

Digital Play Framework – iPad Observations

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

Type of play	Type of indicators: iPad	Observations
Epistemic play (Hutt, 1966) (learning skills, solving problems, exploring the device)	Seemingly random pressing	
	Seeking assistance for desired outcome	
	Tilting the iPad for desired outcome	
	Deliberately adjusts iPad settings	
	Trying different things to solve an issue	
	Recognising images and what they represent	
	Scrolling through Apps	
	Pressing the Home button to select a different App	
	Intentional, sequential pressing to locate desired App or function	
	Deliberate finger movements to move or resize items	
	Using the inbuilt camera to create an image to use in an App	
Sharing learned actions with others		
Ludic play (Hutt, 1966) (creative and symbolic)	Deliberate actions to create an imaginary scenario	
	Repeating observed imaginary scenario	
	Creating own imaginary scenario	
	Recording footage of imaginary scenario	