

vision for the future

TRAINING & STUDENT ENGAGEMENT

Permission to Play

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NATIONAL VET CONFERENCE
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#2021NVC

Permission to play

With Jason Ash



Opener - Commonyms

A commonym is group of words that have a common trait in the three words/items listed.



1. Year - Address - Scrap (**Books**)
2. Trains - Teapots - Referees
3. Statues - Turkeys - Initials
4. A Rooster - A Barber Shop - A Beehive
5. Pick-up - Fire - 4x4
6. Jump - Swim - Three Piece
7. McDonalds - The Great Ocean Road - A Foot
8. Mud - Pot - Pumpkin
9. Rock - Table - Epsom
10. New - Full - Crescent



Commonym Solutions

1. Year - Address - Scrap **Books**
2. Trains - Teapots - Referees **Whistles**
3. Statues - Turkeys - Initials **All carved**
4. A Rooster - A Barber Shop - A Beehive **Combs**
5. Pick-up - Fire - 4x4 **Trucks**
6. Jump - Swim - Three Piece **Suits**
7. McDonalds - The Great Ocean Road - A Foot **All have arches**
8. Mud - Pot - Pumpkin **Pies**
9. Rock - Table - Epsom **Salts**
10. New - Full - Crescent **Moon**



Session overview



- | | |
|---|---------------------------|
| 1 | What does play look like? |
| 2 | Importance of play |
| 3 | Roadblocks to play |
| 4 | Example activities |
| 5 | Framework to play |
| 6 | What's next? |



Introduction



In our hectic, modern lives, many of us focus so heavily on **work** and **family** commitments that we never seem to have time for **fun**.



While play is **crucial** for a child's development, it is also **beneficial** for people of all ages.



However, somewhere between childhood and adulthood, we **stopped** playing.



Which is why we have to give ourselves and our learners **permission** to play.



[illegible][illegible][illegible]

Categories of Play



- There are **five** main categories of play.
- Each will help us to **motivate, engage,** and **support** learners in different ways.



Tactile Play



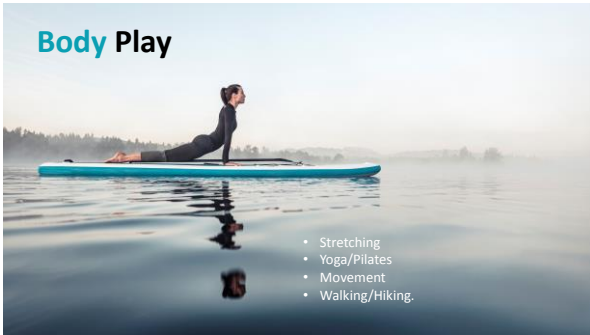
- Tinkering
- Experimentation
- Scavenger hunts
- Manipulation of objects.

Imaginative Play



- Storytelling
- Role play
- Simulations
- Poster work.

Body Play



- Stretching
- Yoga/Pilates
- Movement
- Walking/Hiking.

Creative Play



- Writing
- Music
- Craft
- Artwork.

Ritual Play



- Board games
- Sporting activities
- Solving puzzles
- Quiz competitions.

Discussion

Which of these types of play do you use in your training and why?

1. Tactile Play
2. Imaginative Play
3. Body Play
4. Creative Play
5. Ritual Play.



The importance of play



Play helps us to learn to be **creative**.







Why is play important?



- Psychologists distinguish two types of problems; **convergent** and **divergent**.
- A **convergent** problem has a **single** correct solution or answer.
- A **divergent** problem yields itself to **multiple** solutions.

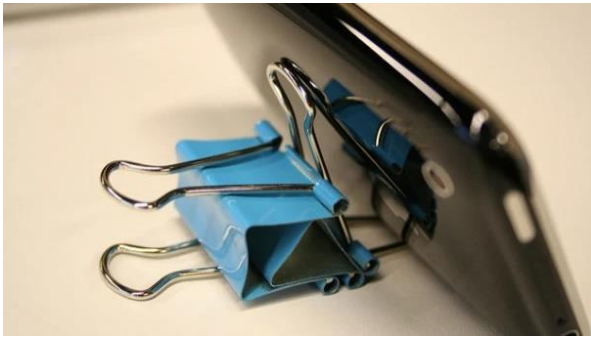


Activity



Write down as many
uses for bulldog clips as
you can in 3 minutes.













