

vision for the future



TRAINING & STUDENT ENGAGEMENT

Permission to Play

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NATIONAL VET CONFERENCE
GOLD COAST 2021

#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.



An elderly couple is sitting on a grey sofa in a modern living room, playing video games. The woman on the left is wearing a beige turtleneck sweater and light-colored pants, holding a black game controller. The man on the right is wearing a brown sweater and grey pants, holding a white game controller and cheering with his right arm raised. A wooden coffee table in front of them holds a pizza, a bowl, and some drinks. The background features a textured wall, framed art, and a large window. The text "What does play look like?" is overlaid in white.

What does play look like?

Brainstorm



What does 'play' mean
to you?



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.



A photograph of three young children playing in a sandbox at a playground. The child on the left is wearing a red bucket hat and a dark blue shirt, with their face and hands covered in sand. The child in the middle is wearing a red bucket hat and a dark blue shirt, also with sand on their face and hands. The child on the right is a girl with blonde hair, wearing a pink cap and a pink shirt, with sand on her face and hands. They are all focused on playing with the sand. In the background, there is a playground structure with a blue roof and some trees. The text "The importance of play" is overlaid in white, bold, sans-serif font across the center of the image.

The importance of play

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





It assists in nurturing
adaptive skills and
critical thinking.

Game playing helps to
keep our brain **focused**
and **sharp**.



Why is play important?



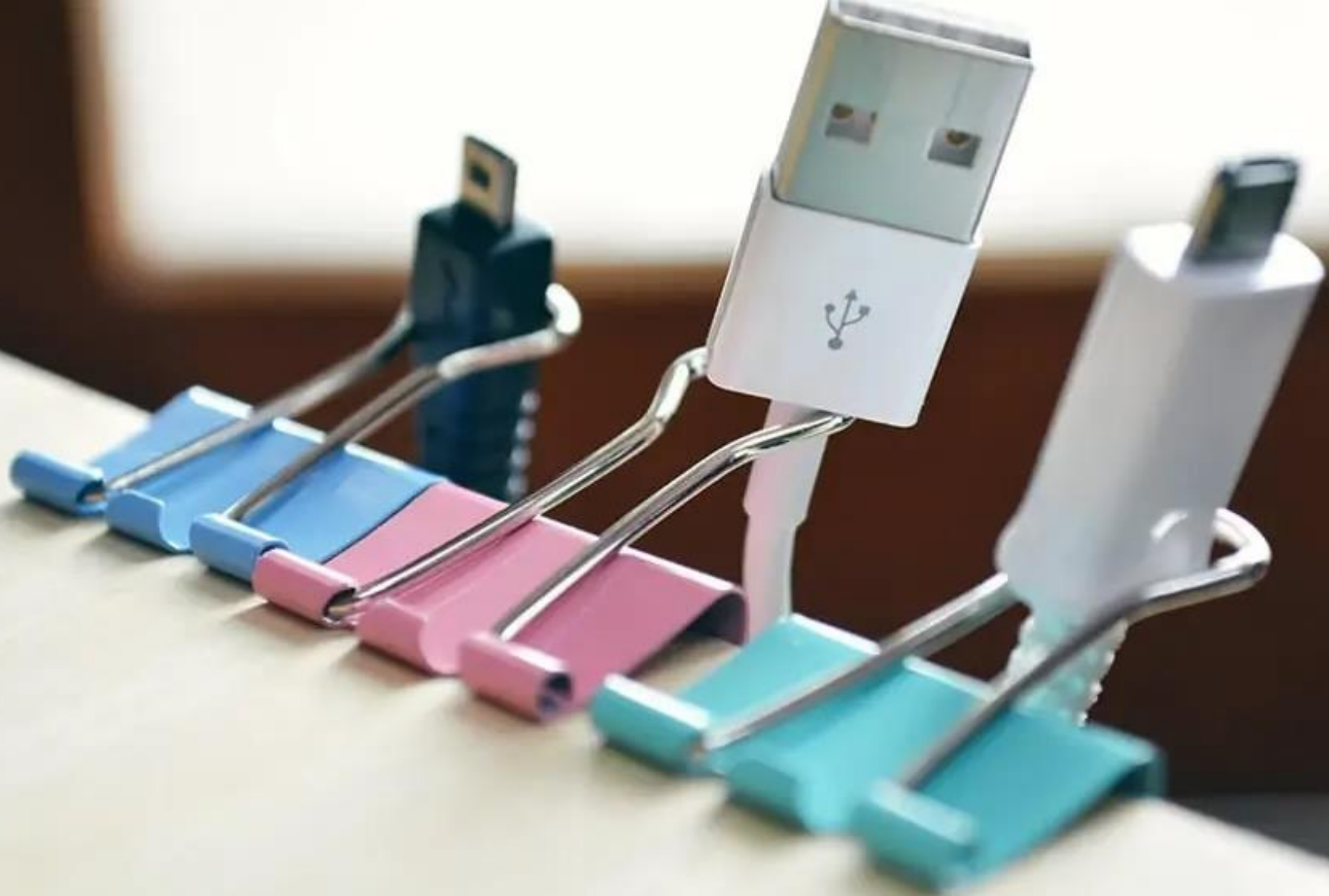
- Psychologists distinguish two types of problems; **convergent** and **divergent**.
- A **convergent** problem has a **single** correct solution or answer.
- A **divergent** problem yields itself to **multiple** solutions.

