**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
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.

Stages of Play

<table>
<thead>
<tr>
<th>SOCIAL STAGES</th>
<th>COGNITIVE STAGES</th>
</tr>
</thead>
<tbody>
<tr>
<td>I. Solitary</td>
<td>I. Object play</td>
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<td></td>
<td>(also called practice, exploratory, manipulative play)</td>
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<tr>
<td>II. Parallel</td>
<td>II. Functional</td>
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<tr>
<td></td>
<td>(use of an object for its intended use)</td>
</tr>
<tr>
<td>III. Associative</td>
<td>III. Pretend/symbolic</td>
</tr>
<tr>
<td>IV. Cooperative</td>
<td>IV. Games with rules.</td>
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<tr>
<td></td>
<td>(also called peer play, sociodramatic play)</td>
</tr>
</tbody>
</table>


Thank you for coming!

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

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