10-Minute Play Tracker

From Hulya Mehmet - Because tracking helps you see the invisible progress

A Note Before You Start

I've watched thousands of parents fill in play logs. Most write things like "nothing happened" or "same as yesterday."

Then I show them what actually happened: Their child played 2 minutes longer. Made eye contact once. Brought them a toy. Moved 10cm closer.

These tiny shifts? They're everything. This tracker helps you notice them.

Your Promise to Yourself	(Not to Me)		
 □ I will spend 10 minutes in pre □ I will put my bloody phone in a □ I will follow their lead (even w □ I will notice without fixing 	another room		
Daily Play Log Day 1:	(date)		
Time of day: What my child chose to do:	<u>(uate)</u>		

Play type used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)

What I noticed:

- My child's engagement: Low 12345 High
- My comfort level: Low 12345 HighConnection felt: Low 12345 High

One thing that surprised me:

Day 2:(date)
Time of day:
What my child chose to do:
Play type used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What I noticed:
 My child's engagement: Low 1 2 3 4 5 High My comfort level: Low 1 2 3 4 5 High Connection felt: Low 1 2 3 4 5 High
One moment of connection:
Day 3:(date)
Time of day:
What my child chose to do:
Play type used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What I noticed:
 My child's engagement: Low 12345 High My comfort level: Low 12345 High Connection felt: Low 12345 High
Something new that happened:

Day 4	<u>:(date)</u>
Time o	f day:
What n	ny child chose to do:
Play ty	pe used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What I	noticed:
-	My child's engagement: Low1 23 4 5 High My comfort level: Low1 23 4 5 High Connection felt: Low1 23 4 5 High
How I f	elt afterward:
Day 5	:(date)
-	f day:
What n	ny child chose to do:
Play ty	pe used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What I	noticed:
-	My child's engagement: Low1 2 3 4 5 High My comfort level: Low1 2 3 4 5 High Connection felt: Low1 2 3 4 5 High
A shift	I'm noticing:

Day (6: (date)
	of day:
What	my child chose to do:
Play ty	ype used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What	I noticed:
- - -	My child's engagement: Low 12345 High My comfort level: Low 12345 High Connection felt: Low 12345 High
What's	's getting easier:
<u>Day</u> 1	7:(date)
Time o	of day:
What	my child chose to do:
Play ty	ype used: □ Parallel (alongside) □ Mirror (copying) □ Sensory (movement/touch)
What	I noticed:
- - -	My child's engagement: Low 12345 High My comfort level: Low 12345 High Connection felt: Low 12345 High
This w	week's biggest win:

Week Reflection (The Honest Version) Which play type felt least awful? That's your starting point. Build from there. When did your child seem most themselves? Not "engaged" or "appropriate" - just themselves What made YOU want to scream? Name it. It's okay. I still hate repetitive play after 25 years. What tiny magic moment happened? There's always one. Even if it lasted 2 seconds. How do you both feel after play now vs Day 1? Different? Same? Both fine. Notice what you notice. What would make next week 1% easier? Not perfect. Just 1% easier. That's progress.

Celebrating Small Wins

Check any that happened this week:

□ My child played near me longer than usual
□ They made eye contact during play
□ They brought me into their play somehow
□ They seemed calmer during our play time
□ They made new sounds or attempts at words
□ They smiled or laughed during play
□ They moved closer to me
□ They let me copy their actions
□ They checked to see if I was watching
□ I felt more relaxed than usual
□ I enjoyed the play (even a little!)
□ I resisted the urge to teach
□ I followed their lead the whole time
□ I noticed something new about my child
Count your checks: wins this week!

Sensory Play Ideas

Simple activities that build connection

Water Play (Calming Connection)

- Pouring games: Cups and water. Back and forth. Natural turn-taking
- Washing dolls: Gentle, nurturing, regulating
- **Bubble bath**: Add measuring cups. Pour over hands
- **Ice play**: Frozen toys in warm water. Temperature contrast
- **Spray bottles**: Plants, windows, each other (summer fun)

Movement Play (Energy Connection)

- Pillow crashes: Build. Knock down. Repeat
- Dance party: Their music. Copy their moves
- Blanket rides: Pull them around on smooth floors
- Bear crawls: Race on hands and knees
- Yoga poses: Animal poses together

Touch Play (Sensory Connection)

- Playdough: Squish, roll, poke. No end goal
- Rice bins: Hide toys. Search together
- **Finger painting**: On big paper, walls (washable), bodies
- Texture hunt: Soft things, rough things, smooth things

Massage games: Gentle pressure on arms, back

Building Play (Problem-Solving Connection)

- Cardboard boxes: Endless possibilities
- **Couch cushions**: Forts, mountains, hideouts
- **Blocks**: Stack, knock down, stack again
- Blanket tents: Under tables, over chairs
- **Paper towel tubes**: Roll cars through

Quiet Play (Gentle Connection)

- Flashlight games: Shadows on walls
- **Sorting games**: By colour, size, texture
- Books together: Same book 20 times is fine
- Puzzles: Simple ones. Help when asked
- **Drawing**: Side by side. No instructions

Kitchen Play (Life Skills Connection)

- Measuring: Water, flour, anything
- **Stirring**: Big bowl, wooden spoon
- Washing up: Toys in sink with bubbles
- **Snack prep**: Tearing lettuce, spreading toast
- **Ice cream making**: Bag method with salt

Garden Play (Nature Connection)

- Digging: Small patch just for them
- Watering: Plants, mud, themselves
- **Bug hunting**: Look, don't necessarily touch
- Leaf collecting: Sort by size, colour
- **Sensory garden**: Plants to touch, smell

The Golden Rules for All Sensory Play

- 1. Follow their lead If they want to just touch, just touch
- 2. No pressure for "right" play There's no wrong way
- 3. Stay present Your calm attention is the magic ingredient
- Let it be messy Mess means engagement
- 5. **End before meltdown** Watch for overstimulation signs

When Sensory Play Goes Wrong

Too much stimulation signs:

- Getting wilder instead of calmer
- Can't stop when asked
- Eyes look "glazed"
- Seeking more intense input

What to do:

- Slow down immediately
- Lower your voice
- Add deep pressure (firm hug)
- Move to quieter activity
- Sometimes just stop

Making It Communication-Rich

Without being pushy:

- Use simple sound effects ("splash!" "wheee!")
- Offer simple choices (red cup or blue cup?)
- Create anticipation ("ready... set... go!")
- Notice and narrate simply ("wet hands!")
- Celebrate all attempts at communication

Remember: The goal isn't perfect play. It's connection. Trust that connection leads to communication.