

PLAYFUL LEARNING PLANNER

Identify an experience in which you would like to incorporate playful learning (you might think of a particular class, a theme, a unit of learning, a staff meeting, or something else).

How might you structure the experience to encourage:

CHOICE. *A feeling of empowerment, autonomy, ownership, and intrinsic motivation.*

Can be promoted by helping learners: participate in setting goals, challenges, and purposes; making and changing rules; negotiating, having and sharing ideas, being spontaneous, choosing how long to work/play; choosing collaborators and roles; and moving around.

WONDER. *A feeling of curiosity, surprise, engagement, fascination, novelty, and challenge.*

Can be promoted by supporting learners in improvising, exploring, learning from mistakes, creating, inventing, pretending, imagining and taking risks.

DELIGHT. *A feeling of enjoyment, excitement, satisfaction, inspiration, pride, and belonging.*

Can be promoted by creating a sense of anticipation, providing time to explore, teachers showing excitement, highlighting learners' discoveries, and providing aesthetically engaging materials, stories, and ideas.

