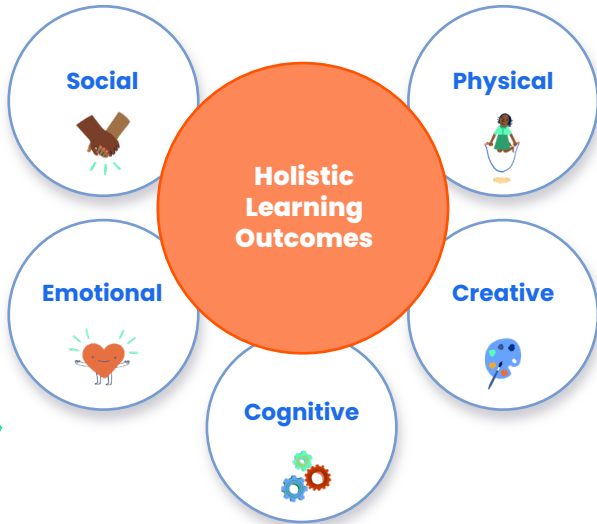


## RESEARCH AGENDA

Globally, evidence shows that play is one of the most important ways in which young children gain essential knowledge and a variety of physical, social, emotional, cognitive, and academic skills. Play makes the learning process more meaningful and engaging and can improve children’s relationships with caregivers. This is especially important for children facing adversity, as engaging children in playful activities with supportive caregivers can help mitigate the effects of toxic stress.



Till now, most research on learning through play has been conducted in high-income countries with young children (under five). Multiple studies have found a positive impact for high-quality, playful pedagogies on holistic learning outcomes.

The PlayMatters project is one of the first large-scale initiative to advance learning through play approaches in developing countries and refugee settings and is including primary aged children. The consortium has thus committed to building the evidence base through rigorous research across the project cycle.

For PlayMatters, research refers to the systematic investigation of how to develop, implement, and evaluate learning through play interventions in low-resource and refugee contexts. This not only with the purpose of contributing to knowledge, but also building insights into how to successfully scale and sustain these interventions.

As depicted below, our single overarching research question focuses on children’s holistic learning outcomes and resilience. However, the research has a total of 27 questions, all aiming to build knowledge around learning through play approaches across the four research areas.

Overarching Research Question			
What is the impact of Learning through Play approaches on children’s holistic learning outcomes and resilience?			
<b>Topic 1</b> Learning through Play in Schools and Learning Spaces with Educators	<b>Topic 2</b> Learning through Play in Homes with Parents and other Caregivers	<b>Topic 3</b> Learning through Play in Communities	<b>Topic 4</b> Learning through Play and Education Systems
<b>Cross-Cutting Themes:</b> Gender, Inclusion, Protection			

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