

# CONTENTS

Chapter One	An Introduction to Constructive Play	1
<i>Background</i>	2	
<i>Content</i>	3	
<i>Progress</i>	12	
<i>Process</i>	18	
Chapter Two	Establishing Identity and Equivalence	25
<i>Encounters with Identity and Equivalence</i>	26	
<i>Identity: Same Object, Different State</i>	26	
<i>Identity: Same Object, Different Use</i>	40	
<i>Equivalence: Different Object, Same State</i>	47	
<i>Equivalence: Different Object, Same Use</i>	54	
<i>Summary: Identity and Equivalence Correspondence</i>		62
<i>Developmental Trends</i>	63	
Chapter Three	Changing Perspective	67
<i>Encounters with Perspective</i>	68	
<i>Self-to-Object</i>	69	
<i>Self-to-Other</i>	87	
<i>Summary: Changing Perspective</i>		104
<i>Developmental Trends</i>	105	
Chapter Four	Representing Motion	109
<i>Encounters with Representing Motion</i>	110	
<i>Freezing Motion</i>	110	
<i>Unitizing Motion</i>	129	
<i>Imagining Motion</i>	142	
<i>Summary: Representing Motion</i>		147
<i>Developmental Trends</i>	149	
Chapter Five	Making Functional Relations	153
<i>Encounters with the Relation between Two Variables</i>		154
<i>Changing Directions</i>	154	
<i>Changing Distance, Force, Weight, and Speed</i>		168
<i>Changing Limits</i>	174	
<i>Summary: Making Functional Relations</i>		185
<i>Developmental Trends</i>	186	
Chapter Six	Children in Your School	189
<i>Your School</i>	190	
<i>Children as a Whole</i>	192	
<i>Appendix</i>	196	
<i>Index</i>	197	