Three Levels of Play Defined
Level One

The purpose of this level is to teach the child about the toy. Increase his or her basic understanding/knowledge of the toy and how to use it. Structure and visual information will answer questions such as:

- What is the toy?
  - What parts are included with the toy?
  - What are the toy’s features?
- How do I play with it, functionally?
  - How do I use the parts?
    - This is taught through:
      - Visual directions
      - Play Books
      - Video Modeling

Level Two

The purpose of this level is to add adaptability within use of the toy. At this level, the child will build on his/her basic understanding of the toy and begin to expand the play. Support on this level will include structure and visual information to answer the following questions.

- How can we expand the play?
  - What more can this toy do?
  - How can I change it up?
  - How to make imaginary objects (this part of the toy is used for something completely different)
- What can we add to the play?
  - Role playing scripts
  - Video modeling

Level Three

The purpose of this level is to include social interaction within play. Support on this level will include structure and visual information to answer the following questions.

- How can we include another person in the play so we have a common goal? This level of play includes:
  - Turn Taking
  - Waiting your turn
  - Taking another’s idea
  - Sequencing
  - Imagination – abstract play