VIA University College
LIFT: Learning Impact Future and Transformation
# Play in Theory and Practice

<table>
<thead>
<tr>
<th>Title of Module</th>
<th>Play in Theory and Practice</th>
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<td><strong>Relevance</strong></td>
<td>Play activities and ‘play-like’ activities are a fundamental part of children’s culture, development and learning processes. Various theoretical disciplines have investigated the concept of play in different contexts. Psychologists, sociologists, historians, phenomenologist etc. have different perspectives on play, yet they all agree that play is essential to the understanding and support of children’s development and learning processes.</td>
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| **Thematic description of module** | • Play and development (role play, rule play, parallel play, fantasy play etc.)  
• Play and learning  
• Play and being  
• Play and democratic formation  
• Play activities:  
  o Sensory play  
  o Physical play  
  o Digital play  
  o Play and language development  
  o Music and rhythm  
  o Creativity  
  o Drama and narratives  
  o Playground activities |
| **Learning Outcomes** | The students will:  
• Gain knowledge about the significance of play for the child according to different psychological, sociological and pedagogical theories.  
• Attain the ability to analyse the developmental and learning potential of different games.  
• Have the potential to plan various activities and shape environments to further positive play experiences for children.  
• Gain knowledge about how to implement an inclusion perspective in play planning.  
• Be informed about the significance of play for the child’s development potential in the areas of participation, motivation, education and learning. |

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