ways such as a gesture, look or verbal invitation.

Return - Response by the child, adult, playworker or from the environment.

Frame - Led and initiated by the child. The place or space in which the play takes part. Can change in shape, context and size.

Flow - A flow occurs when there is a response and a frame. It can last second, hours or weeks!

Adulteration - When the play is ended by an adult. There can be many different reasons - wanting to improve, control or play ourselves.

Annihilation - When the play is ended by the child and they move on.

Intervention - Usually happens through - Play Maintenance, Simple Involvement, Medial Involvement or Complex Involvement.

Dysplay - When a pattern of non-responses occurs resulting in the rapid misfiring of cues.

