

### Initial situation

The parent and the child do not talk to each other when playing with objects apart from the minimal exchange necessary for the game to go on.

### Desired situation

The parent and the child regularly talk not only when playing with objects but also when deciding what to play. These conversations enrich the games by adding a new dimension to them.

## Technology 7: Playing with objects

### THINKING

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### 7.1. Questions related to choosing objects for the game

→ Which (OBJECT) can I play with? Ok, I will think of a toy I want to play with and you can guess which one I'm thinking of. You can ask me 5 questions. I can only answer 'yes' or 'no'.

→ I will describe to you a soldier I want to play with. For example, I may say, 'I'd like the soldier to be shorter than this pencil'. Then you can divide all the soldiers into two groups – those that are shorter than the pencil and those that are not. Then I will continue: 'My soldier should be dressed in green'. Then you can split the group again etc. So, shall we start? Can we change roles now?

### THINKING

## Technology 7: Playing with objects

### 7.1. Questions related to choosing objects for the game

→ Hmm, I have an idea what we could play, but you have to guess what it is (as a response to the child's request to play with you). I will start describing it, Ok? So, I would like us to play a game where there are many different objects involved. So, what could it be? Right, cars. Can it be something else? .... Right, practically anything. So, let me continue. ...

→ Ok, I agree to play soldiers with you if you give me at least 5 reasons why it should be interesting to me. Ok, go ahead. ...

### THINKING

## Technology 7: Playing with objects

### 7.1. Questions related to choosing objects for the game

→ Can we now play something else? Can you guess what I think we should play? I will play if you guess correctly, OK? You can ask 10 questions I can answer 'yes' or 'no' to.

→ So, how will we divide the cars for our races? It seems that there are many we both want. Let's do it like this. We will give reasons in turn why we want each car. The one with most reasons wins the car. Deal?

### THINKING

## Technology 7: Playing with objects

### 7.2. Questions between the characters in the game

→ Lada Niva to Lamborghini: What makes you so expensive? I don't think I am worse than you are. Tell me what makes you better.

→ Teddy to Transformer: What kind of animal are you? Where do you come from? How can you be played with?

→ (cars) This is a special road. You can pass only if you can solve a puzzle I give you. Ready? Do you see the car park over there? Ask me three questions and then guess which of the cars I am thinking about.

### THINKING

## Technology 7: Playing with objects

### 7.2. Questions between the characters in the game

→ (soft toys) Would you like to play with us? (parent's toy to child's toy). You are welcome to join in but first you should say what you have in common with each of us (other soft toys in the game)

→ (robots) Can you give an instruction to my robot so that it can fetch that block from over there? He can just follow the orders you give. So you should be very precise.

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## Technology 7: Playing with objects

### 7.2. Questions between the characters in the game

→ Now there are only a few of your soldiers left. Seems like the only chance for your general is to use talking as weapon. It means he should make a very convincing speech to persuade my soldiers to keep him alive or to let him go. Would you like to give it a try?

