

# Indicators of Safe and Healthy Play



**PLAYWORKS**

## Tier 1 - Safety

### A.) Play Space and Equipment.

The play space for recess has no safety concerns. It is clearly free of hazards and/or all unsafe areas are identified as "no play" zones.	The play space for recess is appropriate in that there are no immediate safety concerns.	The play space for recess is well marked (cones, chalk, paint) and all game boundaries are clear.	Almost all of the equipment provided (90% or more) is being used as intended and in a safe manner.
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### B.)-Transitions

All transitions to recess from classroom are organized and smooth	All transitions to the classroom from recess are organized and smooth
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### C.) -Games and Equipment.

A variety of organized games and/or activities are available during recess	Almost all games are inclusive to a variety of groups by gender, ability, race and/or age	Fixed and non-fixed recess equipment is available to support multiple games and activities
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## **Tier 2 - Engagement**

### **A.)- Adult Intervention**

The adult to student ratio is approximately 35-49:1	All supervising adults arrive on time and there are no periods of time in which students are unsupervised	Almost all of the supervising adults are strategically positioned to view students in the recess play space	Adults almost always intervened after seeing negative communication (verbal or nonverbal) and did so in a constructive way	Adults almost always intervened after seeing physical altercations and did so in a constructive way
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### **B.)-Adult Behavior**

Almost all adults model positive culture (e.g. positive language, getting students involved, supporting conflict resolution skills, etc)
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### **C.)-Student Interaction**

Almost all of communication (verbal or nonverbal) between students is positive and encouraging towards each other	There were no physical altercations between students
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### **D.)-Student and Adult engagement**

Almost all adults consistently reinforce the rules	There were no disagreements about rules between students	Almost all students are involved in physically active play (90% or more)	Almost all adults are playing games and engaged with students
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### **Tier 3 - Empowerment:**

#### **A.)-Play and Games**

Students are free to choose activities to play during recess	Almost all games are initiated by students	Almost all games are sustained by students
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#### **B.)- Student-Led Conflict resolution**

Students demonstrate strategies to resolve their conflict without adult intervention
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#### **C.)-Recess Access**

Recess is permitted to every student. Schools are using other methods of consequences rather than taking away recess from students. Recess become a tool to help teach kids proper behavior instead of being used as a consequence.
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