Activity



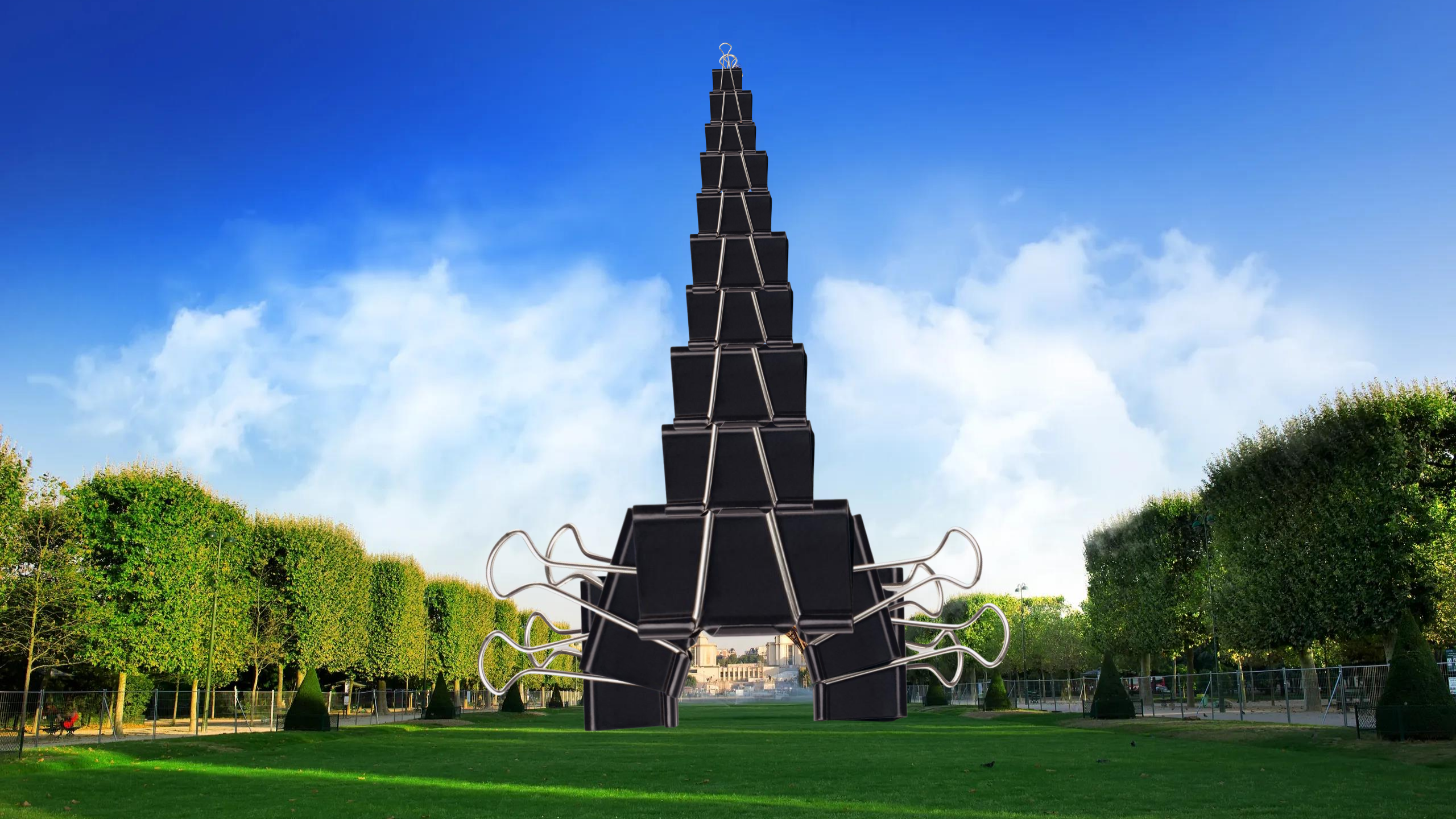
Write down as many
uses for bulldog clips as
you can in 3 minutes.











