



Purpose:

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Bardwell Branch-Out recognises children's and young people's right to play as contained in Article 31 of the UN Convention on the Rights of the Child 1991. Bardwell Branch-Out advocates playing as integral to children's and young people's enjoyment of their lives, their health and their development.

Children and young people – disabled and nondisabled – whatever their age, culture, ethnicity or social and economic background, need and want to play, indoors and out, in whatever way they can. Through playing, children and young people are creating their own culture, developing their abilities, exploring their creativity and learning about themselves, other people and the world around them. (Play England)

Procedures:

• Bardwell Branch-Out operates in accordance with the Play work Principles:

1.All children and young people need to play. The impulse to play is innate. Play is a biological, psychological and social necessity, and is fundamental to the healthy development and well-being of individuals and communities.

2.Play is a process that is freely chosen, personally directed and intrinsically motivated. That is children and young people determine and control the content and intent of their play, by following their own instincts, ideas and interests, in their own way for their own reasons.

3. The prime focus and essence of Play work is to support and facilitate the play process and this should inform the development of play policy, strategy, training and education.

4.For Play workers, the play process takes precedence and Play workers act as advocates for play when engaging with adult led agendas.

5. The role of the Play worker is to support all children and young people in the creation of space in which they can play.

6. The Play workers response to children and young people playing is based on a sound up to date knowledge of play process and reflective practice.

7. Play workers recognise their own impact on the play space and also the impact of children and young people's play on the Play worker.

8. Play workers choose an intervention style that enables children and young people to extend their play. All Play worker intervention must balance risk with the developmental benefit and well-being of children. Play: Policy and procedure To be reviewed: June 2022



Staff at

Bardwell Branch-Out recognise the importance of free play where the young people choose what they want to play with and a Play worker's role is to facilitate their play and the Play Cycle:

-Play Drive: The idea to play starts inside the child's mind, and they might then do an action or send out a signal (a Play Cue) to start the play.

-Play Cue: a signal sent out by the child (to another child, children, adult, animal or even an inanimate object) inviting the other to join in with the play. For example, a child might throw another child a ball to catch, or they may say, "Shall we play?"

-Play Return: this is a signal returned in response to a Play Cue showing that they would like to join in the play. For example, a child might catch a ball thrown to them, and throw it back.

-Play Flow: When a child is absorbed in their play, they are in the Play Flow, which can last for minutes, hours or sometimes days at a time.

-The Play Frame: The imaginary or real boundary around the child's/children's play, which can be altered by changing the space, people, things, etc in it to maintain and extend the Play Flow.

-Annihilation: When child/children decide to end the play (or when they are forced to end their play, or their play is interrupted by an adult) the Play Frame 'pops' and is extinguished, and the cycle of play ends.

-The Play Cycle: All the above elements together constitute the Play Cycle, starting with the Play Drive and ending with annihilation of the play. This comes from the ground-breaking Colorado Paper by Perry Else and Gordon Sturrock.

•Bardwell Branch-Out aims to create a varied and interesting environment that stimulates social, physical, creative, emotional and intellectual play.

• Session leaders set up the play space for after school clubs and holiday sessions with planned activities such as cooking, arts and crafts, sensory play, variety of toy boxes. Children are encouraged to lead their own play and may choose what they'd like to play with from the resources.

• The setting includes a provision of open space inside and outside, music, lighting and range of objects and materials (loose parts) the young people can select to develop their own play.

• Bardwell Branch-Out will plan activities and provide resources that are based on the children's and young people's interests and supports specific requirements to ensure all children and young people enjoy themselves.

Play: Policy and procedure To be reviewed: June 2022



• Bardwell Branch-Out recognises and allows children to engage in the 15 types of play taken from Bob Hughes Taxonomy of Play types.

• By following the 7 best play objectives Bardwell Branch-Out aims to:

1.Extend the choice and control that children and young people have over their play, the freedom they enjoy and the satisfaction they gain from it.

2.Recognise the child's/ young person's need to test boundaries and respond positively to that need.

3. Manage the balance between the need to offer risk and the need to keep children and young people safe from harm.

4. Maximise the range of play opportunities.

5.Foster independence and self-esteem.

6.Foster children's/ young people's respect for others and offer opportunities for social interaction.

7.Foster the child's/ young person's well-being, healthy growth and development, knowledge and understanding, creativity and capacity to learn.

• Bardwell Branch-Out supports staff to undertake Play work training annually where possible and to keep up to date with developments in Play work.

• Bardwell Branch-Out will consult with service users and families about the provision in a variety of ways on a regular basis. Consultation methods include discussions and observations of children.

• Bardwell Branch-Out will regularly evaluate practice and resources and will keep an inventory which is updated when required