

Changes in Child's Play over Two Generations

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Özet

Play culture as being a part of child culture includes numerous variables such as activities in games; partners, time, materials, place for games, rules and roles inside games. In this study, it was aimed to define changes in play culture and children play in terms of their historical and cultural basis. For this goal, it was studied with 30 grandparents and 30 children participants who were from low and middle class living in the province of the center of Kastamonu, Araç, Seydiler and Devrakani. In-dept interviews based on qualitative research methods was used to gather data. The interviews were carried out by a semi-structured interview form including six questions. This form has two parts. In the first part related with play culture, they were asked the participants which games they played, from where, whom and how they learn the games, where and when they play and finally if there are any changes in their games depending on the time. In the second part, parent participation and intervention for child's game were questioned. The results showed that economical conditions of the present time and parents' values about child's right for play effect children' play and toy culture and also this effect is formed by limitations of plays and toys in a given time and society.

Anahtar Kelimeler

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Abstract

Play culture as being a part of child culture includes numerous variables such as activities in games; partners, time, materials, place for games, rules and roles inside games. In this study, it was aimed to define changes in play culture and children play in terms of their historical and cultural basis. For this goal, it was studied with 30 grandparents and 30 children participants who were from low and middle class living in the province of the center of Kastamonu, Araç, Seydiler and Devrakani. In-dept interviews based on qualitative research methods was used to gather data. The interviews were carried out by a semi-structured interview form including six questions. This form has two parts. In the first part related with play culture, they were asked the participants which games they played, from where, whom and how they learn the games, where and when they play and finally if there are any changes in their games depending on the time. In the second part, parent participation and intervention for child's game were questioned. The results showed that economical conditions of the present time and parents' values about child's right for play effect children' play and toy culture and also this effect is formed by limitations of plays and toys in a given time and society.

Keywords

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