**Social and Symbolic Play Observation Protocol**

**INSTRUCTIONS FOR CODERS**

1. Circle or cross out the code corresponding to the observed play behavior as follows:

**KEY**:

Joint Reference/Attention –

RV = Response, Verbal

RN = Response, Nonverbal

IV = Initiation, Verbal

IN = Initiation, Nonverbal

RE =Response with Eye Contact

IE = Initiation with Eye Contact

Imitation –

MI = Motor Imitation

VI = Verbal Imitation

EI = Expression Imitation

DMI = Delayed Motor Imitation

DVI = Delayed Verbal Imitation

Turn-Taking -

R-O = Response with Objects

I-O = Initiation (bid/request) with Objects

R-A = Response during Activity

I-A = Initiation (bid/request) during Activity

Object Play –

FP = Functional Play

RP = Representational Play

OSP = Object Substitution Play

IP = Imaginary Play

Social Play –

OD = Object-Directed

PD = Person-Directed

CBN-F = Continuation Bid, Nonverbal to Familiar person

CBN-S = Continuation Bid, Nonverbal to Stranger

CBV-F = Continuation Bid, Verbal to Familiar person

CBV-S = Continuation Bid, Verbal to Stranger

RN-F = Response to Bid, Nonverbal from Familiar person

RN-S = Response to Bid, Nonverbal from Stranger

RV-F = Response to Bid, Verbal from Familiar person

RV-I = Response to Bid, Verbal from Stranger

2. Record Duration, Latency, or Number of Turns in the appropriate column

3. For each section take note of the types of objects or activities engaged in by the child.

4. For Toy Exploration

a) Record the duration spent engaged with each toy

b) Record the time of each distance explored in the bottom right box

c) Use arrows to indicate on the diagram the order in which the child explores the various toys