Discussion

What are the benefits
of play?



Relieves stress.



Improves **brain** function.





Stimulates the **mind** and boosts **creativity**.

Improves **relationships.**



Keeps you feeling **young** and **energetic**.





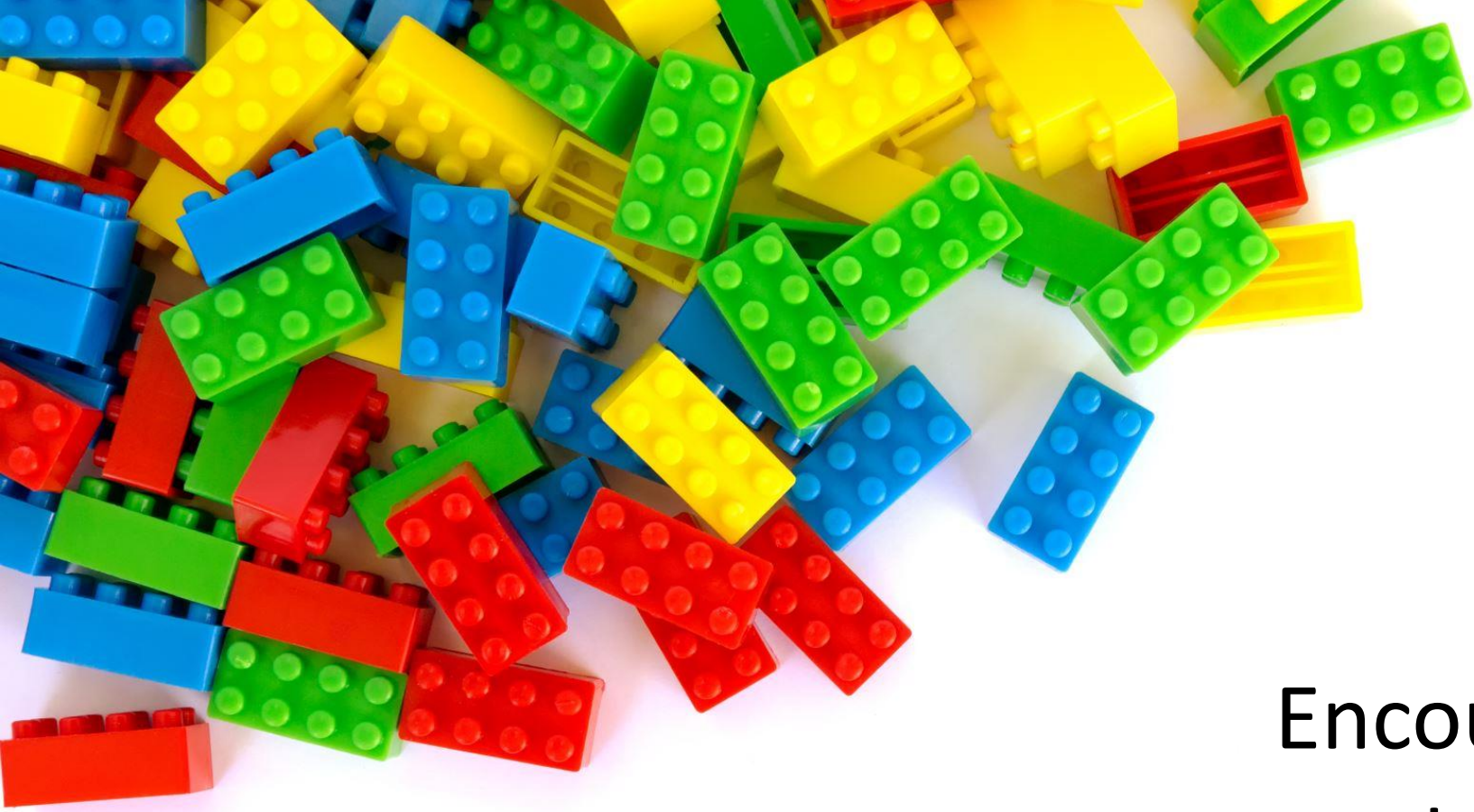
Roadblocks to play

People think that serious
content and play can't **co-exist**.



Gaining **support**
from management.





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?



Activities to promote play

Openers

- Team posters
- Collaboration puzzles
- Get to know you
- Agenda voting.

