

DOMAIN 1: APPROACHES TO LEARNING AND COGNITIVE DEVELOPMENT**SUB-DOMAIN: COGNITION AND COGNITIVE PROCESSES****REPRESENTATIONAL THOUGHT AND PLAY****GOAL 15: CHILDREN PARTICIPATE IN PRETEND OR SYMBOLIC PLAY.**

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
First, Second, and Third Grades	Creates and carries out elaborate fantasy and real play themes.	<ul style="list-style-type: none"> ▪ Engages in games with formalized rules; sometimes based on shared current culture characters or movies. ▪ Formalizes plots and actions into presentations as plays, video productions, or puppet shows. ▪ Uses logical thinking and explanations about what is fictional in stories and games. ▪ Directs others in carrying out plots and roles. 	<ul style="list-style-type: none"> ▪ Help child articulate and develop rules for games/play. ▪ Encourage peer groups to develop shared plans for creating play and developing presentations. ▪ Help children learn strategies and skills for documenting their ideas, plays, and stories using art and digital presentation tools. ▪ Offer opportunities for discussions about fantasy and reality in stories, movies, and daily topics. ▪ Use a variety of questions to guide discussions including who, what, where, when, why, and how. ▪ Help child distinguish fantasy and reality in media, especially around commercials and advertising.