### THINKING

## Technology 7: Playing with objects

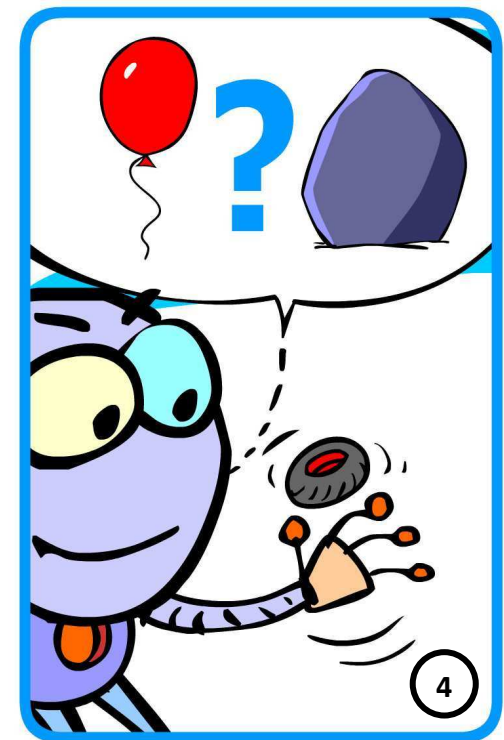
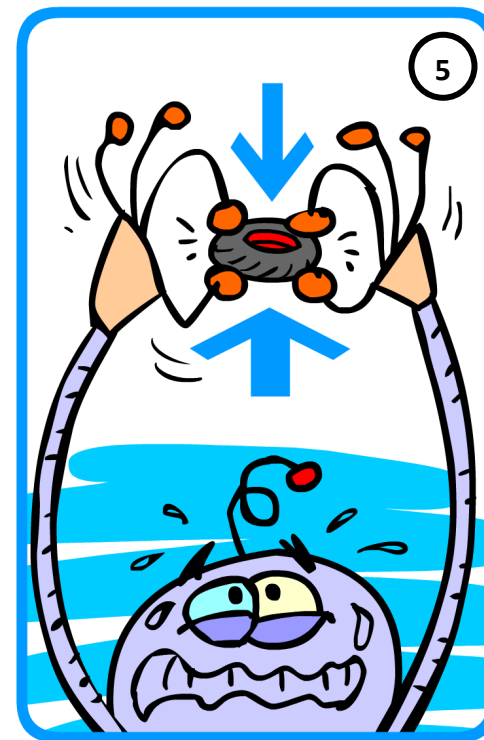
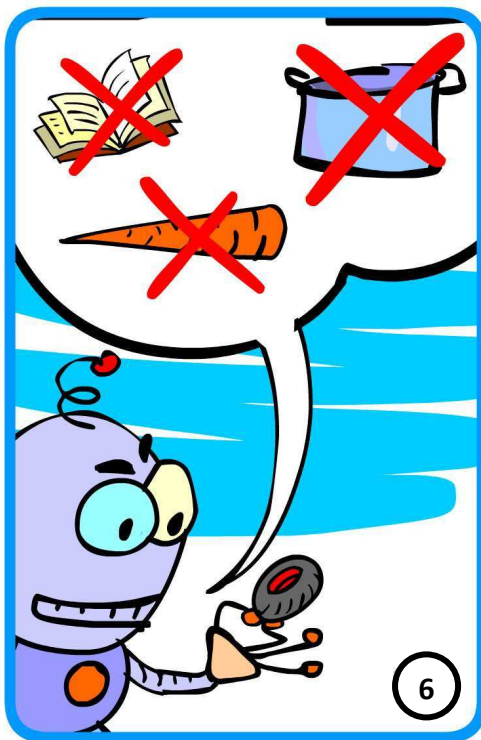
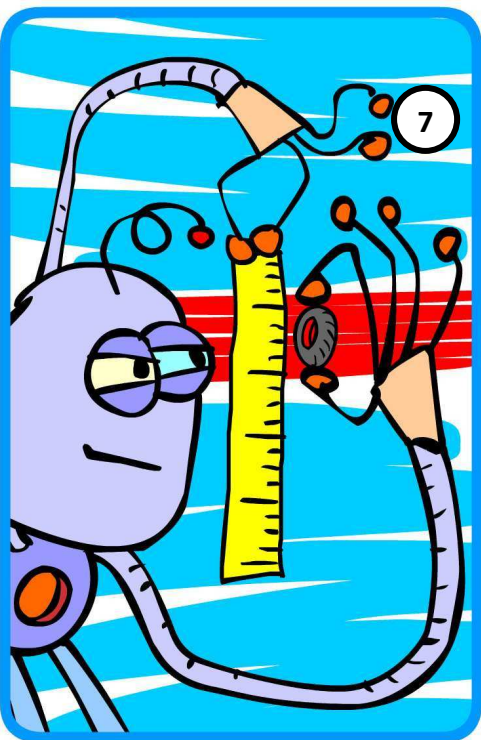
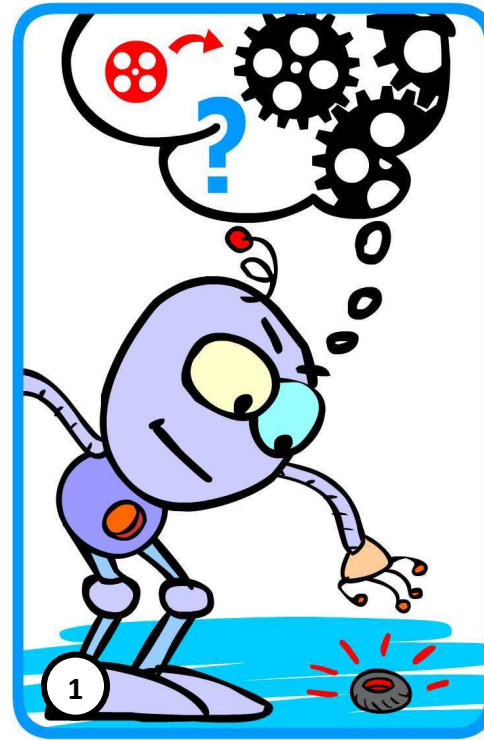
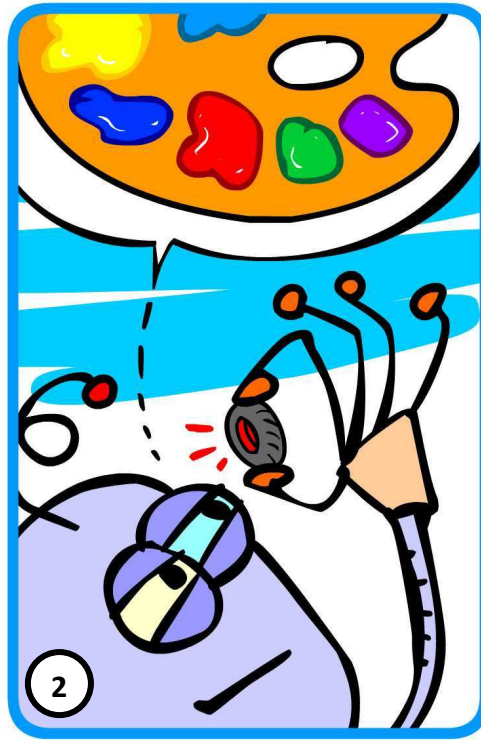
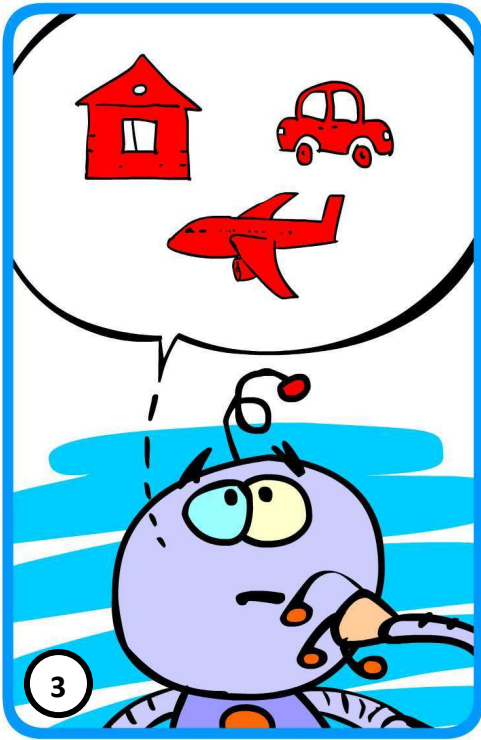
### 7.3. Questions on comparing the objects in the game