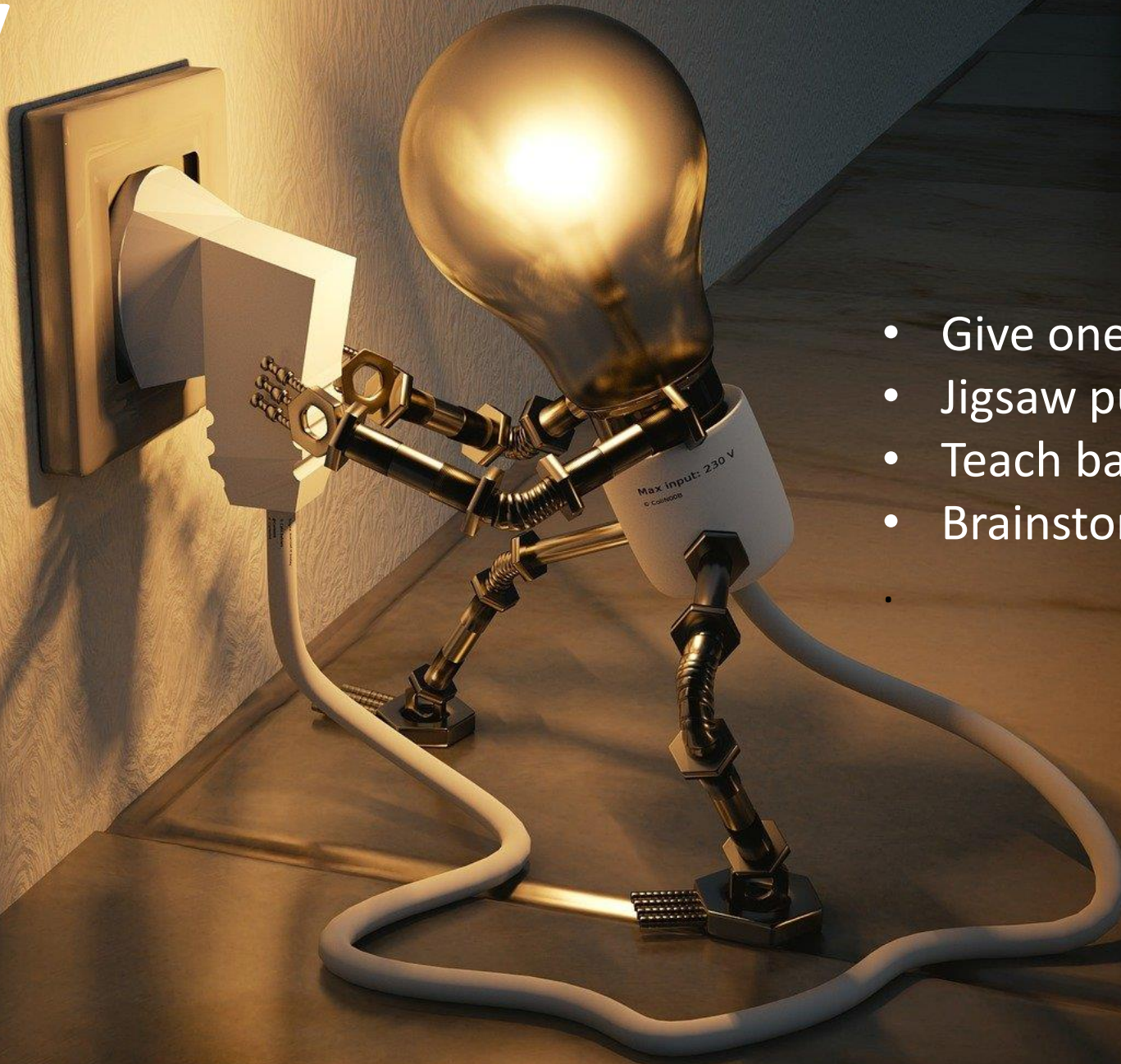
Closers



ΟΙΚΙΑ
ΑΝΤΡΕΑ ΧΡΥΣΗΣ
ΜΟΥΤΣΟΥΡΗ
1949

- Quizzes
- Problem solving
- Action planning
- Demonstration / Role play.

Revisiting / Energisers



- Give one get one
- Jigsaw puzzles
- Teach back
- Brainstorming.

Make use of gamification to enhance play



