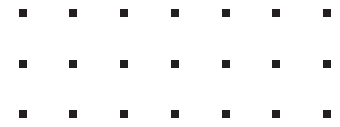


Play Libraries



*The Play Library, in memory of Zosia Pipes,
who believed every child is a gift.*

The following information is intended for volunteers at our elementary sites.

Purpose:

Playfulness is a natural characteristic of a child and provides many benefits. According to the American Academy of Pediatricians:

- Play allows children to use their creativity and imagination.
- It develops mental dexterity and physical, cognitive, and emotional strength.
- Play is important for healthy brain development.
- Play is integral to the academic environment. It ensures that the school setting attends to the social and emotional development of children as well as their cognitive development.
- Play has been shown to help children adjust to the school setting and even to enhance children's learning readiness, learning behaviors, and problem-solving skills.

Relationship Builder:

Play can be used to build relationships. As volunteers, developing a positive relationship is critical for the learning process:

- Positive relationships create safe spaces for children.
 - When children feel "psychologically safe" they are more likely to participate in learning activities.
- Positive relationships can improve student behavior.
 - As volunteers, you are providing examples and defining expectations on ways to act and interact with others.
- Positive relationships build motivation.
 - Positive relationships build positive interactions, which reinforces a cycle of motivation.

Play Libraries

Uses of play library:

- There are many different types of games, which serve different purposes and are meant for different ages. Below is a list of games available at each elementary site that volunteers have access to.
 - Introduction Games: These games can be used to get to know each other.
 - Sussed
 - What Would You Choose?
 - Games for young learners:
 - Spot it
 - Blink
 - The Uzzle
 - Wooden Memory
 - Brainteasers and Puzzles:
 - Pixie Cubes
 - Match Madness
 - Ivan's Hinge
 - Wooden Peg
 - Criss-Cross Cube
 - Tiltago
 - Tenzi Builds
 - Other games:
 - Mastermind
 - Blokus
- **Building Relationship:** When you first meet the child or children you will be working with, a game from the Play Library can be used to have a fun and engaging way to interact.
- **After School Breaks:** After a school break, students will need time to be reintroduced and ease back into the routines of school.
- **Brain Break:** Students may need a “brain break” during the learning process. A game can be a fun way to let the learner take a break, but still stay engaged in a learning experience.