Playful experiences support children’s development and learning

Joyful
Socially interactive
Actively engaging
Meaningful
Iterative

Playful experiences
Types of play
The role of the adult
Learning through play in school
New Children, Technology and Play study:

Children’s knowledge, their development of skills, emotional wellbeing and family relationships are supported through play with a wide range of technologies, and it's completely integrated as part of their everyday life.
Children’s play with digital technologies needs help to become more social (involving collaboration) in some contexts, and it needs to do more to allow children to test ideas, try out new things and create content.

Children need to be able to take the initiative in their digital play: not just following a fixed path that a game or app sets out for them, but being more engaged in setting their own goals and personalising their experiences.

Children need to be given a varied diet of play with digital technologies: children who engage with more and different types of play are more likely to be engaged and happy, to experiment and mix with others.

Children learn best when they are actively supported by an adult, and so parents especially can be more engaged in children’s play with digital technology.

Games and apps need to reflect more diversity in terms of culture, race and ethnicity, language and gender.
Knowledge and skills developed through play with digital technology

Holistic skills
- Social, physical, emotional and creative skills

Subject knowledge
- E.g. language, literacy, mathematics, science, geography, history, art and so on

Digital skills
- E.g. operating devices and navigating apps, finding information, keeping safe, creating digital content