The **gamification** theory in education is that learners learn best when they are also having **fun**.



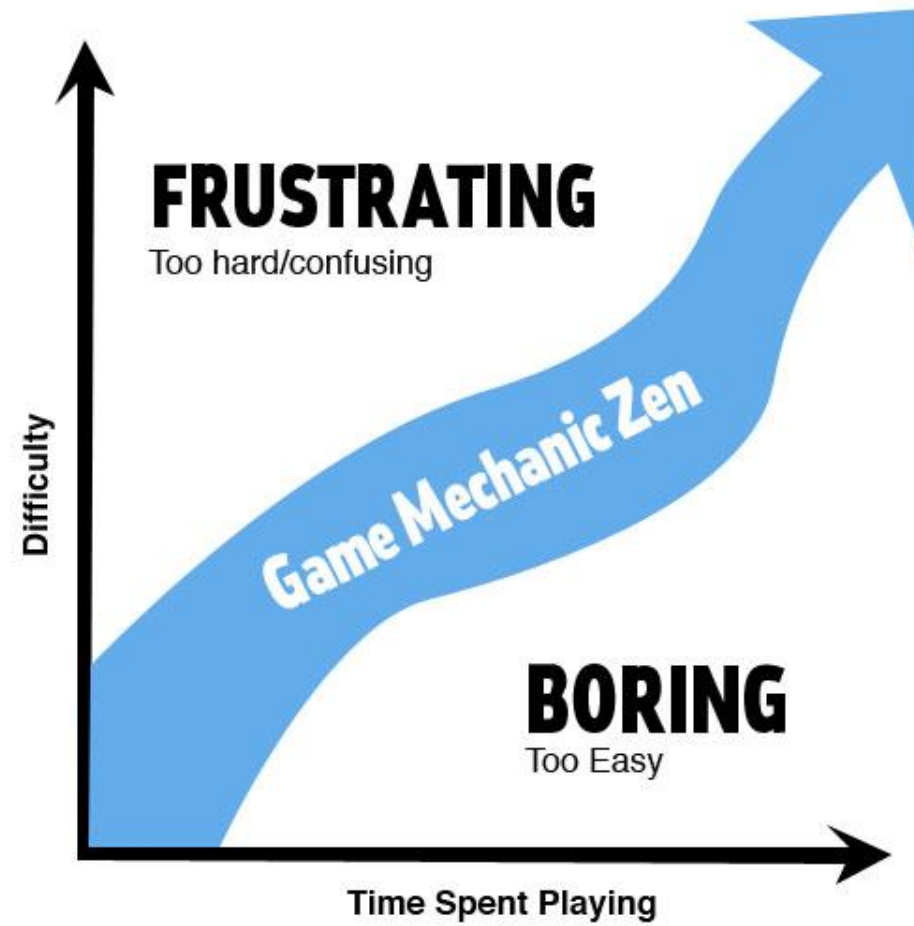
Gamification in learning involves using **game-based elements** such as point scoring, peer competition and team work to drive engagement.



