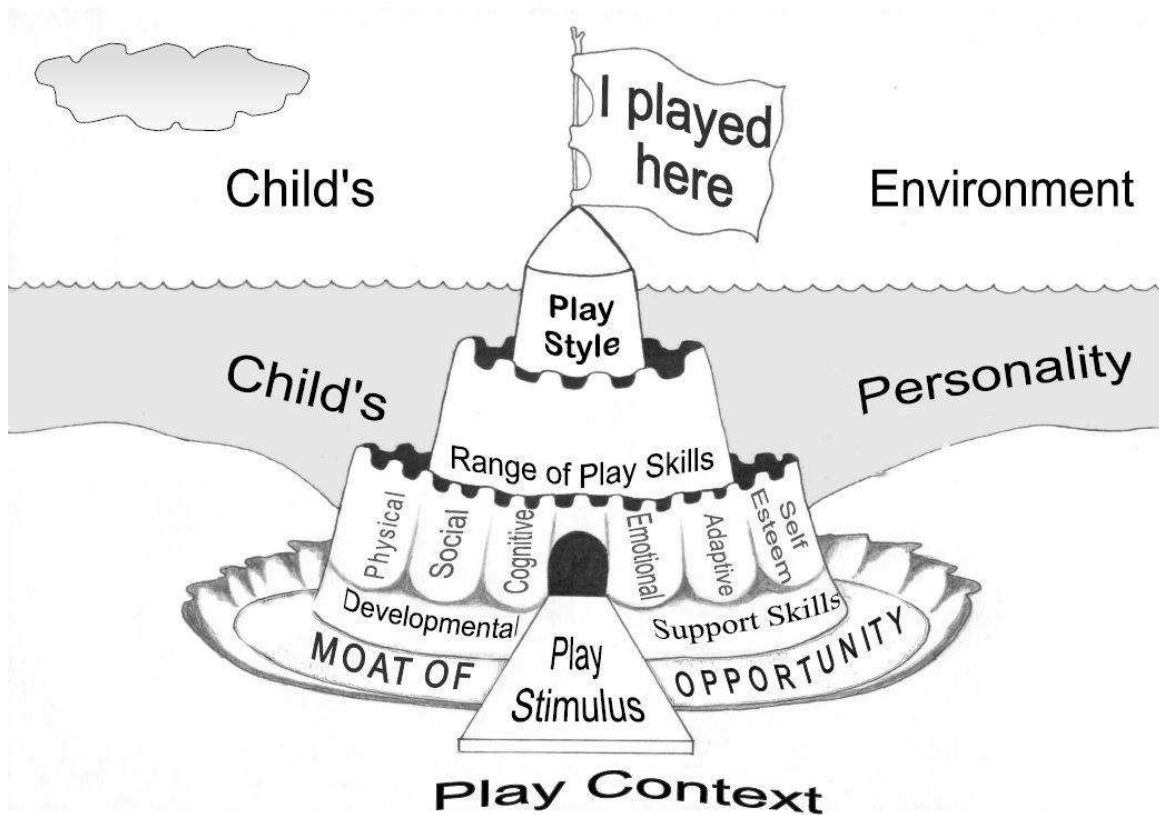


Sandcastle Model of Child Initiated Play

Sturgess, J. (2007), *The Development of a Play Skills Self-Report Questionnaire for 5-10 year old children & their parents/carers.*



Moat – set of circumstances that best support an episode of play (eg: time, physical resources)

Drawbridge – the stimulus the child recognises in themselves or the environment that they seize for play. Similar to spontaneity.

Upturned buckets of sand – developmentally determined skills eg: social, communication, cognitive, physical, organisational, affective and self-concept

Body of castle – availability of specific play skills that develop with time, experience and nourishing environments eg: ability to negotiate rules of play, use of found objects to construct something fun.

Pinnacle of the sandcastle – personal playful style of the child including toy preferences, talkativeness, and preference for type of play.

The flag – represents the child's ownership of play

Sky – physical environment in which the child lives and acts

Ocean – Child's personality

Air quality – social and cultural context within which play is occurring.

Action Plan

What will I do or change or lead to increase good quality, real play experiences for children?

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____



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