

What's Your Play Personality?

The Joker

A person who loves to joke and make others laugh

The Artist/Creator

Enjoys creating and making things

The Explorer

A person who loves to explore something new or different, either physically, emotionally or mentally

The Competitor

Loves a competitive game with rules, and likes to play to win

The Collector

Enjoys collecting interesting collections of objects and experiences

The Director

Enjoys planning and executing events, loves organization

The Kinesthete

A person who loves to move and push their body to see what it can do

The Storyteller

Loves to use their imagination to tell a story in writing or acting

From *Play: How it Shapes the Brain, Opens the Imagination, and Invigorates the Soul*
by Stuart Brown and Christopher Vaughan

16 Play Types – Bob Hughes

Symbolic Play

Using objects, actions or ideas to represent other objects, actions, or ideas, e.g. using a cardboard tube like a telescope.

Rough and Tumble Play

Close encounter play which is less to do with fighting and more to do with gauging relative strength. Discovering physical flexibility and the exhilaration of display and it's generally friendly and positive. This type of play can burn up a lot of energy.

Socio-Dramatic Play

When children act out experiences, e.g. playing house, going to the shops or going to a restaurant.

Social Play

Any social or interactive situation where the expectation is that everyone will follow the set rules - like during a game or making something together.

Creative Play

Allows children to explore, try out new ideas and use their imagination. They can use lots of different items, altering something and making something new.

Communication Play

Play using words, gestures e.g. charades, telling jokes, play acting, etc.

Dramatic Play

Play where children figure out roles to play, assign them and then act them out.

Locomotor Play

Movement for movement's sake, just because it's fun. Things like chase, tag, hide and seek and tree climbing fall into this category.

Deep Play

Play which allows the child to encounter risky experiences and conquer fear like heights, snakes, and creepy crawlies. Some find strength they never knew they had to climb obstacles, lift large objects, etc.

Exploratory Play

Using senses of smell, touch and even taste to explore and discover the texture and function of things around them. An example of this would be a baby mouthing an object.

Fantasy Play

This is the make believe world of children. This type of play is where the child's imagination gets to run wild and they get to play out things that are that are unlikely to occur, like being a pilot or driving a car.

Imaginative Play

Play where the conventional rules, which govern the physical world, do not apply, like imagining you are a bee, or pretending you have wings.

Mastery Play

Control of the physical and affective ingredients of the environments, like digging holes or constructing shelters.

Object Play

Play which uses sequences of hand-eye manipulations and movements, like using a paintbrush.

Role Play

Play exploring ways of being, although not normally of an intense personal, social, domestic or interpersonal nature. For example brushing with a broom, dialing with a telephone.

Recapitulative Play

Play that allows the child to explore ancestry, history, rituals, stories, rhymes, fire and darkness.

Hughes, B. (2002) A Playworker's Taxonomy of Play Types, 2nd edition, London: PlayLink.