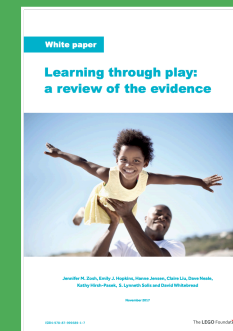
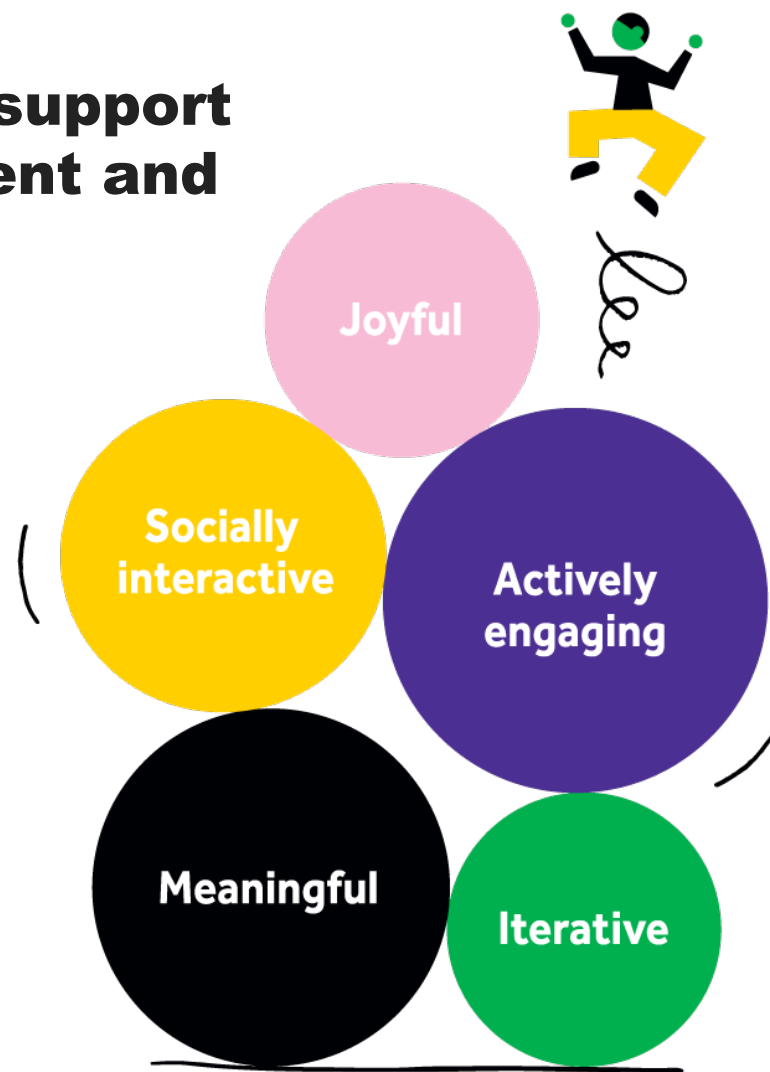


# Playful experiences support children's development and learning



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.

South Africa

**1,286**

Survey respondents

**49**

Focus group children

**30**

Telephone interviews with parents

**14**

Teachers and community members interviewed

UK

**2,429**

Survey respondents

**71**

Focus group children

**30**

Telephone interviews with parents

**24**

Teachers and community members interviewed

# Implications of the study



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

