

Playfulness acts as a "thinking device" for meaning making (Parker-Rees, 2002, p. 54). By allowing fun and playfulness, teachers can utilise the

connections to course components. Quick play includes (although not limited to): Ice breakers, and add-on play (i.e. improvisation play, play breaks mid-class, play to reinforce concepts, tinkering, etc.).

Icebreaker examples:

Paper Ghost	Throw Me the ____ (ball, feather...)
Guess/follow-the-leader	Speed-Date / Friendship
Who Am I? (i.e. Celebrity version)	Tell Us A Story
Adapted Pictionary (and/or with AI Allen)	Write in the Chatbox: What is your favorite pizza topping / icecream flavour?
Blind Drawing	Show and Tell
Charades	
Two Truths and a lie	

Further Ice breaker resources:

<https://uwaterloo.ca/centre-for-teaching-excellence/teaching-resources/teaching-tips/teaching-tips-creating-positive-learning-environment/icebreakers-online-classes>
<https://symondsresearch.com/icebreakers-for-online-teaching/>
http://www.ascd.org/publications/educational-leadership/summer20/vol77/num10/Successfully-Taking-Offline-Classes-Online.aspx?fbclid=IwAR1ofQoB_qBMhGa0X91NqsrrsJJRR9to-zEV5dvyPCAfewBn3QIW8icwypA

Add-On Play Examples:

Tinkering: Play Doh sculptures, etc.	Word searches
Doodling a concept	Creating Avatars
Group mural (can be adapted to using a Whiteboard online)	Unusual scenarios/context
Online Scavenger Hunt	Multiple sources of Inspiration
Crosswords	Role Play
	Personification of key concept

Over Play Examples:

Consider