→ Why is the tower you built more suitable for (CHARACTER) than for (CHARACTER)?

→ (soldiers) Do you think your army is stronger than mine? Why (not)? What could we do to make the forces more equal? Can we do it without changing the number of soldiers?

→ (cars) Do you know that I am the best car in the world? You only think you're better but it's not true. I am better than you because I am more experienced and I have driven more kilometers. What would you reply to this?

### THINKING



## Technology 7: Playing with objects

### 7.3. Questions on comparing the objects in the game

→ (soft toys) I am the most beautiful animal here. Of course I am. My eyes are more beautiful than anybody else's here because they are dark and large. (To this, one of the other toys should come with a different idea and argue. Initially it's you who voices the other toy but you should encourage the child to take up this role).

THINKING

## Technology 7: Playing with objects

### 7.3. Questions on comparing the objects in the game

→ (robots) Hello, I am your clone – master robot. :Look at me – I am exactly like you. (Take a robot that is not, so that it's easier for the child to argue. With time, you can take a robot that is more and more similar, thus making the task more and more challenging to the child)

→ Now I will put you to a test only the best can pass. Tell me what can be soft *and* hard (most toys can be – having both soft and hard parts). Tell me what can be light *and* heavy (a small soft toy can be light for the child and heavy for a fly). Tell me what can be ...

THINKING

