

Digital Play Framework – Computer Observations

Date: _____ Child's name: _____ Child's Age: _____

Type of play	Type of indicators: Computer	Observations
Epistemic play (Hutt, 1966) (learning skills, solving problems, exploring the device)	Follow the directions of the program	
	Seemingly random clicking of the mouse	
	Seeking help to recognise letters on the keyboard	
	Relating the mouse to the arrow on the screen	
	Relating the keyboard to the letters on the screen	
	Using keyboard for correct letters	
	Manipulating the mouse	
	Controlling the game to move to the next level or action	
	Changes CD for new program	
	Deliberately does the incorrect thing for the reaction	
	Recognises icons and symbols for the desired action	
	Sharing learned actions with others	
Ludic play (Hutt, 1966) (creative and symbolic)	Selects program for symbolic game or play	
	Uses computer in imaginative scenarios	

Jo Bird (MPhil, BECSt.) jo.bird@une.edu.au

Adapted from the Digital Play Framework (Bird, J., & Edwards, S. (2014). Children learning to use technologies through play: A Digital Play Framework. *British Journal of Educational Technology*, 46(6), 1149-1160. doi:10.1111/bjet.12191)