

THEORY OF CHANGE ★  
**LEARNING THROUGH Play IN**  
**TEACHER PROFESSIONAL DEVELOPMENT**



**Teacher conditions**

- Autonomy and flexibility
- Willingness to learn
- Motivation
- Existing beliefs and mindset



**School and system conditions**

- School leadership
- School culture
- Curriculum and student assessment
- Teacher evaluation systems
- Teacher turnover

**Student outcomes**

are specific, drive TPD design, and result from playful learning experiences.

Increase in **playful learning experiences** in the classroom (activities and interactions)

**Classroom conditions**

- Time available during class and school day
- Competing curriculum requirements
- Student response
- Access to materials

**Enabling Conditions**