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.

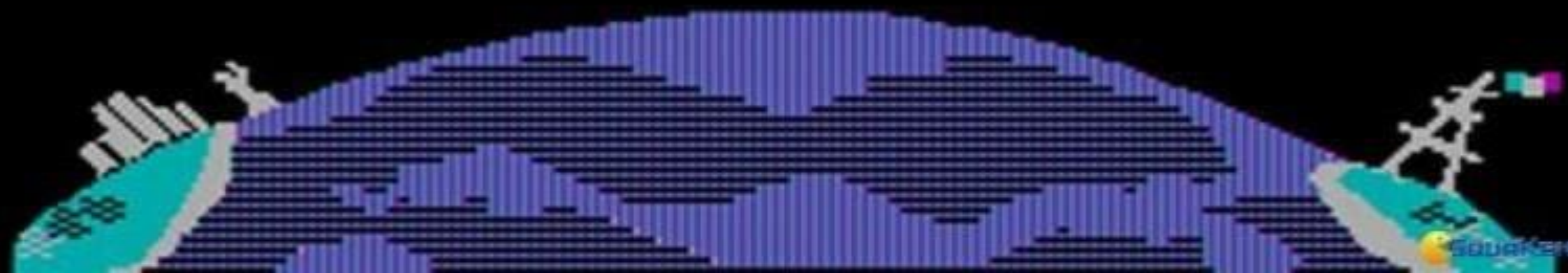


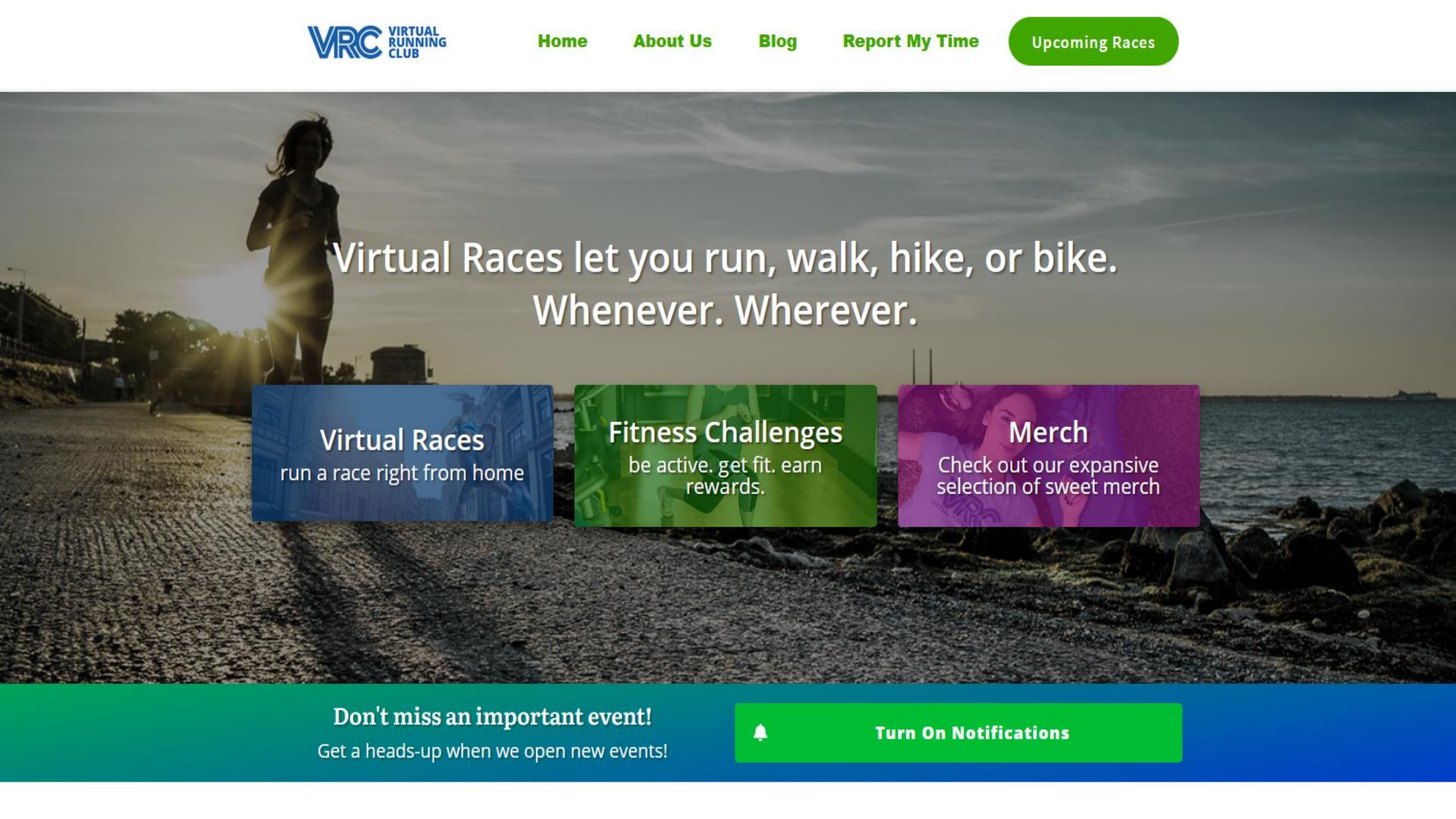


WHERE IN THE WORLD IS CARMEN SANDIEGO?

Press any key
to begin game.

Copyright 1985, 1986 Broderbund Software



The background of the hero section is a photograph of a woman running on a sandy beach. The sun is low on the horizon, creating a warm, golden glow and long shadows. The ocean is visible in the background under a cloudy sky.

Virtual Races let you run, walk, hike, or bike. Whenever. Wherever.

Virtual Races

run a race right from home

Fitness Challenges

be active. get fit. earn
rewards.

Merch

Check out our expansive
selection of sweet merch

Don't miss an important event!

Get a heads-up when we open new events!



Turn On Notifications

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



Select a scenario

