



Two Buddies' Hospital 2

Open a pretend clinic together. New patients and changing needs invite the children to discuss a plan, divide the work, and keep the shared game going.

Helps Your Child Grow



Relationships with Other Children

Discussing how to treat a pretend patient, sharing jobs, and inviting another child to help gives your child practice cooperating in shared play.



Medical Play set

What You'll Need

1. Pretend doctor kit



Work Through Different Ideas

Invite a visiting child to open a pretend clinic. Let both children be doctors who choose tools and decide how to help the patient. If their ideas differ, add a specific symptom from a familiar doctor visit so they can return to a situation both understand and continue the game.

Observations

- Responds to the patient's request and pretends to have an injury
- Suggests a treatment based on something used earlier in the game

Tips

- Speaking as the patient about how an injury feels gives the children a reason to notice and respond to another person's feelings.
- Discussing one treatment question together helps both children focus on the same problem before they divide the work.
- When the children disagree, help them find one plan they can both accept. This gives them an early experience of negotiation.
- If a treatment idea is outside the children's experience, add another clue about the patient and guide them toward a familiar kind of care.



Treat the Patient Together

After one treatment, introduce another patient or a new tool. When a task works better with two people, watch whether your child invites their friend to join. Offer a small prompt only if needed.

Observations

- Invites another child to help treat the patient
- Uses the blood pressure cuff after hearing what it is for

Tips

- Each new doctor-play experience provides another action or idea the children can carry out together.
- At two and a half, a shared situation often keeps peer interaction going. A new patient or problem gives both children a reason to stay in the same game.
- If your child does not invite their friend, speak within the story: "This tool is hard for one doctor to hold alone."
- Create a moment when one doctor has too much to do. The need for another pair of hands can make cooperation part of the story.



A New Patient Arrives

Notice what each child is doing and whether one has no role. Add a small task that follows their interests and requires them to complete something together. If both children want to continue, bring in another patient or problem.

Observations

- Helps another child treat the next patient
- Talks and negotiates with another child during the game

Tips

- Pretend a toy has a toothache or stomachache to create a different reason for the doctors to cooperate.
- Invite one child to support the other child's action: "Could you hold the patient's arm still while she gives the pretend shot?"
- For this age, peer interaction often grows from thinking, acting, and continuing within the same shared game.
- Follow the children's interest with another patient or problem to extend the time they play together.