

The traditional children's games with rules
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Structure of presentation

- Theoretical approaches
- Definition – traditional children's games with rules, Games with rules
- Data base
- Canonical rules
- Conventional rules

Theoretical approaches

Vygotsky (1933) – games with rules as a conditional games or games with an imaginary situation

Piaget (1966) defined three positions directly related to determining the status of traditional games with rules

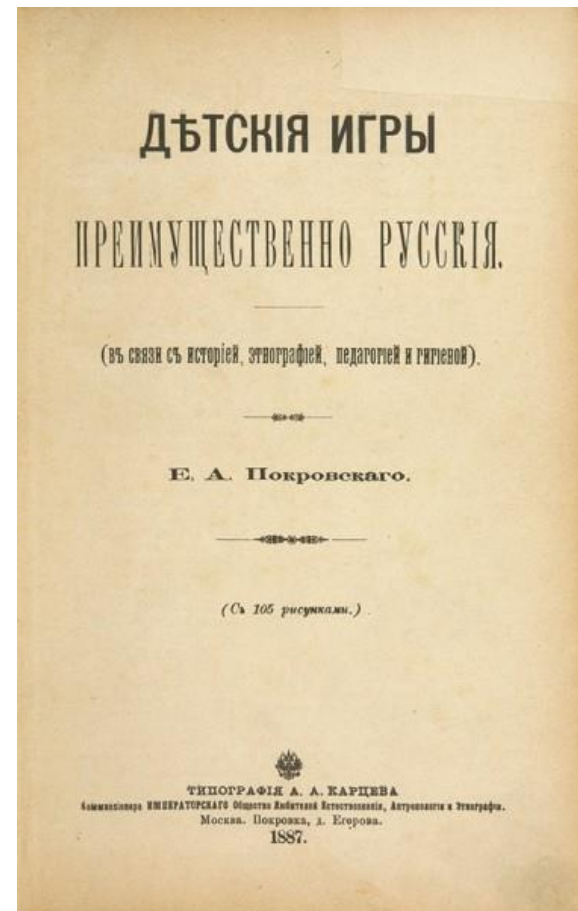
A.N. Leontyev (1981), leading role of the game task that the rules of the game are fixed

Definition

- Children's traditional games (also called folk games) are those that are passed from child to child, generation to generation, informally by word of mouth, (Sierra, Kaminski, 1995)
- The creation of traditional children's games and the children's social praxis in the form of playing these games represent one of the most significant mechanisms in the constitution of generations of young people as a separate social group (I.Ivic, A. Marjanovich)
- 3 levels of game rules: Operational rules, Constitutive Rules, Implicit Rules (Salen, Zimmerman, 2004)

- The games with rules the cumulative result of historical creativity of many generations of players.
- The game rules handled from generation to generation specific social representative elements:
 1. **significant** (the names of games, their variations, the designation of objects and playspaces);
 2. **meaningful** (names, sequence, ways and forms of performance of play activities)
 3. **specific social interaction and play patterns** (player roles, player community, core social mechanics, forbidden play.

Data base



Two levels of game rules

Canonical game rules

- **Canonical rules** governing typical game tasks

The object games with rules: games with balls, sticks, stones, marbles, pieces of glass, shards, corks, buttons, etc.

- Canonical rules also clearly define the ways of performing typical tasks or operational and motor activity with objects.

Games with objects: hiding, tossing, catching, throwing at the target, passing over, etc.

- The canonical rules of games with the hiding objects determine the type of objects
- The canonical rules of games with the hiding objects give details about typical game tasks, or the methods of dealing with the object

Conventional game rules

Conventional rules of the game meet the general logic of canonical rules,

within the national tradition or
the local children's tradition

- which subject is hidden,
- how it is hidden (passing or throwing an object – from hand to hand, behind the back, from under the knees)
- how to start the game, how choose the play spaces
- how regulate the position of the players (standing or sitting in a circle, in a line, in two lines, etc.),

Conclusion

Developmental benefits

- Skills and play tasks
- Interaction
- Self-control
- Childs play experience

Thank you for attention