Below are **nine scenarios** each exploring day-to-day workplace experiences. See if you can make the right decisions and have a positive impact on the environment.

You will be awarded prizes for good decisions, which you can see in your **rewards cabinet**.

Choose a scenario to begin.

 Feeling thirsty ▶	 Buying lunch ▶	 Paperwork	 Travel options	 Keeping warm
 Tidying up	 A green workspace	 Office equipment	 Training	 Rewards ▶



Discussion

How could you use
rewards to enhance the
play?



Today

Framework to play

1)
2)

3)

4)

Purposeful





Linked
to life

**Active
process**





**(Believe in it)
Yourself**



Purposeful
Linked to life
Active process
Yourself



WHAT'S
NEXT

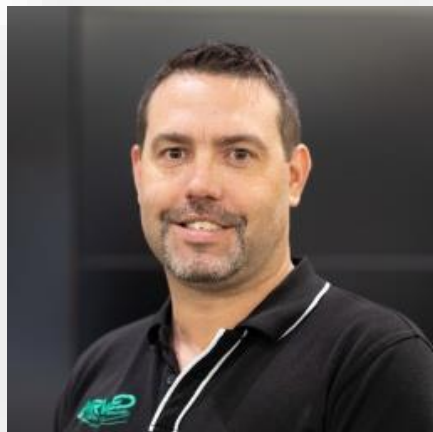
?

Reflection



How will you introduce
play into your training?

Thanks for playing



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See you tomorrow!

