Recess Quality - It Matters!

Playworks - Audrey Hallman and Abby Roach



Playworks is the leading national nonprofit leveraging the power of play to transform children's social and emotional health. With our support, kids experience safe, fun, and healthy play in school and in our communities. We create a place for every kid -- and every adult -- to feel included, be active, and build valuable social and emotional skills that are critical for life -long health and well -being.

Let's Play!

Objectives

Participants will be able to...

- Articulate the importance of a high quality recess
- Explain why we use the Great Recess Framework (GRF)
- Understand the components of a high quality recess
- Experience a Mock Playworks Recess
- Leave with a tool to better understand the quality of their own recess



Why High Quality Recess

- Newly published research demonstrates that "recess quality, rather than time and access, is associated with positive social and emotional health outcomes."
- High quality recess significantly predicted
 - Emotional self -control
 - Positive classroom behavior
 - Executive functioning
 - Resilience







What is a great recess?

Playworks needed a consistent way to measure **recess quality** across services, regions and schools.



History





Design Phase



Testing & Refinement



Adoption



Expand & Deepen



Valid and Reliable Tool

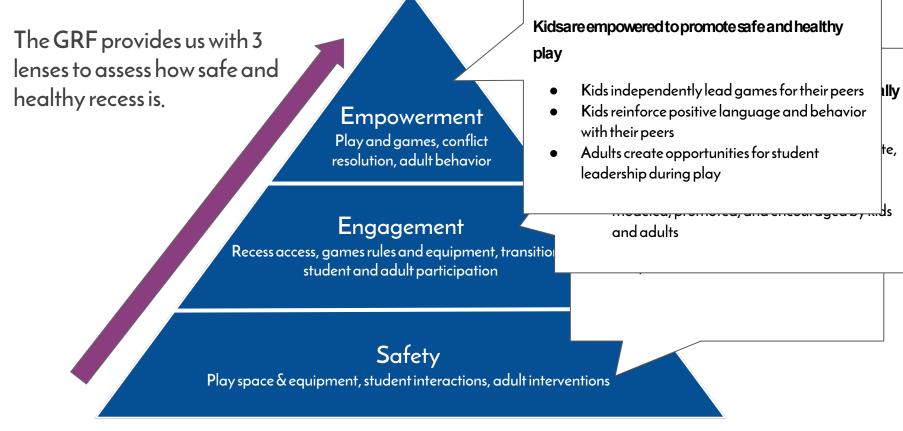
Through partnership with an external researcher, we can now say...

Evidence supports the Great Recess Framework as a **valid and reliable** assessment tool to observationally measure the quality of the recess environment.



Citation: Massey et al. BMC Public Health (2018) 18:394 https://doi.org/10.1186/s12889 -018-5295-y





Great RecessFramework





Mini Recess Debrief

Safety	Engagement	Empowerment



Mini Recess Debrief

Safety	Engagement	Empowerment
 Common rules and clear boundaries All kids are welcomed and encouraged to join games Conflict does not escalate Verbal and nonverbal communication is positive 	 Majority of kids are actively playing Games are varied, inclusive, age-appropriate, and allow for student choice Empathy, respect, and cooperation are modeled, promoted, and encouraged by kids and adults 	 Kids independently lead games for their peers Kids reinforce positive language and behavior with their peers Adults create opportunities for student leadership during play



Recess Checkup

What's Included

Discover what's working and uncover areas for improvement, so that you can promote a safe and healthy school environment.





Receive tailored recommendations for making

improvements where they're needed the most.



Get Adults Participating

Teacher and staff participation has a big influence on how students engage and behave on the playground.



Use Positive Language -

Small encouragements on the playground can change how kids behave in and out of the classroom.



Teach Students to Resolve Conflicts on Their Own

 $\label{thm:conflict} Help\ your\ kids\ settle\ disagreements\ with\ these$ proven conflict\ resolution\ techniques.

Recess Checkup Prep

Watch

Are students playing games?

Are adults participating?

Are games in designated areas?

Are games inclusive of different genders and abilities?

Do students resolve their own conflicts or is adult intervention needed?

Do students listen to each other and get along?

Listen

Is language positive or negative?

Consider

Can students choose and set up games on their own?

What do your student leaders do?

Thank you!

Audrey Hallmann
Regional Partnership Director
audrey.hallmann@playworks.org

Abby Roach
Trainer
abigail.roach@playworks.org

