

**Movement: Active and Stimulating**

**Stimulation:** Movements that are new to you

**Benefits:**

- Provides neural growth
- Builds neural capacity
- New movements are accompanied by novelty, challenge, and feedback
- Builds foundation for higher learning

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**P.A.C.E. the Brain**

P \_\_\_\_\_ A \_\_\_\_\_ C \_\_\_\_\_ E \_\_\_\_\_

1. \_\_\_\_\_
2. *Brain* \_\_\_\_\_
3. *Cross-* \_\_\_\_\_
4. \_\_\_\_\_

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**Three Dimensional Learning**

COMMUNICATION DIMENSION

CONCENTRATION DIMENSION

CENTERING DIMENSION

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## Elements of Play

- Pleasure and enjoyment
- Goals not imposed from the outside.
- Motivation is spontaneous, voluntary, and intrinsic.
- Active engagement on the part of the player.
- Attention to the means over the end product of the action or activity.

"Elements of Play," Paul McArdle  
Child: Care, Health and Development, Vol 27, No 6, 2001

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## Stages of Play

### SOCIAL STAGES

- I. Solitary
- II. Parallel
- III. Associative
- IV. Cooperative  
(also called peer play, socio-dramatic play)

### COGNITIVE STAGES

- I. Object play  
(also called practice, exploratory, manipulative play)
- II. Functional (use of an object for its intended use)
- III. Pretend/symbolic
- IV. Games with rules.

"Harnessing the Power of Play: Opportunities for Children With Autism Spectrum Disorders,"  
Sonia Mastrangelo. Teaching Exceptional Children, Vol. 42, no 1, 2009

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Thank you for coming!

For information about my work with school staff, students and parents, please visit:

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