Discussion

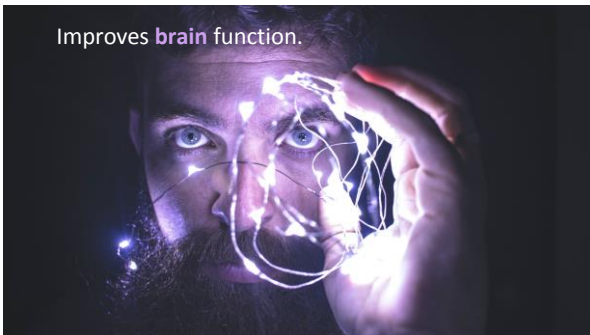
What are the benefits
of play?



Relieves **stress**.



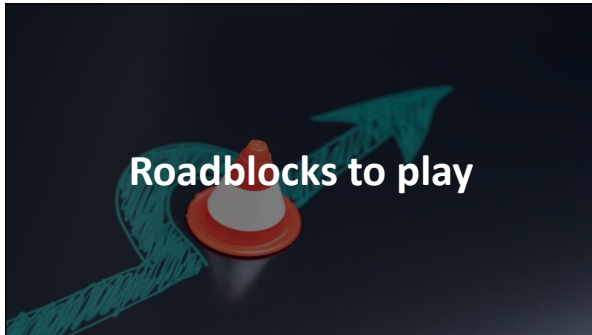
Improves **brain** function.



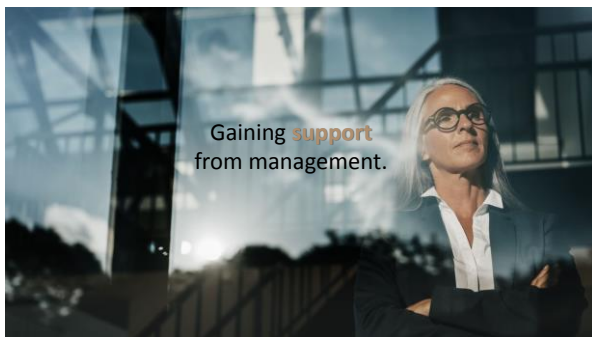














Encouraging learners
to take a **risk**.



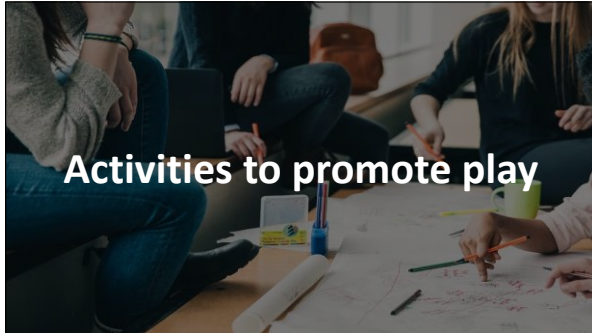
Finding the **right** types of play for
the **cohort** and the **content**.

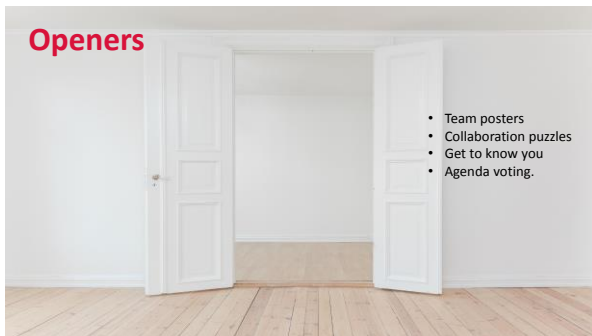


Discussion

What other roadblocks
might there be to
introducing play into
your training?











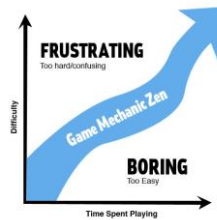




Gamification applies a combination of **game mechanics** and **game design** techniques to motivate learners.



Game Mechanics



Game Design

Game design is the art of applying **design** and **aesthetics** to create a game for entertainment, recreation or for educational purposes.









5 types of game rewards

Fixed Action Rewards



Random Rewards



Rolling Rewards

<https://www.random.org>

<https://wheelofnames.com>



<https://www.rafflecopter.com>

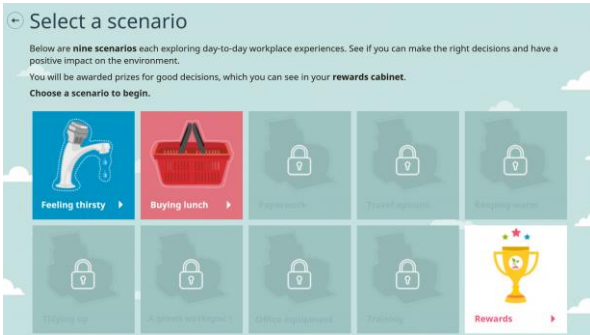


Social Rewards



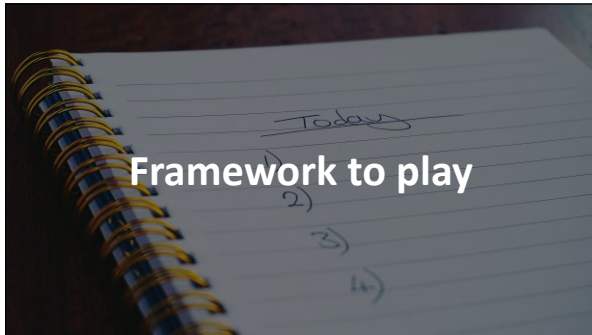
Prize Pacing Rewards

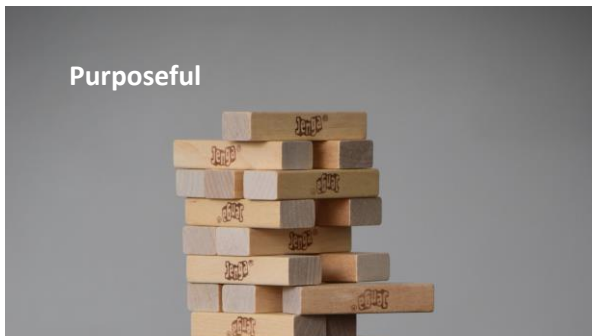


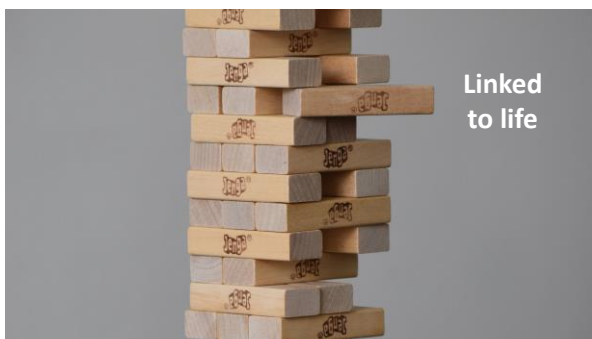


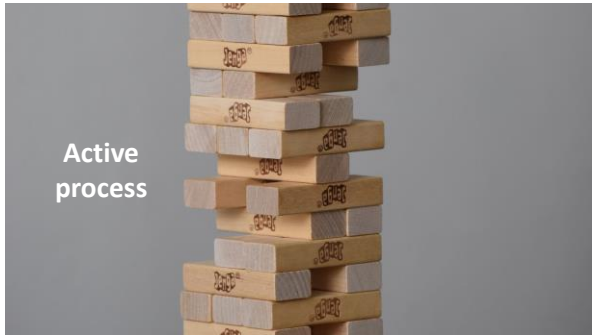


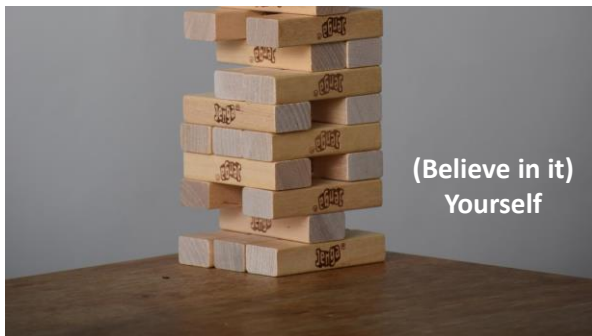














Purposeful
Linked to life
Active process
Yourself





Reflection

How will you introduce play into your training?





Thanks for playing

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